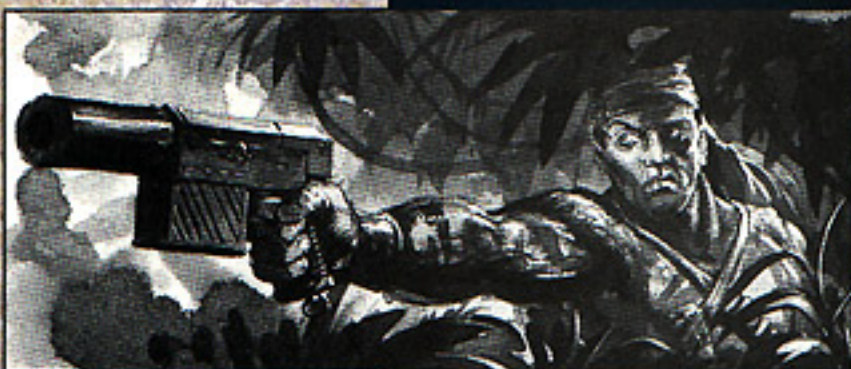


SLY MARBO

— ONE MAN ARMY —

by Nick Davis



Sly Marbo

Sly Marbo is a one man army, operating alone, ambushing the enemy before disappearing back into the jungle. He is the epitome of the classic jungle fighter - fast, strong and as deadly as a Catachan Devil.

Sly Marbo's origins are shrouded in darkness and death. Only he and Colonel Traupman, with whom he seems to share a special understanding, know the truth of his past.

It is rumoured that he was one of the few survivors of the Dark Eldar raid on the jungle world of Galabád during the Zenith campaign. The small garrison of Catachan Deathworld Veterans had been overrun by many times their number of alien raiders. Stories are told of the long, dark nights of slaughter where the brave Catachan prisoners were ripped apart by blood drenched Wyches and screaming Mandrakes.

It was Colonel Traupman who led the relief force that found Sly Marbo, standing alone, his knife and body dripping with alien blood. He was surrounded by wreckage, piles of alien bodies and the Dark Eldar leader's head was impaled upon a stake beside him. Others say this is nonsense and he is nothing but a psychopathic killer who spent time as a penal legionnaire and was the only survivor of one of the Last Chance missions.

Whatever happened to Sly in the past, it has changed him. He is empty and seemingly scullless, only finding comfort in stalking his enemies. His only human contact, Colonel Traupman, has convinced Sly, none know

how, to continue to serve the Emperor. He alone assigns missions to the lone warrior.

A native of Catachan, Sly possesses all their natural skills for ambushing and moving unheard through dense jungle. He shuns the company of others and prefers to fight alone, unaided. He is fast, strong and can disappear without a trace only to strike moments later from another direction. He has fought in a number of campaigns, operating behind enemy lines. His activities cannot be traced but all over the battlefield enemy forces start suffering 'accidents'. Patrols go missing, supply dumps are destroyed and command posts are found with all inside dead.

On occasion he fights alongside other Deathworld armies when their paths cross or when assigned to them as a special scout. After the battle he slips away into the jungle without a word.

Sly Marbo may fight alone, but many have benefited from his actions. Many Guardsmen would not be alive if it was not for Sly's covert actions. Blood and death may have changed him, but he is still loyal to the Emperor and a faithful servant of mankind.



The Colonel stepped up to trooper Marbo. Marbo's eyes were empty again, like they always were when he wasn't stalking through the jungle or carving his name in some enemy's internal organs. Inwardly the Colonel sighed - there was something wrong with this boy; blood and death had warped him to the point where he could only be normal with a blade in his hand.

Once again the Colonel pronounced the well-rehearsed words, "For valour in battle and service to the Emperor of unbounded courage you are hereby awarded the Star of Terra bear it with pride and may you inspire others to worthy endeavour in the service of Man." The Colonel completed the dedication in a single breath before pinning the ribbon onto Marbo's chest.

This one was for wiping out a whole squad of aliens, killing their commander and capturing their command post single-handed.

He leaned closer to Marbo and asked "You want me to look after it for you son? Like the rest?"

Marbo nodded solemnly.

"Alright son, you can go." The words had barely left the Colonel's lips before Sly Marbo had plunged back into the jungle as smoothly as a fish slipping into a stream.



After destroying a Chaos Predator, Sly Marbo cuts his way through a Chaos Space Marine squad.



Sly Marbo ambushes a squad of Eldar Rangers.