

Master Sergeant “Dirt Diver” Arak

“I get to shoot guns and blow shit up, what could be better than life in the guard?”
 Master Sergeant Arak, when asked why he dedicated his life to service of the Emperor

No-one (least of all Dirt Diver himself), knows much about his home world. An army brat from birth, Dirt Diver grew up in the care of various Guard units. He became known as something of a lucky mascot during his early years, eventually taking up arms the night before his thirteenth birthday, when the Orks assaulted the base he was currently living in. Whilst the rest of the unit stationed there ran from the charging Orks, Dirt Diver remained to man the fixed Autocannon. His fire alone turned the Ork charge, and although not officially old enough to enlist, the unit superiors allowed him to serve in other ways. Upon reaching age, Dirt Diver enlisted and soon began a promising career in the Guard.

Dirt Diver finally came to wider attention during the third war for Armageddon, when during the assault on Praxis hive, he led the 2nd FSOC Storm Trooper squad in a mission behind the lines. The ten men parachuted behind the lines and infiltrated in to destroy the hives outer force field. This single action was formative in the eventual victory of the Imperium on Armageddon. This fact was recognised by Commissar Yarrick, who presented Dirt Diver with his trademark plasma pistol.

Insane Conviction: Dirt Diver is so convinced of his own inability to be killed in action that he often takes insane risks; and he always expects his men to take the same risk! Any unit that Dirt Diver joins must move towards the enemy and may never “Go to ground”. If an enemy is within range they must charge them. Because of the ferocity of Dirt Diver’s conviction, in the turn that the unit charges they receive +2 to their attacks, rather than the usual +1.

Deep strike: Any unit not mounted in a Chimera that Dirt Diver is part of may start the game in reserve and arrive by Deep Strike if the mission permits it.

Trademark item: Dirt Diver’s plasma pistol counts as a trademark item. The normal rules for trademark items apply as per page 36 of Codex: Imperial Guard

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	Pts	WS	BS	S	T	W	I	A	Ld	Sv
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Dirt Diver	55	3	3	3	3	1	3	2	9	5+
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An Imperial Guard army of 1,500 points or more may include Master Sergeant Arak. He does not count as an extra HQ choice, however you are not allowed to take another company standard if you take Dirt Diver. He must be used exactly as described below and may not be given any additional equipment.

Wargear: Master Crafted Plasma Pistol, Regimental standard, Frag & Krak grenades

SPECIAL RULES

Master Crafted Plasma Pistol: Dirt Diver was awarded his master crafted plasma pistol whilst in service with Commissar Yarrick during the third war for Armageddon, for feats above and beyond the call of duty. It counts as plasma pistol, however you may reroll the first “Gets Hot” misfire per turn.

Fearless: Dirt Diver is totally fearless and never has to take Morale or Pinning tests. He confers this ability to any unit he joins

