

Iron Hammers Adeptus Astartes supplement

By Tybor Krant



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The Iron Hammers Adeptus Astartes

Founded: 390.M39.

Gene-seed: From the Iron Hands chapter.

Base: Octar Minor, a moon orbiting Tygress V

Leadership: Council led by the ten commanders of the companies that form the chapter.

Symbol: Metal hammer with aquila wings on a dark green background, framed in black.

Chapter History

During the Angevin Crusade a detachment of the Irons Hands Astartes chapter fought alongside the great Drusus, commander of all Imperial forces in the crusade.

While attacking a Xenos outpost on Tygress V, the Iron Hands marines got cut off and lost contact with the Imperial ships supporting them. Thus they were marooned on Tygress V. Fighting the terrible Yu'Vaths the marines eventually ran out of ammunition and was forced to a dangerous game of hide and seek with the enemy. Hiding in dense pine forests they finally encountered the planet's human population; the Kelgars, who had sought shelter from the Yu'Vaths in the forests as well. While feral and savage the Kelgar tribes was still easily befriended and an alliance was formed.

After many successful joint attacks on the Yu'Vaths, the Kelgar took the marines to their most sacred place, the Cave of the Ancients. The cave was an old arms depot from the dark age of technology and the marines rejoiced. Sadly no ammunition was found, only crates of thunder hammers, and the power packs for them. The leader of the marines, Iron Father Aevius, found a way to activate the thunder hammers once again, and armed his marines with them.

Armed with thunder hammers and supported by Kelgar heavy cavalry, the Iron Hands brought the battle to the Yu'Vath. The marines and their allies annihilated the xenos base in a terrible battle that cut the number of marines down to 11 survivors.

For 5 full years the surviving marines lived with the feral Kelgar tribes, before an Imperial scout ship, sent to asses Tygress V, picked them up and returned them to the Imperium.

Drusus the Lord Sector petitioned the High Lords of Terra for a chapter of the Adeptus Astartes to call Calixis their home sector. It was decided that the surviving Irons Hands from Tygress V were to be the base that the new chapter would be formed around. They would become the leaders of the new Iron Hammers Astartes chapter based on Octar Minor, the smaller of the two moons orbiting Tygress V. Ten of the leaders descended on Tygress V to seek out young recruits. Over the course of a hundred years each leader chose and initiated a hundred of the strongest, fiercest and toughest adolescent males they could find. All were sent to Octar Minor for training and indoctrination.

The last of the eleven, Aevius, both tech marine and spiritual leader, took it upon himself to study the thunder hammers found on Tygress V, and the environment they were found in. This led to Aevius crafting ten great hammers, all great pieces of technological art and

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Tybor's Ramblings

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wonder given to the ten leaders of the Iron hammers. Legends speak of an eleventh hammer, crafted right before he died, the most magnificent of all his works.

The chapter borrowed tradition and custom from the Kelgar on Tygress V and mixed it with the traditions of the old Iron Hands chapter and thereby creating their own Iron Hammer traditions.

The chapter's first major battle was on Avitohol fighting off an orc invasion in 501.M39, where they played a deciding role in the Imperial victory.

Since has many battles across the galaxy followed, and the chapter has handled itself admirable in all of them.

One battle sticks out like no other though; The Battle of Sin'Wyn. All Iron Hammer marines are well versed in the battle that nearly destroyed the chapter and finally settle the fate of the Yu'Vath empire once and for all. Sin'Wyn was a world outside the Calixis Sector, but still close enough for the Yu'Vaths to send in raiders and interloopers. The Iron Hammers fell upon Sin'Wyn. in full force, obliterating all opposition and quickly gaining access to the Yu'Vath Hive queen. Two squads of terminators fought valiantly and slew the foul queen. The Yu'Vath however had one final act of trickery up their sleeve. The souls of the Yu'Vath had through profane and unholy sorcery been bound to a massive chaos megalith, that reached all the way to the planet's core. The megalith, resonating with energy absorbed through the dying of the Yu'Vath, sent ripples of force through the planet, creating Earthquakes and destroying the planet's magnetic field. Ripples in space time opened near the megalith, pouring out the raw stuff of chaos. As daemons and nightmares came to life before the very eyes of the marines, a great onslaught began. The Iron Hammers was getting decimated by the sheer number of entities attacking them. Hammer Master Fordrun of the Kel'Hram was a grizzled old veteran, with the experience of hundreds of battles, quickly organized a counter attack stopping the tide of daemons, and allowing for the evacuation of more than half the chapter. When Fordrun was assured that his battle brothers had left the planet successfully, he ordered the megalith destroyed. Hitting the megalith with everything they had, the marines shattered it. Unfortunately the strain on the core of Sin'Wyn was too much, and the planet exploded in a giant ball of fire, killing everything on it.

Fordrun was posthumously awarded the Iron Crown for his great deed and sacrifice, indeed all the marines that perished on Sin'Wyn are revered as the epitome of the ideal battle brothers, dying for the sake of the chapter. It is not uncommon to hear the Iron Hammers cry "Sin'Wyn" as they charge into battle.

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Iron Hammer terminology

The Iron Hammers use a few different terms than the most Adeptus Astartes chapters in the Imperium:

Generic Adeptus Astartes term

Company
Company commander
Librarian
Medicae
Tech marine
Chaplain*

Iron Hammer term

Century
Hammer lord
Mind hammer
Iron mender
Hammer smith
Hammer smith

*See the hammer smith section.

Beliefs and traditions:

The Iron Hammers believe that the divine Emperor the sole god of humanity. Responsible for inspiring the millions of weapon crafters in the empire of man, the Omnissiah and Emperor is the same god. The hammer being the tool of crafting is sacred to the chapter, and is represented in most rituals and traditions of the chapter.

Weapons are tools of man, and man is a tool of the Emperor, therefore weapons are fundamental in the service of the Emperor. No man can be without weapon, for without; he is refusing to serve the Emperor and mankind and committing heresy.

The art of crafting weapons is one the highest arts in the galaxy, and a sacred devotion to the one true god.

The chapter has excellent connections to the Adeptus Mechanicus, where Hammer Smiths are sent to study the secrets of crafting.

Rituals:

The Iron Hammers has many rites and ceremonies they observe among the most common are:

The Rite of the Scout: The neophyte is elevated to the rank of scout, effectively joining the chapter in active service. Being welcomed by his scout comrades, this is a day celebration and rejoicing.

The rite of the Battle Brother: When a scout is deemed ready to leave the scout squad and join the marines proper, he is elevated into either a tactical or assault squad. The week before the elevation is spent in solemn prayer and fasting. The status of Battle Brother is conferred in the presence of the rest of the chapter in a great parade (those marines capable of participating). It is therefore normal to have more several Battle brothers announced at the same ceremony.

The Rite of the Standard Bearer: A ceremony held in the century every year, the old century standard bearer passing the century banner to a new bearer. It is a time for boisterous singing and festivities.

Rite of the Conquering Hammer: Bestowed upon individuals whose actions have been deciding factor in a battle that would otherwise seem hopeless. The whole chapter attends this ceremony, as the honoured marine receives a thunder

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hammer gold inscribed with words of his great deed. Very few attain this honour.

Rite of the Iron Crown: Saving the entire (or the better part) chapter by his actions, the marine who accomplish this attains the greatest honour possible for an Iron Hammer marine. The crown is bestowed in a ceremony where the entire chapter is present. The recipient spends a week in prayer giving thanks to the Emperor, prior to the event. The crown is inscribed with gold letters, telling the tale of the great deeds of its wearer. Only two such crowns have ever been bestowed on anyone.

Joining the Iron Hammers

The Iron Hammers only recruit from Tygress V, and then only from a tribe associated with the recruiting century. Selection of possible recruits is an important task; the future of the chapter depends on it. Retired marines from the chapter that has returned to spend their old age with their old clansmen are charged with making the selection. Through the tribes' hard and arduous rites of passage, new recruits are singled out and further tested. Once the old marines are content that a recruit lives up to the chapter's standards, he is sent to the moon Octar Minor for induction into the chapter. Upon acceptance the recruit is given an additional Imperial name to reflect his new life. This combined with his old tribal name is his name in the chapter. For example: Kaltos (Imperial) and Garm (tribe); Kaltos Garm. The new recruit is trained and educated, until he is deemed ready to join the scout squad, usually when he is about to receive his last implant.

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Organization:

The Century:

The century has roughly a hundred marines in it. They are commanded by a hammer lord, who has no one above him in the chapter. Every century has very strong ties to one of the Kelgar tribes on Tygress V, from which they sole recruit from. Each century is named after the tribe it recruits from.

The centuries are:

Kel'Shan
Kel'Rath
Kel'Biron
Kel'Amaran
Kel'Madar
Kel'Dathir
Kel'Ormus
Kel'Ir
Kel'Hram
Kel'Qush

The Scout Squad:

Every century has at least one scout squad consisting of the neophyte marines. Equipped with camouflage flak armour, a sniper rifle or assault rifle, and various melee weapons, these young recruits perform dangerous intelligence gathering for their century. Always led by a cadre marine with extensive knowledge of skirmish warfare, these squads usually has one man equipped with a RPG for taking out vehicles, and a man with a heavy stubber for supporting fire. One neophyte apprenticed to an iron mender sees to the medical needs in the field. Scouts some times use a laser targeting system to call in drop pods with other squads, ensuring the pod lands very accurately. Life as a scout is hard and dangerous. When not out in the field doing

intelligence ops, they are training and honing their skills, leaving precious little time for anything else. It is said that a scout can count the number of days slept in a real bed on one hand.

Youngest man in the squad is always the cook; he must procure and prepare the food for his squad. Cooks, who neglect to put an effort into their work, quickly learn to, since the meals usually are the highlight of the day, and a great booster to morale. Bad cooks take many beatings and harassment from the rest of the squad, with the squad leader even encouraging the harassment.

The scouts use their mustang vehicles to get around fast, never staying more than a day at any one place.

Every scout squad is named after its century. For example: Scouts of Kel'Shan.

The Tactical Squad:

Most centuries have at least 5 tactical squads with 10 marines in each. Every squad led by a veteran marine with more than a hundred years in the service. Equipped in power armour, storm bolters, and chain axes or chain swords, these marines are put against most threats. These squads always has 3 heavy weapons specialists with them, each carrying either a plasma cannon, heavy bolter or missile launcher. One iron mender is usually with a squad. Tactical squad leaders are usually equipped with more devastating weapons like power swords or axes.

When a tactical squad needs new members, it recruits primarily from the scout squad, and at times borrowing members from other squads. New members are expected to excel at using ranged weapons and being willing to learn from more experienced marines.

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Tactical squads inserted using either rhino or land raider vehicles, depending on need and availability. Drop pods are used extensively as well.

The battle brothers of a tactical squad are close knit group that depends on and trust each other. Very little rivalry exists, and roles in the squad are assigned according to ability.

Each squad is named after its leader. For example: Squad Castus.

The Assault Squad:

Normally each century has 3 assault squads in it with 10 marines in each. 2 of the squads are led by a veteran marine. These squads are armed with power fists, lightning claws, and chain fists for close combat. Bolt are carried for ranged attacks. One assault squad in each century is led by a hammer lord, the leader of the century. This squad always has at least half of its members equipped with thunder hammers. Some squads are equipped with jump packs which allows for faster and easier insertion. One marine in each squad is trained in rudimentary medical aid to be able to tend to the squads medical needs. Drop pods guided by scouts are the favourite method of insertion for the assault squads. At time they are deployed directly from thunder hawk carriers and then find their way into battle using their jump packs.

The assault squad recruits new members who are fierce and strong in close combat, but still disciplined enough to take orders in the heat of combat.

Each squad is named after its leader. For example: Squad Centus.

The Devastator Squad:

The Iron Hammers believes in the use of heavy weapons and lots of them. Every

century can normally field 6 devastator squads. All devastator squads consist of 5 members carrying heavy weapons of any kind. These old warriors are highly respected, and most hammer lords listen to their counsel when given. Devastator squads are deployed using either razor backs or mustangs.

Each squad is named after the oldest member. For example: Squad Quetus.

The Terminator squad:

Having only twenty two terminator armour suits available for the chapter in all, the Iron Hammers has equipped all the hammer lords with a terminator armour suit. The ten are given to marines who have shown themselves worthy of the honour. The terminator squad numbers five marines of outstanding ability and zeal. The members are drafted from the entire chapter, and membership is granted by a council of the ten master hammer smiths in the chapter. The two last suits are used by the iron menders and the hammer smiths respectively. The terminator squads work outside the normal century boundaries in the chapter, being sent to support any century in need. The terminator squad favour using thunder hammers for close combat, though one marine is always equipped with an appropriate heavy weapon.

Terminator squads are inserted using rhinos, land raiders, or drop pods. They have been known to be inserted with a hammer lord in his land raider crusader. The terminator squads are named after a famous Iron Hammer marine of the past. For example: Squad Aevius.

Iron Menders:

Every century has a chief iron mender with five to six iron menders under him; they act as the chapter's apothecaries.

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Iron menders are charged with providing medical aid during battle, and when necessary, retrieve the gene-seed glands of dead marines. They closely monitor the health of the chapter and screen all new recruits. Together the ten chief iron menders form a council, where they discuss the chapter's medical matters. Iron menders start their apprenticeship when they are scouts, after that they are assigned to a squad when a position opens. They use the Medicae career path. All iron menders are just called iron menders no matter what career rank they have, only scout menders are simply called scouts.

Hammer Smiths:

The hammer smiths are the tech marines of the Iron Hammers. Master craftsmen, specialists in field repair, and spiritual leaders of the Iron Hammers, the hammer smiths perform their duties with particular zeal. The century has one hammer master who oversees the work of 3 hammer smiths and their apprentices. The hammer masters of each century forms a council of arms, which discuss weapons and equipment for the chapter. The council has a member from the Adeptus Mechanicus permanently assigned, as to facilitate communication with Adeptus Mechanicus in a more direct and cordial way. Hammer smiths use the tech marine and the chaplain career paths, spending at least half of their experience points in the tech marine path. All hammer smiths are just called hammer smiths no matter what career rank they have.

Mind Hammers:

The mind is a weapon as dangerous as any crafted weapon, indeed the greatest weapon of humanity is the mind of the

Emperor. Mind hammers are the chapter's psychic support and keepers of lore. Dressed in the traditional blue armour of librarians from all chapters, they always carry bolt pistols and various grenade types along with more common librarian armaments. All centuries have at least 3 mind hammers attached along with the odd number of mind hammers in training. The chief mind hammer of a century is responsible for advising the hammer lord on psychic matters. All mind hammers are just called mind hammers no matter what career rank they have.

Hammer Lords:

The hammer lords are the leaders of the chapter, each leading a century. They are the most experienced and accomplished of the chapter's marines. Fully suited in terminator armour they lead their century from the front, inspiring their fellow marines by example.

A hammer lord has complete rule over his century, only the council has greater authority. The lords form a council of ten that leads the chapter, deciding on matters that concern the whole chapter. The hammer lords are chosen by the veterans of a century. All marines with than 200 years of service form an Iron Council, where they must reach an agreement about their new leader. Some centuries chose by majority vote, some by unanimity, and few by trial of combat. Common to all, once a hammer lord has been chosen, all must obey unquestionably.

Standard Bearers:

Great honour and prestige is associated with carrying the century's standard. Every year an able and tough scout is

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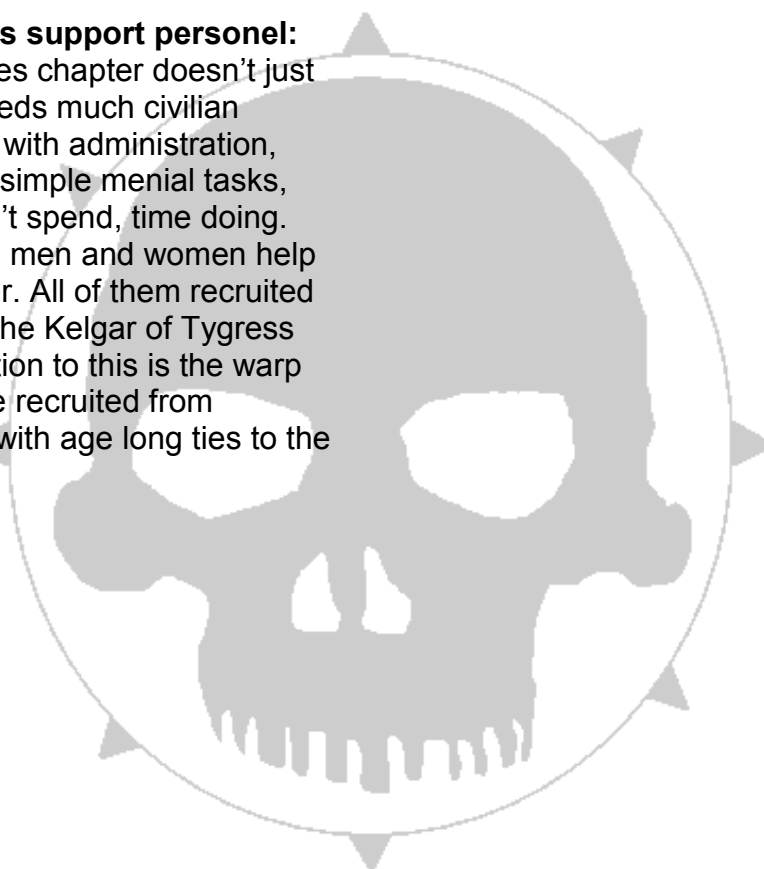
chosen for the task. On completion of duty, the standard bearer may forever display a small crest of the Iron Hammers on his helmet.

The chapter standard bearer will always be the oldest marine serving without a command of his own. Few live to earn that honour though.

Standard bearers always follow the highest ranking officer in a battle.

The Iron Hammers support personel:

An Adeptus Astartes chapter doesn't just support itself; it needs much civilian Personnel, to help with administration, maintenance, and simple menial tasks, which marines can't spend, time doing. Approximately 200 men and women help running the chapter. All of them recruited when young from the Kelgar of Tygress V. The only exception to this is the warp navigators who are recruited from navigator families with age long ties to the chapter.



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The Anvil on Octar Minor

The fortress monastery of the Iron Hammers is called The Anvil by the chapter. It has few buildings on the surface of the moon. Massive halls and tunnels have over the centuries been excavated under the surface, making it impossible to guess the size of the monastery when you see it on the surface.

A great monolithic temple serves as main entrance to the monastery. Giant sliding trapdoors in the surface serves as entrance for docking space crafts.

The Anvil has numerous missile turrets along with ion-cannons for defensive purposes. They are usually hidden under the surface when not needed. Aquila fighters can also take flight from the docks under the surface. An old battle barge, The Ferrus Aevius, continuously orbits Tygress V, never far away from Octar Minor.

The Anvil contains all that a chapter needs to train and educate marines for the Empire of Man.

Few areas in The Anvil are barred for the normal battle brother; however the Hall of Lords is closed to all but the Hammer Lords themselves. It is there the chapter keeps their greatest secrets.

Iron Hammer Vehicles

The Iron Hammers use most vehicles the empire has to offer, favouring heavily armed vehicles over troop carriers, using drop pods for insertion. The Iron Hammers has several warp capable ships, the most notable being the Emperor Class battleship Ferrus Mangulus. A giant ship with room for the whole chapter along with scores of vehicles, its very presence can discourage most conflicts. When not active, it orbits Octar Minor.

The chapter has 3 dreadnaughts in its service; these are used extensively, particularly when the odds of a battle are against the Iron Hammers.

Iron Hammer Scout Mustang

The Scout Mustang is used by the Iron Hammer scouts as means of transport. With an open top, four wheels, camouflaged and easily outfitted, these vehicles are the prime choice for a squad that needs fast and reliable transport.

Type: Ground vehicle

Size: Hulking

Armour: Hull 10

Traits: Open, All- Terrain

Narrative speed: 50 kph/110 kph

Combat speed: 15/35/70/105/140

Handling modifier: Drive (ground vehicle): +10

Armaments: Twin linked bolters mounted at passenger seat next to driver.

Crew: 1 (driver)

Passengers: 4

Access points: Open- topped

Options: Heavy bolter or las-cannon on tripod in back.

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NPC's

Hammer Lord Virgil Thaark of the Kel'Shan

"The green scum reminds us of the beauty in killing for the Emperor."

Hammer Lord Virgil Thaark

Lord Thaark of the Kel'Shan Century has seen centuries of battle in the Emperor's service. Orks, having cost him his left eye and right foot, have a special place in his heart, and misses no opportunity shown his particular kind of affection for them. An accomplished tactician Lord Thaark leads his men in carefully planned battles. Very little is left to chance, as he has contingency plans for most eventualities. Leading from the frontline does have its drawbacks, which is why he usually briefs his squad leaders extensively before committing to battle. Out of battle he cares little for tedious administrative duties, instead dropping them on the most senior squad leader. Matters of promotion however receive his full attention. He confides in his Hammer Master in most matters, and values the advice he receives. He has made a point out of knowing all of the marines in the century personally, which means he at times trains and leads all of the squads in the century, even the scouts. He cares deeply for the Kelgar population on Tygress V, and will not tolerate any threats to them. Lord Thaark thinks of his century as his family, and the chapter as the extended family. The Hammer Lord's world view tends to be black and white in perspective, which

may be his greatest flaw. Things do get a bit simple on the field of battle.

Fighting in an ancient terminator suit armed with his trusted thunder hammer and chain

fist, he is one the Imperium's most deadly commanders in the Calixis Sector.

Hammer Master Odius Graal of the Kel'Shan

"Divine Emperor of Mankind guide this, my weapon in accordance with thine divine will."

Hammer Master Odius
Graal

More machine than man Master Odius has been serving the Imperium and the Omnissiah for more than three hundred years. Crafting according to divine schematics handed down over the millennia, he is the prime weapon smith of the Century, inspecting all new weapons personally before they are issued. Always keen on studying new machinery, there are few machines and weapons he hasn't yet seen.

Aloof and insensitive he has a knack for hurting people's feelings without wanting to. He first of all respects logic, and will always attempt to use it when dealing with a problem. He has few feelings for anything except the chapter's machinery and weapons.

Heavily augmented with mehadendrites and cybernetics his appearance is disturbing to say the least.

Considering combat a waste of his talents, he nevertheless can fight

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impressively with his storm bolter and mechadendrite plasma gun.

Scout Squad Sergeant Kaelus Vruog of the Kel'Shan Century

"Fire AND movement, not fire OR movement, you lazy slugs!"

Sergeant Kaelus Vruog

A veteran marine with more than a hundred years under his belt, sergeant Kaelus, has more than enough experience to lead and train the century's scouts. A passionate believer in learning by doing, he trains his scouts in the most realistic conditions possible. Even taking his squad to battles where the Imperial Guard holds jurisdiction, taking on intelligence gathering missions or the odd sniper kill. He has more than once run afoul with Imperial Guard officers in charge, who doesn't seem to think they need his meddling. He couldn't care less. A harsh and even unfair leader at times, he hardens the scouts to the unfair reality of the battle. Bored with administration, he hasn't filled out a data slate in more than 50 years, instead getting the scout's various iron mender apprentices to do it. He thoroughly enjoys life as scout, and has no plans of advancing in the century for the time being.

He firmly believes in the Emperor as the one and true God of mankind.

Dressed in camouflaged flak armour, armed with an assault rifle and a power blade, little distinguishes him from the scouts he commands.

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Tygress V

Feral World. This world has two great continents, one of them, Gel Mar, almost spans the entire planet's equatorial line. It has a temperate climate with lush forests covering great areas. Massive mountain ranges dominate the centre of the continent. The planet's tribal population, the Kelgar, is scattered all over the continent. Great plains dominate the south of the continent reaching all the way to the coast line.

The other continent, Brek Mar, lies at the South Pole, eternally covered in ice. No native population lives there.

+++PLANETARY DATA+++

GALACTIC POSITION: 10-4/7/CS/NWW

EQUATORIAL CIRCUMFERENCE: 14.400 miles.

SATELLITES: Two moons.

Orctar Major is a moon covered in ice with deposits of methane gas and hydrogen under it. It has no atmosphere. The gravitational pull from Tygress V and its other moon Orctar Minor can at times cause great moon quakes, that release gas and ice into space like great geysers.

Orctar Minor is rock and dust, though rich in iron ore. It has no atmosphere. The Iron Hammers Adeptus Astarte chapter has its fortress monastery here. The moon is heavily defended and patrolled.

CLASS: Feral World.

YEARS AND DAYS: Tygress V takes 457 Terran days to circumvent its sun. Tygress V revolves around itself in the course of 28,4 Terran hours.

GOVERNEMENT: No organized government is present at Tygress V. The Iron Hammers take care of all relations with off worlders. No landing on Tygress V is permitted without the consent of the Iron Hammers Adeptus Astartes.

POPULATION: Approximated 3.000.000

RELIGION: A primitive version of the Imperial Cult.

ECONOMY: Money is of little use on Tygress V, the barter system is prevalent.

PRINCIPAL EXPORTS: No organized export. Big game hunting is possible, if done in agreement with the Iron Hammers Adeptus Astarte chapter. Very few are honoured this way.

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IMPORTS: No organized import. Nothing is imported without the permission of the Iron Hammers Adeptus Astara chapter.

MEAN SURFACE TEMPERATURE: 15°C.

TROPOSPHERIC COMPOSITION: Nitrogen 72%, Oxygen 25%, Argon 1%, Ozone 1%, Carbon Dioxide 0.5%.

SUBSECTOR: Drusus Marches

NATIVE FLORA AND FAUNA:

The great plains of Gel Mar is home to a variety of different animals. The top predator, the drinx, is a giant feline that lives in packs. Massive herds of a furred rhinoceros like creature, the rhinox roams the plains as well.

The forests contain numerous deer like species, as well as few species of boar. The gargath bear is the top predator there in fierce competition with a species of cave lions. Bird life is prolific all over the planet.

Oceanic life is diverse and largely uncatalogued, though rumours persist of giant jellyfish that have taken shipwrecked fishermen to shore.

No life of any note lives on the Brek Mar continent.

CONTACT WITH OTHER WORLDS: Two stable warp routes exists to Thical and Opus Macharius.

The Kelgar Tribes

"A life without battle, is a life without meaning!"

Durgan, Warlord of the Kel'Madar

Effectively 10 tribes of Kelgar live on Tygress V, though most tribes are divided up in minor groups of up 500 individuals. Every tribe has its own territory, which is guarded jealously against trespassers. Life on Tygress V is hard and brutal, making the Kelgar equally brutal. Tribal wars are frequent, though often indecisive. Wars are fought over territory, past slights, and resources. When a tribe is not at war it is preparing for the next. The Kelgar tribal warrior fights with primitive steel weapons he crafts himself.

The elite Kelgar warriors fight riding a furred rhinoceros-like creature called a rhinox. A Kelgar warrior lord riding in to battle on an armoured rhinox is an awe-inspiring sight.

One place is held sacred by all tribes; the Sacred Cave of The Weapon Master, no one fights there. The Weapon Master is the Kelgar name for the Emperor; he is the inspiration for life, battle and the crafting of weapons. He is even credited for making people fall in love, if you can call it love, when you kidnap your mate to be under the cover of darkness.

Most Kelgar grow crops during the summer cycle, supplemented with hunting and fishing. During winter most hunt and eat storage. The Kelgar have various kinds of livestock.

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Tybor's Ramblings

<http://koldborg.eu/Tybor.html>
April 24th 2008

Most tribes have two home locations with permanent housings, one for summer cycle and one for winter cycle.

Visitors are welcome and course for great celebration. Tales of battle and honour are told around the pits of fire and the local brew firewine. The Kelgar never harms guests, no matter how they behave. Only an open attack will make them break that custom.

The Kelgar have a rite of passage when a young boy reaches the tender of 12 (TygressV years). The rites differ in all tribes, but one common feature covers all; the rite culminates with a mass battle among the youngsters using improvised weapons. Anyone showing fear at that battle will be counted as a girl the rest of his life. The victor will be honoured greatly and is given a rhinox mount. The black ships are seen as emissaries of the Weapon Master, collecting the people that are destined to join him in life, and not in death as everyone else.

The Inquisition secretly monitors the Kelgar tribes, fearing that a cult of Khorne could easily take root.

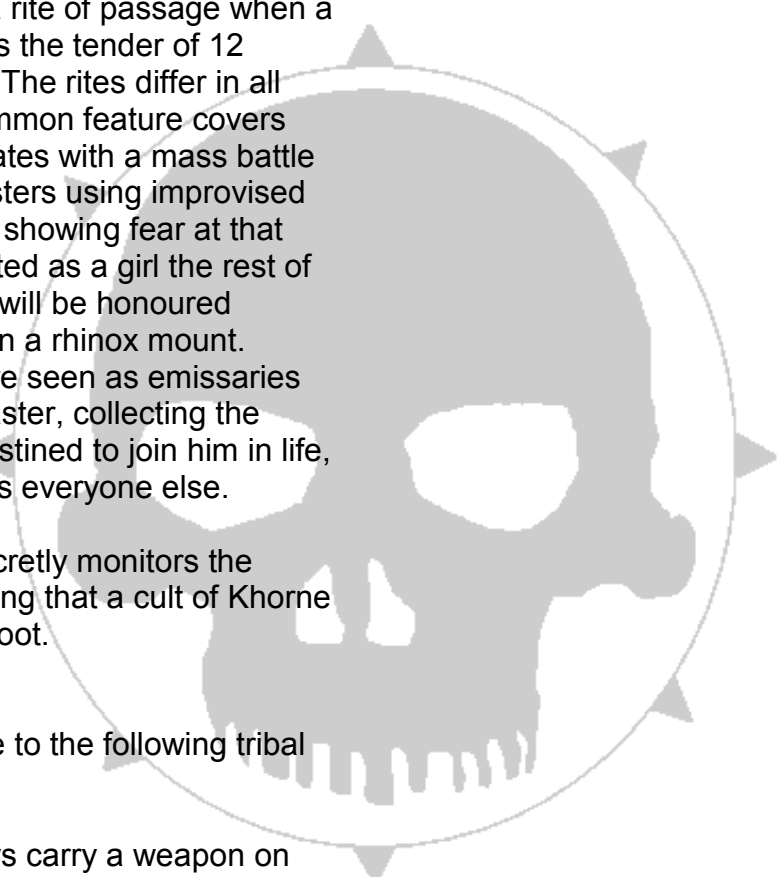
Tribal taboos

The Kelgar adhere to the following tribal taboos:

A man must always carry a weapon on him. To not do so is an insult to the Weapon Master (Emperor). A knife is enough.

Always expect death to visit you when you least expect it. Thus you must prepare yourself for the voyage to join the Weapon Master's Legions. Kelgar always leave home with their affairs in order should death come visit.

For every battle a Kelgar receives a tattoo, symbolizing his deeds in the battle.



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