



**THE
IMPERIAL INFANTRYMAN'S
UPLIFTING PRIMER**

**DAMOCLES
GULF EDITION**

WARNING

This document must not fall into enemy hands.

**Failure to ensure this document's safekeeping
carries the penalty of death.**

**Failure to produce this document at a superior
officer's request at ANY TIME carries the
penalty of death.**

*By order of the **Departamento Munitorum***

Section 20

UNARMED COMBAT

If you lose your weapon or it malfunctions you may have to resort to unarmed combat. (Note: losing your weapon or allowing it to malfunction is punishable by two months starvation diet and hard labour, or death.) Outlined here are some broad principles of unarmed combat.

ATTACK FIRST, ATTACK HARD, KEEP ATTACKING.

Balance: Stay upright and maintain balance. Adopt a triangular base with diagonally placed feet and squared hips. Keep shoulders level and straight. Confront your foe with the aspect of greatest resistance, supported on your back foot. Use short steps within guard position. Remember: if you fall, you will probably be defeated. Watch your opponent intently. Target weak spots (the eyes are vulnerable targets for most life forms; locating them is sometimes the hard part).

Reach: Judge the reach of your opponent. What distance is required for him to strike you? If your reach is longer, keep him at a distance by rocking back, back-stepping or holding out your fist. If your opponent is bigger than you, get in close. Use your speed to rob him of his advantage.

Guard: Protect your head with forearms and raised fists. Watch your opponent from behind this barrier. When he drops his guard, strike hard! Remember the trapping techniques you learnt in basic training. Use your opponent's weight against him. Unbalance him with blows to the lower portion of the body.

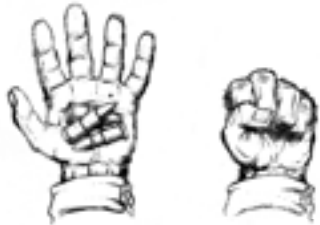
Punching properly is your greatest weapon. Join the regimental boxing team to learn valuable fighting techniques. Grip something small (some lug nuts or solid ammunition) in your fist to make it harder. Do not signal your punch; surprise is a key element. Watch out for your



ADOPT THE CORRECT COMBAT STANCE



USE A SUPERIOR REACH TO
YOUR ADVANTAGE



BARE KNUCKLES ARE A
FORMIDABLE WEAPON

Section 3

THE DAMOCLES GULF AND THE EASTERN FRINGES

The Emperor's Light is cast throughout the galaxy. You benefit from basking in His luminescence, and thus you are a wholesome and obedient servant. (Note: Watch your comrades closely. If any of them show signs of corruption or impurity, do not hesitate to report them to a commissar. Rest assured. You are being watched!)

But what of those unfortunates who live far from His light, where the vigorous clamor of the Imperium is but a distant hum and the chastening visitations of the Inquisitors naught but a fading memory? They become surly, willful and insular, like children left in the wild.

And there are wolves in the wild.

Where creation ends and the galaxy tapers off into the terrifying nothingness, uncertainty and the unknown begins. Everything is dark and shadows breed despair and fear. For centuries the far flung colonies and outposts on the Damocles Gulf have gathered dust, looking increasingly inward to avoid seeing the black sky above staring back at them like the empty socket in a dead man's skull.

Half-dead planets orbit pale suns. Humans exist without faith or belief. They have shrugged off the comforting cloak of faith, leaving themselves naked and vulnerable to alien predation.

Your duty is to drive the xenos invader howling back into the oblivion he came from.

Chapter 2

THE TAU

Being a close examination of the tau's mentality, physical and physiological weaknesses and how to exploit them (updated version).

Section 1

THE TAU AND THEIR INVIDIOUS WAYS

The Adeptus Mechanicus vessel *Land's Vision* made first contact with the tau's primitive forebears when they still lived in caves in 789.M35. While our proud ancestor's were plying the deeps of space, cataloguing all the lesser races, the tau were still throwing mud at each other! You have nothing to fear from such pitiful specimens.

All you need to know is where they are.

There is no such thing as an honest alien breed, but the tau are more dishonourable than any other. Most of the aliens cowed by the Imperial Guard are obvious and predictable in their methods and we have learnt how to take advantage of their weaknesses: orks are stupid, brittle boned and feeble; eldar are cowardly, cynical and sport archaic and ineffective weaponry; tyranids are mindless, half blind and confused by sudden movements. (See the section starting on page 65 for more details of these loathsome creatures.)

potentially intelligent species.



THE TAU ARE LITTLE
BETTER THAN BEASTS