OnlyWar™



CORE RULEBOOK

WARHAMMER® 40,000 ROLEPLAY

ONLY WAR™



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 41ST MILLENNIUM

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ISBN: 978-1-61661-469-0 Product Code: IG01 Print ID: 1405NOV12

Printed in China

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FOREWORD

In 1987 Games Workshop released a sci-fi miniatures rulebook called Rogue Trader, and captured the imagination of gamers across the world with their depiction of a grim, dark future among the stars. For two decades, fans of Warhammer 40,000 clamoured for a roleplaying experience set in this deep and engaging setting. Then, five years ago, Games Workshop delivered **Dark Heresy**, the first of what would become a full line of roleplaying games set in the Warhammer 40,000 universe.

Dark Heresy allowed players to assume the roles of Acolytes in the service of powerful Inquisitors. With unhindered authority, Acolytes explored the deepest, darkest corners of the Imperium of Man, rooting out heresy from the bowels of monumental hive cities to the spires of glorious shrine worlds.

After the release of **Dark Heresy** and its first few supplements, the Warhammer 40K Roleplay line was licensed to Fantasy Flight Games. We picked up right where it left off, and took the next big step with the release of a new core rulebook in the line: **Rogue Trader**. This game gave the players complete freedom to explore the 40K universe as they wanted. Empowered by their Warrant of Trade, the players set off into the dark void to explore, fight, and even steal their way to great success and profit.

The third game line to be released for Warhammer 40K Roleplay took on the challenge of encapsulating one of the most iconic aspects of Warhammer: the Adeptus Astartes. In **Deathwatch**, the players embark on dangerous missions as members of an elite group of xenos-hunting Space Marines. Empowered by genetic implants, elite training, and the best equipment the Imperium has to offer, the players fought vicious enemies to decide the fate of not only entire worlds, but entire sectors of space.

After **Deathwatch**, we decided to take Warhammer 40K Roleplay in a bold new direction, allowing players to take on the roles of the very heretics they have been working so hard to fight. In **Black Crusade**, players broke free of the bonds of the Imperium, and searched out a glorious destiny amongst the broken stars of the Screaming Vortex. For the first time, **Black Crusade** allows players to take on the roles of characters of a variety of different power levels. Heretics and sorcerers fought alongside mighty Chaos Space Marines, all for the same goal of launching a devastating Black Crusade against the Imperium of Man.

Each of these games in turn raised the stakes for what the players were capable of in the Warhammer 40K universe, taking them from inquisitorial acolytes to power-armoured super-soldiers empowered by the Dark Gods. It was at this point that we decided to take a step back. Many of the game lines gave players power far beyond that of mortal men; whether it be influence, technology, or unimaginable psychic abilities, players had the power to bend the universe to their will. Instead, we wanted players to experience what it would be like to be a normal human in the Warhammer 40K universe, thrust up against the same horrors Space Marines face every day, but with nothing but their wits, their lasgun, and their compatriots to survive to see the next day. To this end we began development on **Only War**, a book entirely devoted to the Imperial Guard.

Only War originally started as a **Dark Heresy** supplement. As the most gritty, brutal, and low power level of our game lines, it seemed like the perfect place to integrate the Imperial Guard. However, the more we worked on the book, the more we realized there were simply too many awesome elements to explore in a single supplement. As **Only War** grew into the core rulebook it is today, we worked to craft a system that captures the feel of being a mere mortal, forced to contend with the greatest threats of the 41st millennium, yet maintaining hope and camaraderie, even in the face of seemingly insurmountable odds.

So strap on your helmet and grab your lasgun, soldier. It's time to take the fight to the enemies of the Imperium!

Happy Gaming,
The Warhammer 40,000 Roleplay Team





It is the 41st Millennium...

For more than a hundred centuries, the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomicon, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defence forces, the ever-vigilant Inquisition and the Tech-Priests of the Adeptus Mechanicus, to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants—and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim, dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

War Without End

War is the fire upon which the Imperium of Man burns and the madness from which it was born.

On a million, million worlds across thousands of light years of space, man fights endlessly for his survival against aliens, heretics, and Daemons so that humanity may continue to exist. From the blood-drenched mud of frontier worlds to the cold depths of space, humans are at constant war with the galaxy, fighting threats from without, from within, and from beyond. Numbering untold billions upon billions of souls, the Imperium of Man sprawls across the stars under the watchful eye of its God-Emperor, its worlds unstable and its glory days long gone. It has sunken into a long twilight from which it may never emerge. Powerful alien empires strike at the Imperium from all sides, those that would claim the galaxy as their own, or are merely bent on mankind's annihilation. Man has no place in his realm for such races, and to be alien is to be counted as an enemy of humanity and another foe to be destroyed. Within the Imperium, man turns upon man and thousands of civil wars rage constantly, as the armies of the God-Emperor work endlessly to stamp out sedition and heresy from within its own worlds. Yet still men and women turn against the Imperium, either through discontentment and rebellion against oppressive overlords or because they have been tainted with impure ideas and vile alien philosophies.

Beyond the Imperium lurks the Warp, the otherworldly realm of madness and Chaos that ships must use to cross the vast distances of space and which psykers use to draw power for their unholy gifts. From this eldritch realm, monsters and Daemons emerge, forcing themselves through rents in the fabric of reality to bring ruin and death to the living inhabitants of whole worlds. Only through endless conflict, brutal struggle, and the lives of countless soldiers does the Imperium of Man endure at all. It is the blood price for an empire which is ten millennia old, created at a time when man's light was waning, poised on the edge of the abyss and the eternal darkness of the void.

Never in its existence has the Imperium known peace. From the dark days of its inception, when entire sectors of space made war upon each other, to its grim and dark present, the Imperium has always been aflame with conflict. While individual worlds and systems may often know times of relative safety and stability, this is only at the cost of thousands more teetering on the brink of oblivion, their populations sacrificed to preserve the greater domain of mankind and the rule of the God-Emperor. With such danger and so many terrible foes besetting mankind, only the most brutal and disciplined of empires could hope to survive. The God-Emperor sits at the apex of such a realm, His teeming hordes of servants and His vast armies enforcing His will upon the inhabitants of the Imperium, ensuring their obedience and their loyalty. This is what holds the Imperium together and keeps it alive when an open mind and a weaker soul would invite utter destruction from enemies which live only to feast on the bones of men. Only its size and ancient power prevent the Imperium's complete destruction; that it may lose a hundred systems or a world of a billion faithful citizens and continue to fight on. Even so, it is slowly dying—the God-Emperor's armies clinging desperately to what is left, as systems crumble



What is a Roleplaying Game?

In a roleplaying game (or RPG), you create an alter ego, a fictional character that is your avatar within the game world. Perhaps you create a honourable warrior, a cunning sorcerer, or a leader who inspires loyalty through dark magnificence. Next, you and your friends direct your characters through a series of adventures. Imagine reading a fantasy novel, watching an action movie, or following a television series—except instead of passively watching or reading the story unfold, you control one of the characters, making his decisions, selecting his actions, and even speaking for him. Instead of waiting to see how the story unfolds, *you* directly affect and even determine the outcome of the story.

How can you affect these events? How do you decide what happens? That is the role of the game itself. Roleplaying games such as **Only War** provide a framework of rules that describe how to design your character and have him interact with the world within the game. Rules cover situations like gun fights, delicate negotiations, or infiltrating an enemy stronghold to destroy it. Often, the rules require you to roll dice when performing an action, with some results indicating success and others indicating failure. While the rules provide structure and guidelines to the game, dice add the element of chance. After all, success would not be so sweet if you had no chance of failing!

At first, RPGs like **Only War** seem like they have a lot of rules. However, as you read the book you will soon see that the rules are actually quite simple, easy to remember, and even intuitive. **Only War** is built on a simple set of base mechanics. Once you grasp the basic mechanics, the rest is easily understood.

To adjudicate these rules, each game has a Game Master (or GM). The GM is you, or one of your friends, chosen by consensus of your group. Unlike everyone else, the GM does not control a single character. Instead, the GM runs the game, presenting the story and the myriad of situations that come with it. He controls the people your character meets in the game, controls the encounters and strange occurrences that shape your decisions as to your actions, and is basically both the game's narrator and the referee.

All of the other players control characters within the world, around which the story resolves. These characters are known as the Player Characters (also referred to as the PCs). During the game, the players describe the intentions and actions of their characters to the GM, who then decides (based on the rules) whether those actions succeed or fail, and how their words and deeds affect the story.

from around its edges and the slow rot of sedition and heresy eat away at it from inside. Though it may be ten thousand more years before its death, the Imperium is in decline and every battle its armies win, every enemy it vanquishes or wipes from existence is but a single sandbag placed in front of a rising flood of death and decay.

Those that live in such times live with the knowledge that the galaxy is a dangerous and unwelcoming place. They look up to the stars and see only the darkness between them which hides hungry alien raiders and warp-spawned monsters eager for the souls of men. For most, this means keeping their eyes fixed firmly on the dirt beneath their feet and going about their lives not daring to think about anything beyond their devotion to the God-Emperor and the endless toil of their lives, content in the belief that prayer and hard work will keep them safe. For some, though, the defence of the Imperium becomes their personal duty. Either through choice or chance, these men and women are inducted into the God-Emperor's armies, trained to fight and sent off to far-flung stars and systems to hold the line against the coming night. Though they come from a million different worlds, each with its own unique superstitions, beliefs, and cultures, they are united against the enemies of mankind by the God-Emperor; a devotion to a far off monarch who they will never meet and a duty to an Imperium of which only a tiny fraction they will ever see. Still though they fight; they fight for the honour of their world, they fight for their sense of duty to the cause or even humanity itself, they fight simply because they like to, or they fight because they have no choice and killing the enemies of man means another day of life for them. Whatever their origins, whatever their reasons or training, they are the thin line which protects the Imperium from complete and utter destruction; they are the Imperial Guard.

It is the duty of every world in the Imperium to provide men and women for the Imperial Guard, in essence recruiting the armies which protect not just their own planet but the vast galactic empire to which they belong. To be a member of the Imperial Guard is to be plucked from your home world, often barely into adulthood, and thrust into a life of harsh discipline, endless drilling, and constant mobilisation for war. "Lucky" Guardsmen may have the chance to fight on their own worlds or in their own star systems if they are in a state of war; likely raised with the spectre of destruction hanging over their heads from birth and the knowledge that soon it would be their turn to march off to fight like their fathers and brothers before them. More often, a Guardsman will leave his world behind, never to set eyes upon it again, and make the terrifying journey across the void to a far off battlefield where he will fight in the name of the God-Emperor. The Imperial Guard is a vast bureaucratic and logistical machine with Guardsmen endlessly being raised on practically every world within the Imperium and funnelled into warzones, some near, some far, on a scale which can barely be comprehended by the human mind. It is an undeniable truth that an individual in the Imperial Guard is but a grain of sand on a blood-soaked beach and when he inevitably dies, alongside thousands of his brothers in arms on a nameless battlefield, he will not be missed. Though in his death, the Imperium will continue to exist, even if just for a few seconds more, making his sacrifice necessary in the minds of his commanders and glorious in the eyes of the God-Emperor.

I still can't believe my luck, that my number should be drawn of all the members of my house shows that the God-Emperor must be watching over us just like they say. I'd only just joined our hive strata's Fabricators Guild when I got the news: I'm part of the founding, I'm going to be one of those chosen to serve the Emperor and our lords out there beyond the steel skies. It still seems too strange to be true, a base born lad like me chosen for such a task, even though I hear they take just as many from the other hives, especially those near the chem seas; something to do with all the people they have there and the training they get working the great stacks and outflows. I also know I'm not alone; Drayn, Helson, and even Torsh were all called too, us fabricator boys all giving up the work of our fathers and brothers to take up the rifle. They told me no one from our house has served in the Guard since my old great uncle Nert, some three or four generations back. I just hope I can do half as well as him and make my house and hab masters proud!



Blood-Soaked Stars and Broken Worlds

"Nothing of any worth was ever won without paying a price in blood."

–Commander Tyras Cor, Scintillan 73rd Light Infantry

It is the 41st Millennium and the galaxy teeters on the brink of annihilation. Humanity has spread out across the stars and, for thousands of years, settled worlds and spread their domain deep within the void. Ages of Man have passed since the first colony ships left ancient Terra and the fortunes of mankind have waxed and waned as an uncaring galaxy and hostile alien races have fought against him. Ten thousand years ago, after a time of unequalled darkness and ruin, the God-Emperor arose and united mankind once more. In a grand crusade that lasted many years, His armies gathered together the scattered tribes of men and created what was to become the Imperium of Man. Tragically, before he could finish His great work, he was betrayed by His most faithful servant, Horus, and thrust into a civil war that almost destroyed everything he had worked to achieve. In a battle against Horus, the Emperor was mortally wounded and is now interred in the Golden Throne; where ancient technologies keep him alive to this day. However, despite His wounds, His armies had triumphed against the betrayers and His dream of unification and dominance endured. Across thousands of light years, the Imperium maintains a tenuous hold over millions of worlds and counts every domain of men as its own, whether they bow to the God-Emperor on far away Terra or not. Vast armies of men and warships struggle every day to keep the God-Emperor's realm alive and keep the myriad of mankind's foes at bay. However, ten thousand years is a very long time, and as the centuries have slipped by, the Imperium's borders have continued to crumble—many of its worlds have broken away or been destroyed, and potent alien empires have begun to gnaw away at its insides. Perhaps if the God-Emperor had had more time to finish His great work in uniting the galaxy, or perhaps if the nature of men did not so easily turn to destruction, the Imperium would not be so wracked with war and conflict; or perhaps after ten thousand years, it is just the Imperium's time to slip away into the abyss.

Against this backdrop of carnage and chaos, it is the role of the Imperial Guard to protect and defend the Imperium. Even in its faded glory, the Imperium still covers the majority of the galaxy, comprising millions of worlds and countless billions of humans. Its ponderous size is both the source of its greatest strength and its greatest weakness: its size means it can suffer the loss of worlds and lives with little immediate effect on the greater Imperium, but it also makes it extremely difficult to defend. The logistics of an army which must cover the entire galaxy and protect an empire without distinct borders against dozens of foes at once is barely comprehensible to the mind of man. Even the Administratum, the Imperium's vast bureaucratic network tasked with recording and keeping a tally of the armies of the God-Emperor, has no real idea of the exact numbers of men and women serving in the

Imperial Guard at any one time. Nearly every world within the Imperium maintains its own standing planetary defence forces, though against a determined invasion or uprising, these limited forces often prove inadequate. It then falls to nearby regiments of the Imperial Guard, made up of soldiers raised from dozens of worlds, either near or far, to respond. Finding such regiments and then moving them to a warzone can take many months or even years to execute, and regiments may arrive in a warzone to discover the world they were sent to rescue has long since fallen to its foes. As a result, the regiments of the Imperial Guard are constantly fighting or in transit to warzones, its soldiers either huddled in trenches and foxholes on battle scarred planets or awaiting their fates in the holds of transport ships as they plunge through the Warp. It is the only way the Imperial Guard can exist; always mobilized for war, always ready for action.

Arrayed against the Imperium and its Imperial Guard are foes beyond counting. Long ago, mankind realised there was to be no solace for him among the stars and no peace with those that shared his galaxy. All alien life is considered hostile to humanity and every race, no matter how vast or simple, is viewed as a threat to the stability and continued dominance of the Imperium. In many cases, alien empires are restricted to a few worlds or a system and easily contained or exterminated by mankind, little threat to its vast armies and potent warships. Some races of xenos are more troublesome and cannot so easily be swept aside or smashed by the blunt might of the God-Emperor's armies. Several of these races have a prominent place among the enemies of man; the bloodthirsty Orks, the enigmatic and aloof Eldar, the utterly alien Tyranids, and the technologically advanced Tau, all of which make up the Imperial Guard's principle foes.

Orks are everywhere: brutish, green-skinned aliens with tribes on a million worlds and a collective galactic population which may approach (or even exceed) that of humanity itself. Muscle-bound and always thirsting for violence, Orks live only for war. Whether it is against the Imperium, other xenos, or other Orks, they simply do not care. This fact alone keeps the Orks from overwhelming the Imperium, as despite their ferocity and crude but effective technology, it is rare for them to unite, preferring instead to fight among themselves in endless wars for dominance. When they do gather into a single-minded battle force, it is a terrible thing to behold and whole systems are often consumed in flame and death. Known as a Waaagh!, these alien invasions have been known to wipe out whole regiments in their advance, men and women fed to the beast to slow or stop its assault. Such is the duty of the Imperial Guard.

The Eldar are an ancient race, once masters of the galaxy before man and now fallen into decay and decline. Cunning and technologically advanced, these willowy aliens regard humanity as base upstarts, little more than animals which have clawed their way up from the dirt of their world to crawl among the stars. The motives of the Eldar are often difficult for mankind to discern and, unlike the more numerous or brutish of the Imperium's foes, the Eldar use subtlety and subversion to win their wars as much as open conflict. When the Eldar choose to strike, they do so with purpose and often using surprise, moving swiftly to achieve their goals before disappearing as quickly as they arrived. More than one Imperial Guard regiment has suffered such a fate, ambushed from the shadows and cut down before they knew they were at war with these treacherous aliens.

Tyranids are terrifying, monstrous aliens from beyond the edge of the galaxy itself, intent on consuming all life to feed their vast bio-fleets and hive ships. As the endless advances of the Tyranids pour into the galaxy from the eastern fringe, the Imperial Guard must form a break wall against the alien tide. Like two great hammers smashing into each other, the Tyranids and their swarms of alien horrors and bizarre monstrosities slam into the massed ranks of the Imperial Guard and its millions of men. The result is a horrific and bloody war of attrition, in which every Guardsman slaughtered screaming to feed the hive mind makes the Tyranids stronger and the Imperium weaker. Yet there is no choice for the Imperial Guard, lest the Tyranids overrun their defences and plunge even deeper into the Imperium; and so more and more regiments are fed into the alien meat-grinder.

The Tau are a young and idealistic race of blue-skinned humanoids, with only a small empire under their control but with command of advanced and innovative technology. Against the Imperium's history, which is measured in millennia, the Tau are only recently risen to power, their race but a few thousand years removed from their primitive ancestors. Yet they have made an impact on their region of space, spreading rapidly and forging alliances with numerous minor alien races to create a potent empire which presses in against Imperial borders. As dangerous as their advanced weapons and void ships are, their philosophies of unity and collective endeavour with other races are even more so. Centred upon a belief in the "Greater Good" and a common goal of balance and equality, many humans have been seduced by these alien lies. As the Tau empire continues to encroach on Imperium space, they have placed an increasing drain on the Imperium's already dwindling resources and become an increasing threat.

Xenos are not the only foes the Imperial Guard must hold back to preserve the blessed Imperium of Man and defend its most holy God-Emperor. Of equal danger to the Orks, Eldar, Tyranids, and Tau are the human renegades, traitors and heretics which turn away from the Imperium and seek to subvert it with their treachery. In its most simple form, this can mean worlds led astray by seditious planetary governors, choosing to break away from the Imperium and claim independence. With so many worlds and such vast distances between them, a planet and its people may forget the Imperium exists or come to believe its reach cannot touch them so far are they from ancient Terra and the God-Emperor. These are false beliefs, of course, and in time the Imperium's wrath will fall on any human world which rejects the mastery of the God-Emperor and chooses to either refuse to pay its tithes or proclaim itself independent. Thus the Imperial Guard is often tasked with dealing with such rebels, crushing all resistance and destroying the leadership which brought them to such a place, leaving behind a battered and war ravaged world with a heavy debt to be repaid to the Administratum and the threat of complete annihilation should they transgress again.

Not all rebels are treated with such leniency as those which merely try to secede. Sometimes humans will

be seduced by the promises of alien empires or, worse still, the dark powers of the Warp. No mercy can be shown to such traitors and the reward for those which have given over to such vile masters can only be death. The influence of the Warp especially is of great peril to the Imperium and humanity, its malign entities and shadowy gods always looking for a way to break free of their otherworldly realm and wreak madness and chaos upon the world. Such was the terrible fate of Horus so long ago when he turned upon the Emperor and, since that time, countless others have been twisted by the daemons and the Dark Gods of Chaos. For the Imperial Guard, to fight such foes is perhaps the most perilous kind of war, a war in which even the victors can find defeat if they themselves have become tainted while facing their foes. Many times this has been the fate of regiments; winning great victories against the powers of the Warp and their thralls, only to be put to death themselves for fear that they have now been tainted and if left alive would themselves turn against the Imperium they once swore to protect.

Together, the enemies of the Imperial Guard and the efforts of the Imperium to oppose them create a vast galactic conflict, which has raged since the day the Emperor took His place at the head of humanity and the Imperium was created. Beset on all fronts across countless worlds, Guardsmen fight valiantly, courageously, and desperately to hold back the night, keep the Imperium alive, and maintain humanity's place among the stars. To serve in their ranks is to be entrusted with a sacred duty to all mankind, and be one of those who will spill their blood and spend their lives so billions may sleep soundly in their beds, knowing the armies of the God-Emperor are watching over them. Every Guardsman knows this duty and accepts it as his or her lot. From the day they take their oaths to the God-Emperor to the day they fall in battle, they are part of mankind's unending war, and whether they face their fate with a steely resolve and grim determination or a weak heart and cowardly spirit, their deaths will serve the Imperium one way or another. This is the fate of all Guardsmen, to give their lives in battle, to sell their existence in the Emperor's name so that His glory may continue and His light will shine on across the darkness of the void. It remains in the hands of each individual Guardsman how that life is used and whether he dies with duty and honour, or he simply dies.

Guardsmen have been laying down their lives to protect the Imperium for thousands of years in millions of conflicts across the galaxy. Some of these conflicts have been famous and word of their heroic struggles have reached the ears of worlds hundreds of light years away and lived on long after the guns have fallen silent and the battlefields grown cold—conflicts like the Sabbat Worlds Crusade to cleanse an entire sector from the clutches of heretics and Chaos worshipers, which lasted decades and consumed whole regiments in its many bloody battles. Just as important as these major conflicts are the thousands of others which go unrecorded and unremembered; desperate combats on worlds largely beneath the notice of the greater Imperium but no less vital to its survival. Every world lost to alien ambition, treacherous rebels, or the Dark Gods is another tick on the doomsday clock for the Imperium, and each loss could be the tipping point which will bring the Imperium crashing to its knees.

For more information on the Imperium, its organisations, and its sprawling domain see **Chapter X: A Galaxy of War**.



I never imagined such an immense thing as a void ship. They keep telling us that we are in the hold of one but I can't tell. It is a lot like the hive strata, just different walls and doors, though a lot of the smells are the same. The only real difference is the number of servitors, dozens of the things crawling like rats all over the place, something to do with the running of this or that, but I never really see what they are doing. I'm bunking with my mates from the Fabricators Guild; Drayn, Helson, and Torsh, and about a thousand other lads, all of us in this huge chamber we seem to use for everything from marching around to eating and sleeping. Yesterday an officer came in and gave us a speech, he had three stripes on his collar, which I'm told makes him important, but he mostly just talked about duty and honour and stuff, and told us we're now the 565 and should always remember that. I'm just eager to fight. They keep telling us we are going to some world that has rebelled against the Emperor, but they won't say where or how long it will take to get there. I guess this is what it means to be in the Imperial Guard.

Worlds at War

Since the time of the Emperor's ascension on Terra and the Great Crusade to cleanse the stars and cement Imperial rule across the galaxy, the armies of the Imperium have been pressing back its boundaries and expanding its borders. As vital to the continued existence of humanity as protecting what has already been won is the task of winning more worlds in the name of the God-Emperor. This continuing war of expansion falls largely to the Imperial Guard and the multitude of regiments within its ranks. Periodically, the High Lords of Terra and the Segmentum Lords of the Imperial Guard will set their sights upon a new sector of space or a lawless boundary within the Imperium, either one which has fallen under the influence of xenos or Chaos and been cut off, or one which has recently been revealed by shifting warp storms. Often littered with lost human worlds, remnants of mankind's first great drive toward the stars so many millennia ago, these regions are rich with resources and civilisations for the Imperium to absorb and add to its strength. Once such a sector has been identified, the High Lords will sanction a crusade to claim it, sometimes raising regiments from bordering worlds for the sole purpose of the endeavour. Crusades are massive undertakings comprising huge numbers of Imperial Guard regiments supported by Imperial Naval vessels, all manner of auxiliary support divisions, and even Space Marine Chapters. A crusade can last for years, decades, or even centuries.

Most of the Imperium has been forged from such crusades, new and old regions of space carved out from the dark by the blood and courage of the armies of the Imperial Guard and their allies, and clawed back from the vile grip of xenos empires and the slow decay of the Ruinous Powers. Among these is counted the Calixis Sector, resting on the very edge of Imperial controlled space in the region known as the Segmentum Obscura, far from the light of Terra but still touched by the God-Emperor. Centuries ago a great hero of the Imperium known as Praetor Golgenna Angevin led a glorious crusade into what was then the Calyx Expanse, a region of lost worlds and hostile aliens. With the armies of the Imperial Guard at his back, Angevin blazed a path through the expanse of void and settled the worlds which would in time become known as the Calixis Sector, incorporating them into the Imperium and adding to the might and glory of the God-Emperor. Known as the Angevin Crusade, for its progenitor, it lasted many long blood-soaked years and cost countless millions of lives as it threw itself against numerous foes of the Imperium such as teeming Ork empires and the Warp-worshipping Yu'Vath.

THE CALIXIS SECTOR AND SPINWARD FRONT

Only War takes place largely in an area known as the Spinward Front, which rests on the edges of the Calixis Sector adjoining one of its regions known as the Periphery. Because the Spinward Front is so close to the Calixis Sector, it is heavily influenced by that sector of space and by its politics and its commanders. Many of the regiments raised to fight in the wars of the Spinward Front come from the worlds of the Calixis Sector, and its fate is closely linked to the interests of powerful organisations like the Adeptus Ministorum and Adeptus Mechanicus and their own stakes in the sector. The Holy Ordos of the Inquisition also have a major interest in the sector and its denizens—the Calixis Sector and its environs are rife with plots and intrigues, many of which lead directly back to the feet of the Ordos and their agents. It is no surprise then, given the level of distrust and the looming shadow of Warp-spawned powers and hungry alien raiders, that the Imperial Guard is vital to the survival of the sector.

Centred upon the hive world of Scintilla, the Calixis Sector has long been a very dangerous place. Due to its position on the very edge of the Imperium, next to the lawless and wild Halo Stars, the region of void where systems and stars give way to the empty inky black of nothing between galaxies, it has struggled for survival at every step of its existence. It is a testament to the stoic strength of the Imperium and the endless efforts of the Imperial Guard that the sector exists at all, so far from the light of Terra and the bulk of the God-Emperor's resources and might. Sector Lord Hax, the commander and Imperial authority of the Calixis Sector, has a monumental task on his shoulders—he must contend with squabbling nobles, seditious planetary governors, Ork, Eldar, and human raiders, as well as the ever present shadow of heretics and rebels and the Inquisition which hunts them. In addition to these internal and external threats to his own sector, the Lord of Calixis must keep keen eyes turned outward to neighbouring sectors and regions, lest the fires of war and rebellion spill over into his own domain or the slow rot of sedition and heresy infect his far flung planets. The Spinward Front is such a place, a fire burning close to the breast of the Calixis Sector, dangerously out of control and spreading unchecked from system to system.

The Spinward Front is a warzone, a region of Imperial space where order has collapsed under the weight of alien aggression and human treachery, and only heavy application of force can hope to contain it. Though removed from the Calixis Sector by vast distance and many barren systems, its fate is no less vital to the Sector Lord than that of his own planets and peoples. Should the Spinward Front fall, be it to the brutal expansion of the Orks or the subterfuge of its traitorous planetary lords and nobles, it would press in upon the Periphery and threaten the edges of the Calixis Sector. This is the nature of the Imperium, that no one part can stand completely on its own forever, and the rot of a neighbour can easily spread without quick and aggressive intervention. With this shadow upon his mind, Lord Hax sends regiments of Imperial Guardsmen into the Spinward Front, throwing these men and women against the endless tides of howling Greenskin warriors or to face their own in wars of futile and hopeless rebellion. Other aliens also circle the fighting—Eldar raiders, Stryxis opportunists, and darker, shrouded forces all exploiting the chaos of war and the weakness of worlds fallen from the Imperium's favour. The Imperial Guard alone stands against this carnage and ruin, enacting the will of the God-Emperor and the lords of the Calixis Sector in a struggle for the very survival of the Spinward Front, its worlds, and its people.

For more details on the Spinward Front and the Calixis Sector see **Chapter X: A Galaxy of War**.

Hammer of the Emperor

"Men, we are the first, last, and often only line of defence the Imperium has against what is out there. You and that fine piece of Imperial weaponry you hold in your hands is all that is keeping humanity alive. Most of you will probably not live to see your second year in the Imperial Guard and most of you will probably never see your home worlds again, but I can guarantee you that when you do fall, with a prayer to the most high and mighty God-Emperor on your lips, you will have earned the right to call yourself a man!"

–Staff Sergeant Vermak, 12th Cadian Shock Regiment

Imagine an army so vast that at any one time there is no exact record of its size, an army of such size that the resources of millions of worlds must constantly feed it with fresh recruits and new weapons, and an army which must defend an empire that spans the entire galaxy. This is the Imperial Guard, the human armies of the God-Emperor and the primary military institution of the Imperium, through which it exerts its power upon the stars. It is difficult to comprehend the size of the Imperial Guard and scope of its operations, as nothing in all of recorded human history has ever come close to replicating it, but then no war has ever matched the scale of the conflict which it must fight. For generations, entire worlds have sent their young men and women off to the stars to fight in the Imperial Guard, seldom, if ever, seeing them again, and rarely even hearing of their exploits, knowing only that they fight for the God-Emperor against the foes of all mankind. Whole planets are also given over to the constant production of weapons and material for the Imperial Guard; forge worlds endlessly pumping out tanks and guns, while agri-worlds grow continent wide orchards to feed its troops. Such is the scale of the Imperial Guard that every world of the Imperium contributes to it in some way or another, no matter how remote or small, be they lonely penal worlds offering up condemned criminals, asteroid mining colonies tithing ore to make shells, or primitive feral worlds where savage tribesmen fight for the chance to join the sky-men.

Given the ponderous size of the Imperial Guard and the nature of its perpetual state of war, it is constantly straining under the weight of logistical problems. Even for relatively close engagements, where a cluster of worlds are threatened and the Imperial Guard has regiments on hand to respond to the threat, moving the millions of men and the materiel needed to wage war from one world to another is a massive undertaking. While the Imperial Navy provides ships for the Imperial Guard regiments to reach their destination, the Imperium cannot always provide them with everything they need or with the manpower required to complete the often daunting task they are assigned, such as the liberating of entire worlds which have fallen to rebellion or alien invasion. In these cases, the true ingenuity of the Imperial Guard comes to the fore and the nature of its military make up is tested as resources must be gathered from local worlds and systems. Because of the vast distances within the Imperium, often hundreds or thousands of light years separate conflicts from reinforcements, and the fickle nature of Warp travel, where ships may be lost or arrive years after setting out, the Imperial Guard will sequester whatever it can, whenever it can, to fight its wars. This means all the worlds within range of a warzone are often called upon to fight, offering up additional men and materials or whatever they can, lest their own worlds suffer the fate of their beleaguered neighbours. It also means the quality and type of Imperial Guard regiments and equipment will vary hugely even within a single theatre of operation. Guardsmen may find themselves fighting shoulder to shoulder with comrades bearing wildly different uniforms, whose officers have unfamiliar titles or who don't even share a common language. Despite these sweeping differences, however, one piece of gear remains almost universally consistent across all regiments—the lasgun. Straightforward to manufacture en masse, incredibly reliable, and easy to maintain, the lasgun has remained the mainstay of Imperial Guard regiments from all across the galaxy as they constantly wage the Emperor's wars across the stars.

This is the nature of the Imperial Guard, that it will make war for the God-Emperor, however it can, wherever it must. In a galaxy of over a million inhabited worlds, the Imperial Guard must contend with all kinds of environments and battlefield conditions. It must adapt, overcome, and triumph no matter the cost; with only the cold vacuum of the void at its backs when its regiments land on a world, they know they must fight and win or die in the attempt. The great war the Imperial Guard fights cannot be fought in any other way, for to give an inch or surrender a sector is to invite destruction from mankind's foes. Only through constant pressure, unceasing resistance, and the continued action of countless millions of Guardsmen can the Imperium continue to exist, its foes kept in check, and its borders protected. This is the duty of the Imperial Guard, which will end only when humanity stands as master over every world in the galaxy or the Imperium of Man lies in ashes.

BORN IN BATTLE

The Imperial Guard has existed for the better part of ten thousand years, since the time of the great Horus Heresy and the rebellion against the Emperor. During that time of civil war, the Imperium was split asunder and humanity turned in upon itself in a bloody war which almost saw its complete destruction. Horus, once one of the Emperor's most trusted sons, led fully half of the legendary Space Marine Legions in open revolt against the Imperium which had created them and the master which they were sworn to protect. Alongside these legions of genetically engineered warriors marched millions of Imperial soldiers, men and women drawn from across the colonies of man and gathered under the banner of the Emperor. At this time, these mortal troops were known simply as the Imperial Army and were comprised of vast fleets of warships and thousands of regiments mixing armour, infantry, and support weapons all into single powerful formations. When Horus turned, he took countless soldiers and ships of the Imperial Army with him. Those men which had once fought for humanity during the Emperor's Great Crusade reuniting the Imperium were instead pitted against

each other in a bloody struggle as the Heresy unfolded and civil war spanned the galaxy.

After Horus was defeated and his armies had taken flight, the Imperium was in chaos, weakened and shattered after long years of war. Even though the need for the Imperial Army was as great as ever, those that remained were fearful of a repeat of the rebellion which had cost them so dearly. Thus, as the Emperor was interred in the Golden Throne, held between life and death after His mortal battle with Horus, plans were put in place to protect the security of the Imperium, even from itself. The Space Marine Legions were broken up and organised into smaller Chapters, so they might never wield the terrible power they once had, while the Imperial Army was split into different institutions so that no one commander could muster both fleets and armies with the ease which the traitors of the Heresy had. Primary among these changes was the division between the Imperial Navy and the Imperial Guard, where the fleets of the void would remain separated from the infantry on the ground. In addition, the regiments of the Imperial Guard were divided, so that no single fighting force would incorporate armoured, infantry, and specialised support elements, making it more difficult still to turn an entire army traitor.

This was the birth of the Imperial Guard as it exists today. Divided by logistics and separated by worlds, it remains united by a common duty to the God-Emperor and mankind. Riddled with inefficiency and bureaucracy, it is often slow to respond and resistant to change, but it continues to function despite the rules laid down by the Adeptus Administratum to limit its power and use by untrustworthy commanders. That no one man can know the extent of the Imperial Guard's total strength at any time is part of this protection and part of its power, as in this way it is truly an army of unlimited size and resources which can meet the demands of war but which will only ever answer to the God-Emperor himself.

CHAIN OF COMMAND

Command and control of the Imperial Guard is carried out by a complex and byzantine web of advisors, officers, and lords all working both together and against each other to determine the fate of a regiment. Internally, an Imperial Guard regiment will usually have its own cadre of officers from lowly NCOs up to its own personal commander, all hailing from the same world and raised at the same time with direct control over those under their command. It is rare, though, for a regiment



We started out weapons training today and I got to fire a lasgun for the first time. They took us down into the depths of the ship, where the sound of the engines got louder and the air smelt bad. It looked like the chamber had been used for training before as it had burn marks on the walls and what looked like old dried blood on the decking. Our sergeant, Prator, was there too. I think I remember him from the enforcer station of our strata, though if he was from there he didn't seem to remember me or the others. It was a lot of yelling and noise and it seemed like we couldn't do anything right. When Drayn dropped his charge pack while trying to reload, Prator gave him a hard smack around the back of his head and told him an Ork wouldn't wait for him to pick it up, whatever an Ork is. Either way it seems pretty important that we can all fire quickly and in time with each other. Lasguns don't seem to have much kick, which is good, so it's pretty easy to keep firing one shot after the other and be roughly on target. I did alright, but Prator seems to think we can all do better and says he has some other more "motivating" training methods in mind, whatever that means.

to fight alone and, when it is mobilised for war, a regiment will be one of many, sometimes from the same world but oft-times from several worlds all grouped together for a single purpose. Added to this is the various support formations which accompany the Imperial Guard regiments, some from other arms of the Imperial Guard, some from powerful Imperial organisations like the Adeptus Mechanicus or the Ministorum, each with a vested interest in the endeavour. Finally, no mobilisation of the Imperial Guard could take place without the Imperial Navy and its fleets. Combined, this means that for every engagement the Imperial Guard participates in, there will be dozens of potential commanders either with direct control over its regiments or the influence to change their orders or alter their deployment.

In principle, the armies of the Imperial Guard are under the direct control of the Segmentum Lords, each controlling the deployment and disposition of the Imperial Guard across a vast section of the galaxy and answering only to the High Lords of Terra. When a conflict arises in a Segmentum Lord's domain, he must then consider its importance in the overall defence of his region and dictate the Imperial Guard's response accordingly. In practice, though, Segmentum Lords have little time for every single brushfire war plaguing their command and in many cases only learn of the existence of conflicts long after they have be resolved one way or another, such are the long and frail lines of communication involved. Rather, while the Segmentum Lords focus on major crusades and lengthy on-going conflicts within their regions, it falls to sector and even system commanders to make frontline decisions about the deployment and mobilisation of the Imperial Guard regiments under their control. A Sector Lord can always call for outside assistance from his Segmentum Lord should the need be great, or he faces a threat too large for his own forces to handle, but the reality the Imperium and much of the Imperial Guard contends with is the fact that while reinforcements are always coming, it may be months or even years before they see the frontlines, ferried across vast stretches of space, and only then once the right orders have been signed and the Segmentum Lord is satisfied they are needed.

As a result of the disparate nature of the Imperial Guard's command structure, a great deal of responsibility and weight falls on Planetary Governors and Sector Lords and their local cadre of Imperial officers. Such men can never be sure that their requests for aid, or their petitions for the approval of a course of action, will be answered before it is too late, but they can be sure that should they lose worlds or sacrifice their regiments pointlessly, they will be held accountable. Fortunately for such men, while the High Lords of Terra and their Segmentum Lords



I still can't believe what just happened. Prator called it a training exercise but I've never been so scared in my whole life, not even that time I got lost in the strata vacuum tunnels after lock-down. It has been at least a dozen or more cycles since we started weapon training and most of us seem to be getting pretty good at hitting the targets. They even started to group us into squads depending on our abilities and I've ended up in one of the better ones (designated B14 since we are part of B Company, so they say). Today, though, Prator told us that we would have to learn how to fire under pressure if we were to make real soldiers, and shooting at a target that doesn't shoot back can only teach you so much. So we were taken in teams down into another part of the hold where they locked us in a series of tunnels. At first I didn't know what they were doing and assumed we might have to find our way out or survive until they released us. It was only when the first servitor turned up and started shooting at us that it became clear what was going on. The servitors had been fitted with heavy armour plates and low impact slug throwers, so as to keep casualties to a minimum (they told us later). At the time, though, we had to fight for our lives and I got hit more than once while we shot our way out. Afterwards, I heard a couple of guys from D Company had been killed when they let the servitors get too close and were shot at point blank range.

Imperial Commissars

With so many worlds and cultures feeding the armies of the Imperial Guard, it can be a daunting task for commanders to unite and control the soldiers in their armies. Often feral world savages will be asked to fight alongside refined noble regiments from powerful hive worlds or penal soldiers expected to serve the very authority which sentenced them. Divided by language and customs, this can lead to disruption among regiments and more importantly poor morale within the regiments themselves, as Guardsmen forget why they have been torn from their home worlds and ferried across the void. The Imperial Commissariat exists to ensure control over the regiments of the Imperial Guard and remind every Guardsman of his duty both to the Imperium and to the God-Emperor. Practically every company in the Imperial Guard, regardless of the world from which they hail, will have at least one Commissar attached as an advisor to its company command group. It is the Commissars' job to keep the commanders and their men true to the God-Emperor's cause and make sure their duty to the Imperium is done. As Commissars exist outside the command structure at the regimental level, answering instead to the Departmento Munitorum, they have the power to remove commanders if they are not performing their duty (often violently through the use of a bolt pistol). However, a good Commissar knows when to use fear and when to use inspiration to motivate men, and alongside the many cruel and brutal Commissars there are those who lead by example, standing atop trenches in the face of enemy fire to stir their company to courage and show scorn to their enemies.

have the right to intervene personally in the actions of the Imperial Guard, they seldom do, only making their will known when events threaten significant portions of the Imperium or are set to spiral beyond the control of a single world or system. In these instances, where a sector-wide conflict draws the attentions of the Imperial authorities, the outcome can become unpredictable. Just as a System Lord might find himself side-lined when the hand of the Sector Lord intervenes, so too can whole sectors lose any pretence of independent control by their lords and nobles should armies raised by the Segmentum Lord arrive to "deal" with a problem.

All of this amounts to a command structure which is as much about the politics of the Imperium as it is about the military command of the Imperial Guard. On the ground, frontline officers can bemoan the lack of support and orders which demand they dig in when they know they should manoeuvre or which call for a retreat when they know they should attack, but for their superiors, and for the lords and governors above them, waging a successful war means both actually fighting the enemy and being seen to be fighting the enemy, which can at once be the same and different things. It does not simplify matters than many of the higher ranking officers of the Imperial Guard are drawn from local nobility and are the high born upper classes of the very men and women who will report to them in the chain of command. To even reach a high rank in the Imperial Guard, a commander must usually be a savvy political animal, acutely aware of the favour of his Sector Lord and the needs of system and planetary governors. Many of these men and women may also be shrewd tacticians and strategists, well-schooled in the arts of waging war, though to hold onto their posts they must also consider their actions, the orders they give and receive, and how they act upon them.

It is this political climate which is the bane of independence and initiative among many officers of the Imperial Guard. Far from the machinations of System, Sector, and Segmentum Lords, regimental commanders must tread with care, keeping one eye on the men under their command and the success of their campaigns, and one eye on their superiors and the favour their actions garner, lest they find themselves sent to the frontlines or their regiment posted to a remote and dismal world. Some officers, often young and idealistic ones, will show initiative on the battlefield, taking matters into their own hands to secure victory and acting on the intent of their orders rather than slavishly following them to the letter. Whether or not this is rewarded or punished by those above these young, idealistic officers varies wildly throughout the Imperium. In some areas, these kind of actions are quickly shut down, the offending officers getting sent off on suicide missions before they cause too much trouble for those higher in the chain of command. However, in other areas of the Imperium, such brave, unprompted behaviour can be rewarded, the young officer rising in command and perhaps eventually ascending high enough to lead a crusade across the stars in the name of the Emperor.

In addition to the direct chain of command reaching down from the Segmentum Lords, there are numerous individuals and organisations which exert considerable influence on the officers of the Imperial Guard. At every level, from companies up to whole army groups, the Imperial Guard is teeming with advisors of all kinds: from tacticians versed in the secrets of the Tactica Imperialis and clerics of the Ministorum sent to keep the faith in the God-Emperor strong, to Tech-Priests of the Adeptus Mechanicus overseeing the use of ancient engines of war and psykers of the Scholastica Psykana to aid them in matters of the Warp. When a high ranking Imperial Guard officer walks into a briefing room, it will usually be at the head of such an entourage; dozens of advisors surrounding him and whispering in his ear every time he must make a decision or issue an order. In some cases, these advisors exist at the pleasure of the Imperial Guard, and their counsel only offered when asked and even then purely at the discretion of the officer. In others, such as when dealing with such powerful institutions as the Ministorum or Adeptus Mechanicus, such advice will come whether it is wanted or not and an officer must consider carefully whether or not to act upon it, lest he draw disapproval from powerful places.

This advisory capacity also applies to the relationship between the Imperial Guard and the Imperial Navy, and Imperial Guard officers will often have naval liaisons and fleet advisors as part of their staff. In theory, the

presence of such liaisons is to help co-ordinate operations between regiments on the ground and ships in close orbit or, in the case of regiments in transit, to ensure that they are not a threat to the ship. In practice, however, the presence of such men and women can be just as political as the presence of other advisors. A naval liaison may act as a strong influencing factor when naval presence outweighs that of the Imperial Guard (ensuring the objectives of the fleet commanders are met first), or as a spy to keep eyes on the Imperial Guard lest an opportunistic officer claim glory or favour which should rightfully belong to the Imperial Navy.

THE GOD-EMPEROR'S ARMOURY

Keeping the Imperial Guard equipped and battle ready is a gargantuan task, and the Imperium is endlessly outfitting newly raised regiments to feed the fires of war. In part, the arming and equipping of a regiment falls to its founding world—at least initially, many of the possessions a Guardsman has will come from his home world, or nearby worlds in close trade alliance with them. Uniforms, personal arms, and armour often bear these local seals and are of local design. Thus forge worlds and hive worlds, with their massive manufacturing capabilities, can equip their regiments more lavishly, and it is no coincidence that most mechanised Imperial Guard regiments, such as the famed Steel Legion of Armageddon, where every platoon is outfitted with armoured troop transports and fully mobile support, hail from these kinds of worlds. More rustic worlds, or feral backwater planets, often have to make do with whatever they have, Guardsmen leaving their world with a battered lasgun (still stained with the blood of its previous owner) and a tattered suit of flak armour (which doesn't appear to have done its previous owner much good either). Some regiments are crammed onto their void-transports, often barely comprehending they are now travelling among the stars, still wearing tribal furs and carrying spears and swords. These poor unfortunates must scavenge what they can and make do with the castoffs of other regiments, until such time as they win glory for themselves and can gather spoils of the battlefield.

Supplementing the often meagre kit that a Guardsman's home world sees fit to provide him with, the Departmento Munitorum, the military arm of the Administratum, may provide additional resources and resupply. Much of the bureaucracy that mires the entire Imperial Guard in paperwork stems directly from the Departmento Munitorum and its endless records and tallies of the Imperial army. When a regiment is raised, the Administratum records its existence and it joins millions of others in the roll call of armies which can be called upon to defend the Imperium from its enemies. Thousands upon thousands of scribes and adepts work endlessly within the deep and dark halls of the Administratum to keep their records as current as possible, funnelling their lists back to Terra where the Departmento Munitorum can store and collate them. Unfortunately, the vagaries of Warp travel and the truly vast distances between the worlds of the Imperium, most of which take years for messages to reach and more years for responses to be issued back, the files of the Departmento Munitorum are often hopelessly out of date and at any one time might contain thousands of regiments which no longer exist or fail to include thousands of others which have been newly raised. Many regiments are raised and destroyed years before the Administratum ever records them at all.

All of this influences the Imperial Guard's ability to outfit its troops and move materiel to where it is required. In the field, especially once beyond the immediate support of its

Planetary Defence Forces

Every planet in the Imperium is required not only to tithe men and materials to the defence of the Imperium, but also see to the defence of their own worlds. In an empire as thinly spread across the stars as the Imperium, reinforcements from the Imperial Guard can be slow to respond to cries for aid from planetary governors; with millions upon millions of worlds to protect, one world's woe might not even elicit a response by the Imperial Guard at all. To protect their home worlds, governors and lords must organise and maintain their own planet-bound defences. Often referred to as a planetary defence force, these forces vary wildly from system to system. Some planetary governments maintain strictly regimented soldiers for their own defence, while others simply rely on the feral masses of their planets to fight back whatever threats may arise. Unlike the soldiers of the Imperial Guard, a planetary defence force is completely supplied and controlled by local authorities. Governors rely on these local forces as their first line of defence, crushing rebellions, protecting against orbital raiders and xenos infiltration, or hunting out heresy and sedition against their Imperial appointed leaders. Many worlds exist only because of the presence of a strong garrison force, the constant military presence a reminder of the God-Emperor's grip upon a world and the power of the lord which governors it.

Imperial Guardsmen usually look down on such forces, seeing them as lacking in training, experience, and morale, unfit for off-world service and consigned to babysit a local population. For the most part this is true, though some planetary defence forces are the equal of some Imperial Guard Regiments in skill and experience, either because of rigourous local training regimes or the unstable societies which they "protect." When a governor is required to tithe men to the Imperial Guard, he may send a portion of his forces to meet the quota, though they are often loath to do so if their forces are particularly competent and thus valuable to the lord's continued position of power. For their part, members of such forces often aspire to join the Imperial Guard, especially the young and idealistic that dream of sailing off across the void to do their glorious duty on alien battlefields. It is a dream which can quickly sour once they get their first taste of "real" combat. However, such recruits rarely, if ever, return to their home worlds to tell of their exploits and so the illusion of adventure is never tarnished.



We've finally arrived and I've never felt so sick in my life. After getting used to the hum and smell of the ship (they never did tell us its name), they packed us into shuttles to be ferried down to some planet's surface. I couldn't see anything because there were no windows or viewports but all the lurching and swaying made me feel very ill, especially when Helson puked on my boots and I had to struggle not to throw up myself. After what seemed like an eternity, our shuttle finally came smacking down on some hard surface and they opened the doors and let us out. I'm still not sure what is worse; the time on the ship, that shuttle ride, or what I saw when I stepped out of it. They tell me this world is called Kulth, though it is like no world I have ever seen before. For a start, there is no roof and where the steel-sky should be there is... well nothing at all, just an expanse of emptiness with is sometimes grey or blue and then black when it comes to down-cycle. Almost as bad as the emptiness above our heads is the emptiness all around us. The land seems to stretch off in all directions with no end, all uneven ground and broken features, few of which look to be made by man. They let us off near a city called Rans Bluff, though it is tiny really, and would fit inside our strata with ease. It is also in ruins. There are no people here, only our regiment (until we got off the shuttle I had no idea how big it was). So here we are, like a hive of drain-lice crawling all over this place, waiting to see what happens next.

founding world, a regiment must often accept whatever aid it is issued. In minor instances, this can mean a Valkyrie air wing supplied with crates of bayonets or an infantry platoon which receives main tank battle cannon shells for their squad support weapons. In its more extreme cases, armoured companies might go without fuel or be issued the wrong kind (coal ore for promethium burning engines) or of poor quality (such as unrefined promethium) or shipments of ammunition for entire regiments which is unusable (solid rounds for lasguns or bolt shells for autoguns). This can be because the ten million autogun rounds were intended for a regiment which no longer exists or was never raised in the first place, but somehow found its way into the endless lists of the Departmento Munitorum. Such is the nature of the Imperial Guard that sometimes a war is won and lost before it is even recorded or the ink of the orders authorising its support is dry.

With such a vast organisation at work behind the logistical support of the Imperial Guard, lack of current information is not the only peril which can influence the resupply and outfitting of regiments. With so many scribes and adepts endlessly scribbling away, it is little wonder that mistakes are made. When dealing with so many billions of soldiers and materials, a single number in the wrong place or a regiment recorded on the wrong form can have massive and far reaching consequences. For the most part, the Imperial Guard is so large that it absorbs such errors: a regiment sent light-years from its home segmentum to fight on the far side of the galaxy will never the less do its duty, while a regiment issued with only enough lasguns to arm one soldier in every two will send them to war in pairs, until shortages no longer exist. Sometimes, though, the consequences can be more crippling. It is possible for entire regiments to be forgotten, their existence smudged away by the careless hand of an Administratum scribe, and left to their fate, unsupported, on remote worlds. However, because of, rather than in spite of this, the Imperial Guard is a largely resourceful and resilient force, able and always willing to complete its orders with whatever resources it has at its disposal.

MOBILISATION FOR WAR

The Imperial Guard is responsible for the defence of the roughly two-thirds of the galaxy controlled by mankind. While the mighty Chapters of the Space Marines and the Imperial Navy also play their part, it is the Imperial Guard which bears the greatest weight of combat and is often the first and last line of defence for thousands of worlds which can expect help from no other quarter. Because of this mammoth task, there are almost as many adepts, scribes, cypher-mongers, tallymen, and scriveners as there are Guardsmen, all keeping track of the movement, fighting strength, and morale of Imperial Guard regiments. It is a never-ending task as the Imperial Guard is always in motion, its troops always moving from one world to the next, fresh regiments being raised to replace diminished or destroyed ones, and new wars and crusades always calling for more fodder for their meat grinders. Overseeing the mobilisation, movement, and coordination of the Imperial Guard is the Departmento Munitorum within the Administratum. The Departmento Munitorum's adepts process all matters concerning the Imperial Guard and act upon the will of the Segmentum Lords and the High Lords of Terra.

All requests for the aid of the Imperial Guard must travel via the Departmento Munitorum, just as they preside over the raising of regiments and the use of the men

It has been over seven cycles here on Kulth and we have not seen nor heard anything from the enemy we must fight. They have been endlessly training us, making us run around on all this open ground and practise our weapons drill. We have also started to dig in around Rans Bluff, setting up sandbag walls and trenches, which is as hard a kind of work as I have ever done. They have also been briefing us on our enemy, a vile alien species known as Orks. Apparently they are crude and brutish with little intelligence or skill at war, and we have been told if we build our defences properly there is no chance they will be able to break through. More of the regiment has been showing up all the time, and I reckon there must be at least ten thousand of us here now, along with tanks and artillery from some Scintillan division. Drayn, Helson, and Torsh have all started gambling to pass the time between training and digging (and also to take our minds off the nothing over our heads). Some of the games of Emperor's Ante we have been playing have been with the Scintillans, though largely they are a dour lot. It seems they have come from some other part of Kulth where the Imperial Guard is not doing so well and have lost a lot of their regiment. I wish they'd cheer up a bit, their listless stares and vacant faces give me the creeps.



garnered from planetary tithes for military use. Before a world can receive assistance, their request must be processed and considered, their need weighed against the needs of other systems and other requests for aid. Even as vast as the Imperial Guard is, it is not endless, and the Departmento Munitorum must oft choose between worlds under attack, sometimes even if it means sacrificing one so another can be saved. Lords and officers of the Imperial Guard are not beyond power of the Departmento Munitorum either, and their orders to mobilise troops or deploy to a certain warzone must usually be authorised by the Departmento, records kept and copies made before soldiers are released to do their duty. On the ground or in the heat of battle, a commander can usually consider himself in control of events, at least to the extent that he can issue orders to his men and see them acted upon without unnecessary reliance on the Departmento Munitorum, though requests for resupply and reinforcement can be tediously slow if the conflict has garnered a "low" priority or, as often happens in the Imperial Guard's galaxy-wide struggle, a new warzone has flared up and troops have been diverted to deal with it.

To mitigate this latter issue, when a war looks to require significant effort to win or contain, the Departmento Munitorum authorises the raising of troops from nearby systems, mobilising and training large portions of a local population to aid existing Imperial units. This will go beyond the sequestering of forces protecting local worlds and, in extreme cases, can mean whole populaces are conscripted to act as frontline troops. This can be traumatic for some worlds, such as those yet to be touched by the presence of the local conflict, where men and women must give up their lives to fight for strangers against foes they may never have known existed. A governor's press gangs arrive in settlements suddenly and take every able-bodied adult away, leaving only the very young and old to wonder where their mothers, fathers, sisters and brothers have gone. Some governors may chafe at the wholesale conscription of such large portions of their population, but they know it is within the Departmento Munitorum's rights and would much rather retain their positions of power (even with diminished subjects) than refuse.

Part of the Departmento Munitorum's remit, in addition to supplying and supplementing the weapons and gear used by regiments, is ensuring that Imperial Guard regiments receive at least a modicum of training. Though this is not always possible, and many a fresh regiment has been plunged into battle never even having fired their weapons, it is desirable to get regiments into fighting condition even if it only slightly extends their life expectancy. Though there are no exact specifications on what constitutes a "trained" regiment, countless texts exist on the subject. The first and foremost level of training occurs when a regiment is raised on a world and it undergoes the transformation from civilian rabble into military personnel. How long this process takes and exactly what skills are imparted (and to what level of success) varies immensely from world to world. Some, like the hive world of Scintilla at the heart of the Calixis Sector, have the wealth and power as well as the military tradition to spend months or even years turning a man into a soldier and preparing him for his service. Others, especially feral or remote worlds, do not have the same luxury, and recruits may not even know they are to be soldiers until the lasgun is pressed into their hands and they are pushed in the direction of the enemy.

Time is always a pressure on the Imperial Guard and, with the number of wars it must fight and the huge areas it must defend, commanders cannot usually wait years for new recruits to be trained, as much as they might like to. Because of this need and the constant demands by the Departmento Munitorum for more men, a large part of a Guardsman's training will often take place in transit aboard an Imperial Naval transport vessel. In the deep holds of these ships, the men will endlessly drill and practise squad and unit tactics, their officers and Commissars striving desperately to get them into some semblance of combat readiness before they face the foe for the first time and they must fight for their lives. Depending on the officers overseeing training, accidents and casualties can be common, men killed in live fire exercises or "culled" for their ineptitude. The thinking often goes that a little blood on the training ground can save a lot of blood on the battlefield, and for the loss of a few of the weaker members of a company, the remainder will be stronger. This is not to say though that the Departmento Munitorum condones waste of its human resources, and many commanders prefer to round up those soldiers which have proven incompetent or cowardly and use them as battlefield fodder instead, where their deaths might give true soldiers a momentary tactical edge.

Some recruits for the Imperial Guard come to their regiments already with a degree of combat experience. Underhive gangers from the nightmare depths of overcrowded hive worlds and primitive feral warriors from wild and untamed feudal worlds are two of the most common kinds. Both can make excellent Guardsmen with the right training and leadership, their natural skills for fighting and their aggressive natures translating well onto the battlefield. However, such people can be difficult to integrate into a disciplinary structure and they will often rankle at being told what to do. This problem is not helped by the fact that the authorities who provide these men and women prefer to send them to the Imperial Guard as whole gangs or tribes, seeing this as a chance to send off a problem for someone else to deal with. This means the bonds of gang and tribe are brought into the regiment, and a regiment made up of many tribes or gangs from the same world may not soon forget the rivalries they once had; infighting can be all too common. Canny commanders and experienced Commissars have learned tricks to turn these rivalries to their advantage and will form companies comprised solely of the members of one gang or tribe, and then exploit the competition between the companies to push them to greater feats in battle. Failing this, some commanders will simply try to beat the gang or tribal identity out of their recruits through constant punishment and disciplinary measures, though this is less desirable as it robs the recruits of their fighting edge and the benefits that a life of conflict and brutal day-to-day survival has gifted them with.

A First Taste of Combat

No commander can tell exactly how fresh troops will react when they are first deployed into combat. All the training in the galaxy cannot truly predict whether a Guardsman will run or fight when presented with the horrors of war. This can be even more pronounced in Imperial Guard formations which may not only be facing combat for the first time, but hideous xenos monsters or Warp-spawned Daemons which the Guardsman had no concept even existed before they appeared in his lasguns sights. Commanders always keep a close eye on regiments deployed for the first time and will try to mitigate any problems their untested courage might create. This can mean the installation of veteran commanders or the presence of veteran units in the same battlefront, or, with especially cautious commanders, the assignment of such regiments to lesser areas of the conflict or second and third lines of defence. Many times though, a commander will have no choice but to send the unproven troops right into the thick of the fighting, certainly if he is desperate for manpower or he has nothing under his command but fresh untested units. In either case, every regiment must eventually face combat for the first time and then, and only then, will its leaders know what kind of Guardsmen they have made.

AUXILIARIES AND SUPPORT FORCES

When the Imperial Guard marches to war, it does so with the might of the Imperium at its back and the servants of the Emperor supporting it. The honest Guardsmen of a regiment might fight in the Imperium's wars and face the foe across the battlefield, but they would struggle without the wealth of support formations behind them, supplying them with materials, keeping their vehicles functioning, and protecting their faith and their souls from the things they cannot fight with their lasguns. Each of the major organisations of the Imperium has a presence alongside the regiments of the Imperial Guard, just as they have a vested interested in the continued existence of the Imperium and its protection. The Ecclesiarchy, also known as the Adeptus Ministorum or Church of the God-Emperor, sends priests to keep the Imperial Creed strong in the hearts of Imperial Guardsmen, while the Adeptus Mechanicus sends Tech-Priests, masters of the ancient and mysterious technology of mankind to maintain and repair the fighting vehicles and complex machineries of war. The Imperial Guard also makes use of abhumans for their unique abilities, such as hulking Ogryn warriors or agile and diminutive Ratlings. Psykers are also part of the support a commander can call upon; trained by the Scholastica Psykana, they are often the only protection a regiment has against psychic attacks and their only means of sending them back against the enemy.

Faith in War

The Ecclesiarchy has an active hand in the spiritual strength of the Imperial Guard and, like the Commissariat, has agents among its ranks to ensure that every man does his duty in the name of the God-Emperor. The degree to which the Adeptus Ministorum has involvement with a regiment is largely dependent on the regiment's degree of faith and the world from which it hails. Some regiments, such as the Maccabian Janissaries, are deeply devout

men and women, and bring many priests with them when they march to war, while others, such as the savages of Dust or Iocanthos, have only those brave and bold enough among the clergy willing to act as advisors to its officers. Despite this wide variance, however, there is almost always at least one member of the Adeptus Ministorum among the ranks of every Imperial Guard Regiment as per an ancient Ecclesiarchal decree.

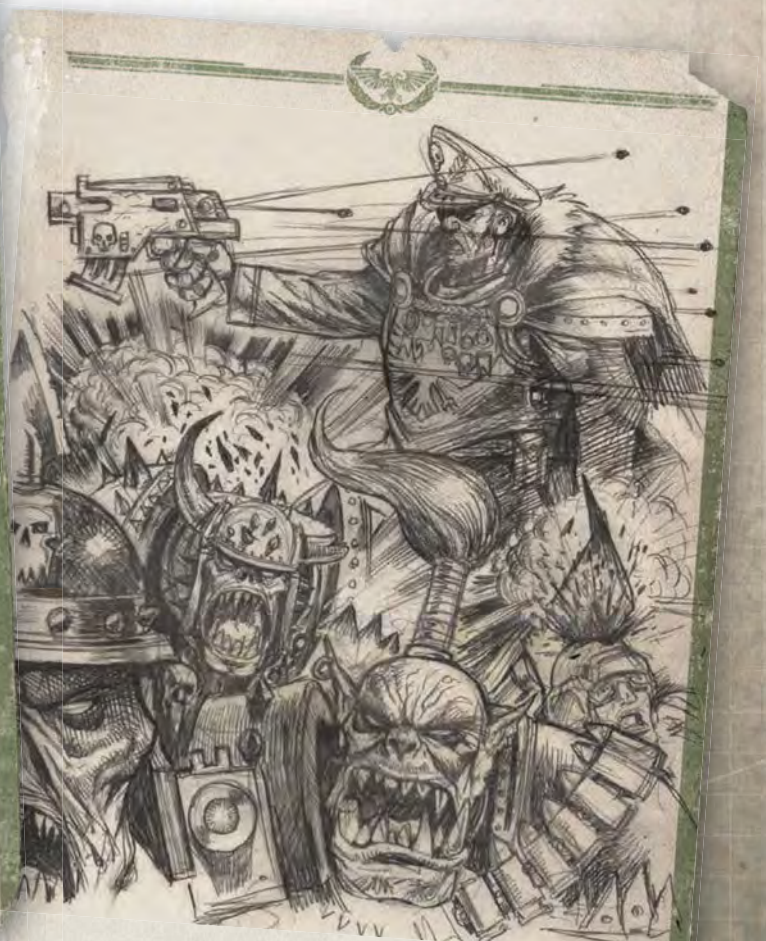
Confessors and other independent Ecclesiarchy servants can also be found travelling with the Imperial Guard and joining it on the battlefield. These powerful and charismatic men and women are far more difficult for a commander to control or, failing that, ignore. Instead, a commander must content himself with an "alliance" with the Confessor, either embracing the priest's religious zeal or trying to steer it toward his regiment's own goals. This can cause additional tension if the regiment comes from a world where the Imperial Creed is not as strong as the Ministorum would like it to be, and its Guardsmen more loyal to their own officers than the ideal of the God-Emperor. In these cases, the regiment itself can become perceived as the "enemy" by the Adeptus Ministorum, and it might find more and more priests joining its ranks in an effort to ensure it display the right level of fanaticism. Fortunately for most Imperial Guardsmen, this never becomes an issue and the presence of a fiery Confessor in battle is a welcome one as he cries out prayers to the God-Emperor and personally leads men screaming into the fray.

They came last night, when the not-sky turned dark and most of us were sleeping. The first I knew anything was wrong was when one of the perimeter flares was tripped somewhere in the dark. The next thing I knew, something landed in the trench beside me that looked like a stick with a metal ball on one end, then everything turned white for a second and I was thrown to the ground. Only as I was getting up did I realise that Torsh had stepped between me and the bomb and taken the brunt of the blast, shredding his flesh and breaking his bones. Jumping up to the trench's firing step I could see a dozen hulking figures running up out of the earthworks toward me. It was then I remembered Prator and the servitors and started firing. Scores more Guardsmen took up position beside me and, just as we had been taught, we laid down volley after volley at the advancing figures. Yet still they came. As they got closer I realised each one must have stood seven foot tall, covered in muscle and howling for blood through wickedly pointed teeth. Just feet from where I stood I saw one of the creatures reach down into our trench and haul out a poor Guardsman before ripping his arm from its socket and tossing him aside like a toy. It was then that our lines seemed to waver and thoughts of flight were swimming through my mind. Our captain, Favan, who had joined us in the trench, didn't seem to know what to do, and I saw him crawl back toward the centre of Rans Bluff with fear in his eyes. All around, men were falling back, following the captain. Then I heard a shot ring out, distinct, deep, and loud. Standing over Favan's body was Commissar Kurtz, a man I had only seen from afar and heard dire rumours about. I still remember what he said, "Fight them or fight me! Make your choice, but remember the God-Emperor is watching and you will be judged!" And so I fought them, and fought until there was no more fighting to be done.

Hand of the Machine God

Tech-Priests minister to the Imperial Guard's machines of war, its vast array of battle tanks, support weapons, and countless armoured personnel carriers, and transport vehicles. Part of the sacred Priesthood of Mars, the Tech-Priest Enginseers are mankind's custodians of technology, taught the ancient secrets of machine spirits and the rites which will awaken a machine and make it do man's bidding. All of the technology used by the Imperial Guard is crafted from ancient designs, created long ago by mankind, and understanding of the workings of this technology has been largely forgotten. Enginseers are among the few that still comprehend even a fraction of these mysteries and so their presence in Imperial Guard regiments is necessary for even a lightly mechanised force to function. When a machine fails in battle or a tank is in need of repair, it is the Tech-Priests which are summoned, chanting slow prayers to the Machine God over the wreck and enacting the rites which will once again awaken it to war.

As befits members of one of the most powerful organisations in the Imperium, Tech-Priests come to the Imperial Guard well-equipped, protected by rare and potent suits of armour, with ancient weapons and arcane devices of uses all but unknown to the common man. Robed in red, a



Tithes and Foundings

Every world in the Imperium is required to provide men for the Imperial Guard as part of its tithe to the Adeptus Terra. Tithing is the due all worlds owe the God-Emperor, and the standard galactic taxation of the Imperium's resources that at once both binds it together and allows it to function. There is, however, no exact number or method for an Imperial tithe, no universal quota which must be met or exact number common to all planets. Instead, the Administratum, with its countless departments and divisions, sets and monitors tithes based on the nature of the world in question. While it is true every world must provide for the Imperium, not all do so with the same amount or even the same manner of men and materials. Large and populous worlds are therefore expected to give heavily, raise more regiments with greater numbers of men, and provide them with better equipment, while smaller worlds are expected to give proportionally less. For instance, the numerous regiments of Scintilla and their various finery and wealth of materiel far exceed the feudal regiments provided by the High Kings of Acreage, but both are equal in the eyes of the Administratum as set out by the contracts of their tithes.

Exactly how a planetary governor, be he a despotic king, bureaucratic official, or fairly elected chairman, rules his world is largely beyond the notice of the Adeptus Terra and the Administratum, as long as he fulfils his obligations and produces his tithe. Thus the nature of the founding and raising of a regiment for service in the Imperial Guard varies hugely among worlds, just as the composition of the regiment when it is offered up for Imperial service will vary. On some worlds it is a great honour to join the Imperial Guard, and men and women must prove themselves, sometimes in bloody trials, for the chance, while on others a governor will only take those which volunteer and make the choice to leave their worlds behind to serve their God-Emperor. Many worlds simply conscript the men of their foundings, either with some semblance of fairness using lotteries or impartial systems or more often simply to get rid of excess population or undesirable elements within their society. This latter method accounts for many of the hive world gangers and feral bandits which find their way into the Imperial Guard—criminals rounded up and given a choice between death or off-world service.

Wherever the men come from, as long as the Administratum sees that a world is honouring its tithe, it does not care much about the methods involved. Should a planet fail to produce its tithe, offer it up late, or present substandard men and materiel, the Administratum is quick to act. There are few greater sins against the Administratum, and the Imperium, than failure to pay one's tithe to the God-Emperor, and while the most brutal of regimes or most bloodthirsty of warlords can be tolerated despite the inhumanity to their people, the Imperium will not stand for evasion of the Emperor's tax. To commit such a crime will almost always mean that the planetary governor's life is forfeit, sometimes including the world's entire ruling class, as a lesson to those that replace them not to take the demands of the Adeptus Terra lightly. The Administratum will then take its due, sometimes with interest added to punish the transgressing world and ensure it does not forget the price of such a treachery.

Tech-Priest is also usually augmented mechanically, organs and limbs replaced with machines, making him closer to the perfection of the Machine God which he worships. Enginseers are also accompanied by servitors to aid them in their tasks; lobotomized humans, augmented and altered for a single purpose, acting as the living tools with which the Enginseer completes his tasks. Servitors, and the Tech-Priests which create and control them, can be found in every facet of the Imperium, making up huge numbers of workers on void-fairing vessels and in highly developed planets like hive worlds. The Imperial Guard is no different, and for every Enginseer there will be numerous servitors ambling about doing his bidding, their sallow grey skin and dead eyes a faint reminder of their lost humanity and the power of the Adeptus Mechanicus over mankind.

Abhumans

The Imperium is both a diverse and dangerous place, choked with worlds mired with billions of humans. Among all that teeming humanity, and over the course of the many millennia since mankind first stepped out among the stars, it is little wonder that the human race has devolved and diverged numerous times into mutation. Many hive worlds and similar developed planets have significant mutant populations, the twisted rejects of humanity warped by chemicals, radiation, or successive generations of inbreeding and genetic impurity. Condemned to a miserable existence as forced labour or culled to "acceptable" levels, mutant populations are usually considered an unpleasant problem by planetary governors and kept far away from the eyes and lives of its citizens. Mutants are also often seen as touched by the Warp, or somehow in league with the Ruinous Powers, and thus always considered dangerous and suspicious by Imperial authority, and among the first to suffer the attentions of the Inquisition.

Not all mutants are so scorned or oppressed by the Imperium, and some kinds have even reached a point of sanctioning and induction to the Imperial Guard. These are stable strains of mutants known as abhumans, and primarily comprised of Ogryns and Ratlings. Ogryns are large, bulky humanoids, standing seven or eight feet tall and wrapped in massive slabs of muscle. Despite limited imagination, they make excellent shock troops, where their size and ability to ignore all but the most grievous of wounds allows them to plough into the enemy, leading the way for their comrades. Ogryns are also fantastically loyal and make excellent bodyguards, fighting to the death or standing resolutely over the body of their fallen master like a faithful dog (granted, a seven foot dog armed with a shotcannon). For their strengths, though, Ogryns do have their weaknesses. In addition to their limited intelligence, which, without proper leadership, can leave them confused or dithering in the midst of battle, they are also adverse to confined spaces, especially dark

ones. An understandable trait in such a large creature, the Imperial Guard nevertheless has to transport the abhumans to the battlefield, and it will fall to some unlucky Guardsman to lure the Ogryns into a transport or ship hold (often with the promise of food) and then babysit them through a long and miserable journey.

Ratlings are of a different breed altogether, and where the Ogryn is large and powerfully muscled, the Ratling is diminutive and quick. Only reaching heights of three or four feet, Ratlings make excellent snipers and infiltrators, their keen senses and small size allowing them to slip past larger foes. Ratlings have their own home worlds, descended from ancient human colonies where they levy troops for the Imperial Guard, and so feel their rightful place among the Imperial Guard just like any other world might. Unlike other worlds, though, Ratlings are not large or strong enough to make acceptable front line troops and thus do not comprise complete regiments in the same way as the rest of the Imperial Guard. Instead, Ratlings are used as specialist troops, either as snipers and infiltrators (where their natural marksmanship and skills at stealth outshine ordinary Guardsmen) or as their other great vocation: cooks.

Sanctioned Psykers

The Imperial Guard makes extensive use of psykers when it wages war. Astropaths allow for Imperial Guard forces to communicate with the Departmento Munitorum and their Commanding Officers across the vast gulf of space, a resource that without which, the Imperial Guard would be nothing more than countless, uncoordinated armies. Astropaths are also vital to convey telepathic messages over long distances on the battlefield, especially when secrecy and discretion is desirable or vox signals would be out of range. They often possess other powers as well, such as precognition and various other kinds of divination which can be of use to Imperial commanders, eager for anything which might help them to pierce the fog of war, no matter how questionable its origins might be. In addition to the Astropaths, the Imperial Guard also makes use of more direct psychic intervention in the form of Primaris Psykers and Sanctioned Psyker cadres. These are gifted individuals which have been trained by the Scholastica Psykana for the Imperial Guard's use and which have been deemed "safe" enough for frontline service. Even so, Sanctioned Psykers can prove unpredictable and, until they have proven themselves and risen to the rank of a Primus Psyker, they are always grouped together and kept under the watchful eye of a specially trained overseer. These psychic choirs are made up of individually weak psykers, novices to the art of controlling the energies of the Warp but psychically strong when grouped together and focused on a single task. In battle, this can be sending bolts of energy into the ranks of the foe, shielding soldiers from las-blasts and bolt-shells, or providing some semblance of protection against the horrors of the Warp for which mundane weapons are no defence.

Psykers in the Imperial Guard, despite the uses they can have or the value a commander might place upon them, are generally despised and feared in equal measures. No Guardsman wants to share a trench with someone who might suddenly burst into flame or turn into a ravening Daemon-host. Even Primaris Psykers who have shown a greater level of control and survived to become veterans within a regiment are usually not well received. Their new comrades and long time commanders all keep their distance because of that inexplicable disquiet which seems to hang over all those touched by the Warp. The only comfort to a Guardsman who witnesses such a psyker in combat, an experience only slightly less traumatic than facing an enemy psyker, is the Commissar or overseer standing at the psyker's back, vigilant eyes keenly searching for signs of possession or loss of control, and his bolt pistol cocked and ready.

ANATOMY OF A REGIMENT

A regiment is the standard military formation of the Imperial Guard and the key method the Departmento Munitorum uses to group troops and fighting vehicles into manageable allotments. Though it is a command term, and every founding is typically given a designation using the title of regiment, there is no standard to its size or disposition. A regiment might comprise hundreds of thousands of men or hundreds of tanks, or it might only number a handful of men, a single company of a dozen vehicles or similar token force. Equally, regiments are not always comprised of frontline fighting troops—a regiment might be a medical battalion of medicae personal and servitors or a logistical division with nothing more than unarmoured transports and drivers. In the eyes of the Departmento Munitorum, all regiments represent a portion of the Imperial Guard's might, regardless of their exact make up and it is not uncommon for the paper strength of the Imperial Guard to be significantly different to its actual strength on the ground. In the great accounts of the Administratum, dozens of regiments deployed to a warzone might look like a massive allocation of resources and manpower, but if most of those regiments are made up of second echelon formations or support companies, the truth will be quite different.

The most defining factor in the size and composition of a regiment is its home world. Regiments raised on hive worlds or prosperous forge worlds will typically have more men to conscript into their ranks and more equipment with which to arm them. Smaller worlds or those less developed (or with smaller populations) will have smaller foundings and less men to commit to a single regiment. Thus, canny commanders will be able to judge the fighting potential of a regiment based upon its home world and plan accordingly. In the Calixis Sector, regiments from the core worlds of Scintilla, Sepheris Secundus, and Luggnum all produce strong, battle-worthy regiments, while regiments from the Lathes Worlds are some of the best equipped in the sector. Commanders also know to value troops from feral or shrine worlds, where savagery and fanaticism can account for more than numbers would indicate. The worlds of the Drusus Marches fall into this category, such as Maccabeus Quintus where the regiments of Maccabian Janissaries have a reputation for their zeal and devotion to the Imperial cause. On the other hand, regiments from certain worlds will become a byword for poor quality and training, either because of the dregs their governors choose to tithe to the Imperial Guard or simply because there are no worthy fighting men among their populations. Within the Calixis



Sector there are numerous such worlds, their miserable tithes of men barely worth the trouble of the Imperial Guard to train and equip. Two such worlds lie in the Markayn Marches: Dreah, a world of such dismal and depressing people that its soldiers are good for little more than cannon fodder, and Prol IX, a world of scribes and scholars, as unfamiliar with arms and armour as they are with the ways of war.

After home world, a regiment's disposition will largely be a result of its combat history. Because there is no exact size to a regiment, it can be difficult for Imperial Guard commanders and the Departmento Munitorum to gauge its exact fighting strength. Once a regiment has been in combat for a while, it is almost certain it will have suffered losses and its original strength will have been diminished. However, this means less for a regiment of a hundred thousand men than it does for one of a few hundred. Unless an officer can directly ascertain the strength of a regiment (assuming he cares about preserving it at all) the Departmento Munitorum and command response is usually to send it into battle and see how it fares. Eventually, it will either fail, and thus prompt the deployment of another regiment, or succeed, in which case it is clearly up to the task of fighting and should immediately be sent back into the fray. Often, when a regiment becomes too small to be of any real operation use, it is absorbed or folded into another existing regiment. This is a common battlefield alternative to reinforcing, which can take months or years given the regiment's distance from its home world. Almost always, regiments from the same home world—or at the very least same system—are merged in this way. On rare occasions, regiments from different planets might be amalgamated, however, this can lead to problems in morale and leadership. Even when two regiments from the same home world are brought together there can be issues, especially when one has already made a name for itself.

Within a regiment, commanders will divide their men and vehicles into smaller, more manageable combat units depending on the customs and practices of their home world. While the names, sizes, and roles of these combat units can vary widely, there are three fairly common formations which can be found in the majority of Imperial Guard regiments. These are the Company, Platoon, and Squad.

Squads

The smallest unit in the Imperial Guard is usually known as a squad and is, on average, comprised of ten soldiers. Commanders throughout the ages have found that the squads are the basic building blocks of their armies and are vital to success on the battlefield. A good squad can outfight an enemy many times its own number using clever tactics and coordinated attacks or defences, flanking their foes, catching them in crossfires, or laying deadly ambushes. While a squad will operate as part of a larger formation of many men, in more elite units it will often have its own objectives as part of the whole, and skilled commanders will use numerous squads in concert

Combined Arms

When a regiment is created, it is usually made up of a single kind of fighting formation, i.e., infantry, armour, drop-troops, etc. Even if a world provides considerable numbers of infantry alongside tanks and artillery vehicles, these will be divided into different regiments depending on the kind of formation they are. The reasons for this stretch back to the time of the Horus Heresy and the great rebellion against the God-Emperor. During that period, even relatively low ranking commanders in the Imperial Army had control over companies and divisions of men which incorporated tanks, artillery, and orbital naval gunfire. A single such regiment in the Imperial Army could, on its own, lay waste to an entire world. When vast portions of the Imperial Army sided with Horus, they took with them these regiments of combined arms along with their legions of armoured vehicles and void fairing vessels. In the dark days after the defeat of Horus, the survivors made sure no one man could ever command such power again, and should any force turn traitor it would do so with only limited arms and manpower. So, in addition to the new divisions in the Imperial Army, which created the Imperial Guard and the Imperial Navy, regiments were limited in the kinds of formations they could include. For thousands of years this practice has made it easier for the Imperial Guard to deal with traitors. An infantry or armoured regiment which sides with the enemy, or is corrupted by the Dark Powers, will find itself facing combinations of infantry, tanks, artillery and naval support, and be at a significant disadvantage both tactically and strategically.

to achieve their goals. Equally in conscript armies, squads can be mere designations, where one tally on the roster starts and another ends, its members utilised as only part of a mass of men in blunt attacks or crude holding actions.

Squads that fight together and survive for any length of time will form close bonds of comradeship, as there are few things like combat to bind men together, especially when they must continually protect each other from harm. Some commanders, and certain Commissars, see this bond as a cancer to morale, and create distinctions between members of an army which should be a single united force under the gaze of the God-Emperor. Their response is to break up squads which have served too long together or cycle men from one squad to another on a regular basis, lest they become too familiar and start to see themselves as somehow unique. An experienced commander, however, recognises the value of a veteran squad, and more than one regimental officer is willing to turn a blind eye to lapses in discipline or correct uniform if it means a squad performs better on the battlefield.

Platoons

Platoons are units comprised of around half a dozen squads under a single commander. In an infantry platoon, this might include the addition of heavy weapon squads or special weapon troopers to supplement the squads' own individual firepower, whereas an armoured platoon might comprise of several tanks or self-propelled artillery pieces, perhaps with the addition of a recovery or command vehicle. While a squad may be given specific roles within a single combat action, a platoon is a tactically significant force and will be assigned a specific role within an attack or defence, often relying only on its own men and weaponry to get the job done. Regimental commanders consider platoons capable of holding their own on the battlefield and thus platoons might be sent off far from the rest of the regiment to hold a ridge line, scout a ruined hab-block, or attack an enemy strongpoint by themselves.

Platoons, like squads, can form close bonds over time, though this is less likely given that the disposition of squads can change dramatically from engagement to engagement. This is in part because a commander may wish to form platoons of different weapon teams and specialist troopers but also because the casualties and attrition so common to Imperial Guard formations are acutely felt at the platoon level. Over the course of its life, a platoon will cycle many squads and replacements, groups of fresh recruits being funnelled in to make up for losses. Veteran squads in such platoons seldom bother to learn much about their comrades, well aware that soon many of the fresh-faced men joining them will be corpses.

Companies

Companies are typically units made up of three to six platoons with the addition of supporting formations. In an infantry platoon, this may mean upwards of two hundred frontline fighting men arranged into platoons and squads, added to which are squads and platoons of heavy weapons, medicae staff, and dedicated communications officers. Meanwhile, in an armoured company, this can mean several dozen tanks or fighting vehicles with dedicated mechanised support such as infantry platoons mounted in Chimeras. The company level is also where members from the Imperial Guard's allies typically appear, and attached clerics of the Ministorum, Enginseer Tech-Priests, or psykers of the Scholastic Psykana can be found.

Much like regiments, companies can earn much prestige and honour for themselves if they perform well in battle. While a regiment's renown might be known beyond its home world, a company's renown is usually limited to the confines of its regiment. Even so, a famous company can live on for centuries in the history of a world and every Guardsman recruited for such a regiment will have heard tell of their exploits. To honour these companies, a regiment will often grant it special status within the regiment and keep its name on their rolls long after its original members have died. An example of this is the Ambulon Junkers, a company originally comprised of conscripted deep scrappers from the Scintillan hive of Ambulon. Even though the original Junkers are long gone, regiments raised on Scintilla with a significant intake from Ambulon will form an honorary Junkers company from its more worthy new recruits.



Playing the Game

Game Dice

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Chapter I: Playing the Game

The following chapter outlines the game's core game mechanics and how to use them to play **Only War**. It covers the dice used to play, how to make Tests, and how to set task difficulties. This chapter also covers special rules for movement, lighting, gravity, and many other environmental conditions that have a direct effect on the Player Characters.

GAME DICE



For ease of play, **Only War** uses only ten-sided polyhedral dice for its core game mechanic. Ten-sided dice can be acquired online or anywhere role-playing games are sold, including game stores and larger chain book stores. In fact, the dice needed to play **Only War** are likely available at the very store where this book was purchased. The GM and each player will need at least one pair of ten-sided dice. These dice should preferably be of different colours to help differentiate between the "tens" die and the "ones" die. There are also special pairs of ten-sided dice that typically come in sets of dice called percentile dice. One of the pair is numbered 1-10 like normal dice and the other is numbered 10-00. These dice are designed to allow a player to easily generate a random number between 1 and 100.

Only War uses, at its core, two basic types of die rolls, the "d10" roll and the percentile roll. D10 (ten-sided dice) rolls are called for when the player or GM needs to generate a number between one and ten (or a higher number if multiple d10 dice are rolled and the results added together), perhaps when rolling Damage for a weapon. When making a d10 roll, the player or GM rolls the number of dice called for, three dice for a roll of 3d10 for example, and adds the results together (meaning the results could be between 3 and 30).

Example

Darius, a Cadian Guardsman, is hit with a blast from a meltagun which inflicts 2d10+2 Energy Damage. The GM rolls two ten-sided dice and gets a 4 and a 9. He adds the two dice results, getting a total of 13, then adds two more points for a total of 15 points of Damage.

Percentile rolls are called for when a player or GM needs to generate a random number from 1-100 and are perhaps the most common rolls made in the game. Characteristic and Skill Tests are two of the many ways in which percentile rolls are used in the game. When making percentile rolls, commonly abbreviated as "d%" or "d100," the player or GM uses a pair of ten-sided dice, one assigned as the "ones" digit and the other assigned as the "tens" digit, to generate his number. Unlike d10 rolls, the results of a percentile roll aren't added together. See **Table 1–1: Percentile Roll Examples** for a quick explanation of how to read a percentile roll.

Table 1-1: Percentile Roll Examples

"Tens" Die	"Ones" Die	Result
7	3	73
4	2	42
0	1	1
0	0	100

Example

Darius is searching a ruined building for spare ammo and gear. Once all modifiers have been applied, the GM tells Darius that he will need a 45 or below to find something useful amongst the rubble. Darius rolls his percentile dice and gets a result of 61, well over his target and a disappointing failure.

There are times when the rules will require a roll of 1d5. To make this roll, the player simply rolls a ten-sided die, divides the result by two, and rounds up.

Example

Darius is attacked by an opponent with a grenade launcher and is struck with a krak grenade. The GM scores a solid hit that deals so much Explosive Damage to Darius that it punches right through his flak armour and deals one point of Critical Damage. Consulting the appropriate Critical Damage table, the GM finds that, along with the Damage dealt by the grenade, Darius is also thrown backward 1d5 metres. The GM rolls a ten-sided die and gets a 7, which is treated as a result of 4 (7÷2=3.5 rounded up to 4). Darius flies four metres and lands flat on his back.

Whenever fractions are generated, such as when dividing a result in half on a roll, the results should be rounded up.

CHARACTERISTICS

Characteristics represent a character's raw potential and natural physical and mental gifts, such as his strength, agility, intelligence, and skill with melee and ranged weaponry. Characteristics operate on a scale of 1 to 100 and the higher the Characteristic is, the more raw talent the character has in that particular area. There are nine different Characteristics in **Only War** and each represents a different area of mental or physical attributes. Each is listed briefly here, with its common abbreviation (Willpower, for example, is often abbreviated as "WP" in game text).

Weapon Skill (WS)

Weapon Skill measures a character's competence in hand-to-hand fighting, whether using fists, knives, or chainswords.

Ballistic Skill (BS)
Ballistic Skill reflects a character's accuracy with ranged weapons, whether lasguns, missile launchers, or even throwing knives.

Strength (S)
Strength represents how physically strong a character is.

Toughness (T)
Toughness defines how easily a character can shrug off injury as well as how easily he can resist toxins, poisonous environments, disease, and other physical ailments.

Agility (Ag)
Agility measure's a character's quickness, reflexes and poise.

Intelligence (Int)
Intelligence is a measurement of a character's acumen, reason and general knowledge.

Perception (Per)
Perception describes how aware a character is of his surroundings and the acuteness of his senses.

Willpower (WP)
Willpower demonstrates a character's mental strength and resilience; his strength and toughness of mind. It is his ability to withstand the horrors of war, the terrors of the unknown, and—in the case of rare individuals—the potency of his psychic powers.

Fellowship (Fel)
Fellowship is a character's ability to interact with others, and represents his ability to charm, command, or deceive.

CHARACTERISTICS AND CHARACTERISTIC BONUSES
Each Characteristic is a number between 1 and 100, with higher numbers better than lower numbers. In addition, each Characteristic has a Characteristic Bonus, a number equal to the tens digit of the Characteristic. For example, a character with a Strength of 42 would have a Strength Bonus of 4. Characteristic Bonuses are used in a wide variety of situations.

When a Characteristic Bonus is abbreviated in the text, it will use the Characteristic abbreviations listed above with an additional "B" at the end (Willpower Bonus, for example, would be abbreviated as "WPB" in game text).

Characteristics are important to a Guardsman for a number of reasons, not least of which is that they reflect a character's ability to succeed at particular actions. Characteristics are modified by external factors such as Skills, and can be improved in a number of temporary and permanent ways. Since Characteristics set the base target number for all Tests in **Only War**, high Characteristics are always more favourable than low Characteristics. For more information on how to generate Characteristics and how they relate to character generation, see **Chapter III: Character Creation**.

Skills, Talents, and Traits
If the raw potential and natural gifts of a character are described by his Characteristics, his competence, prowess, and innate abilities are defined by his Skills, Talents, and Traits. Skills are learned abilities, such as speaking a language or driving a vehicle, that reflect a character's training and life experience. Talents are unique abilities and proficiencies that a character possesses either through his intrinsic nature or from years of hard-won experience. Ambidexterity, the ability to use both hands equally well, is a Talent. Finally, Traits are those abilities a character possesses by virtue of birth, mutation, or racial circumstance. Dark Sight, the ability to see in complete darkness, is a Trait, as it's not something humans are normally able to do. More information on Skills can be found in **Chapter IV: Skills** on page 112, and information on Talents and Traits can be found in **Chapter V: Talents and Traits** on page 136.

Tests
The Test is the basic mechanic by which success or failure is determined in **Only War**. Whenever a character performs a task or action that has a direct or dramatic effect on the game—be it firing a lasgun at a fleeing enemy, fast-talking a commanding officer, healing a comrade, or negotiating with an enemy—that character may be called on to make a Test to determine whether their action succeeds or fails.

THE CORE MECHANIC
To make a Test, follow these steps.

- Determine the Skill or Characteristic being Tested. Each Test identifies one Characteristic or a Skill (which is a Characteristic modified by certain training) that must be Tested.
- Once the Skill or Characteristic is identified, take the value of the Skill or Characteristic. This will be a number between 1 and 100. Once the player has that number, he should identify any modifiers that may affect the Test, either positive or negative. Easier Tests may grant bonuses (such as +10 or +20) to the Skill or Characteristic being Tested for the duration of the Test, while more difficult Tests may impose penalties (such as –10 or –20). In addition, actions and environmental conditions may impose further modifiers. Aiming a gun before firing it may grant a bonus to a Ballistic Skill Test, while running through deep snow may impose a penalty to an Athletics Test.
- Add all the modifiers together. Positive and negative modifiers may negate each other. Once all modifiers have been combined, the player should be left with a final number. This number may be greater than 100, or less than zero, but will typically be a number between 1 and 100.

Automatic Success and Failure

Although technically all actions require Tests, in practice, this would greatly slow down the game and make for an unpleasant and repetitious experience. Therefore, particularly simple tests such as driving a ground car along an open road, climbing a ladder, or writing routine reports can be passed automatically, without any Test needed. A good guideline is that if the Test wouldn't have any consequences for failing, no Test should be required by the GM. On the other hand, the GM may determine that some tasks are so difficult that the character has no chance of success and fails automatically. This is to avoid players whose characters have no chance of accomplishing a task attempting to "fish" for a natural 1.

- Make a percentile roll (see page 28).
- If the result of the percentile roll is less than or equal to the Skill or Characteristic being Tested, after all modifiers are applied, then the Test succeeds.
- If the result of the percentile roll is greater than the Skill or Characteristic being Tested, after all modifiers are applied, then the Test fails.
- Note, that if the result of the percentile roll is a natural 1, the Test succeeds, even if the total modifiers made the Skill or Characteristic less than 1. Likewise, if the result is a natural 100, then the Test fails, even if the total modifiers made the Skill or Characteristic greater than 100.

SKILL TESTS

The Skill Test is the most common Test performed in **Only War**. Each Skill is governed by a corresponding Characteristic, which sets the base level of the Skill on a scale of 1-100. For example, Dodge is governed by the Agility Characteristic and Scrutiny is governed by the Perception Characteristic. To make a Skill Test, the Core Mechanic is used. The player first adds all relevant positive and negative modifiers determined by the Game Master to the governing Characteristic. Once the final result is tallied, the player then makes a percentile roll. A Skill Test succeeds if the result of the percentile roll is equal to or less than the final target number after all modifiers are applied. A Skill Test fails if the result of the percentile roll is higher than the final target number after all modifiers are applied.

Succeeding at a Skill Test is always easier if a character has training in the Skill being Tested. A character can attempt to use any Skill untrained, but does so at a heavy disadvantage. Any attempt to Test an untrained Skill suffers a –20 penalty in addition to any other penalties. For more about Skill Tests and their penalties and benefits see page 112.

Example

Guardsman Darius is trying to get some green conscripts to join him in an attack on an enemy outpost. Due to the risky nature of the demand, the GM decides that this requires a Command Test. If he had been trained in the ways of commanding men, Darius would make this Test against his Fellowship of 33. However, as he is untrained in this particular Skill, he suffers a –20 to his Characteristic and must roll under 13 to succeed.

CHARACTERISTIC TESTS

There are times over the course of an **Only War** game when no amount of education or training suffices, and a player must rely simply on raw physical prowess or mental acumen. Breaking through a reinforced door or resisting torture are two tasks that call for Characteristic Tests. Again, the Core Mechanic is used. First the Game Master determines the most appropriate Characteristic for the Test, then the player makes a percentage roll. If the roll is less than or equal to the Characteristic after any modifiers are applied, then the Test is successful. If the roll is higher than the Characteristic after any modifiers are applied, then the Test fails.

DEGREES OF SUCCESS AND FAILURE

During an **Only War** game, knowing whether a Test has succeeded or failed is typically sufficient. There are times, however, when it is helpful to know just how well a character has succeeded at a given task, or just how badly he has failed. This is of particular importance with social skills, such as Charm and Inquiry, as well as during some combat situations such as when firing an automatic weapon.

Table 1-2: Characteristic Tests

Characteristic	Example Tests
Weapon Skill	Make an attack with a melee weapon.
Ballistic Skill	Make an attack with a ranged weapon.
Strength	Break down a door, restrain a captive, push over a grox.
Toughness	Resist poison or disease, tolerate temperature extremes, stave off mutation, resist hunger.
Agility	Determine initiative, maintain balance on a narrow surface, navigate treacherous terrain.
Intelligence	Recall an important detail, identify a familiar face, solve a puzzle.
Perception	Notice a hidden enemy, locate a secret door, gauge another person's attitude.
Willpower	Resist torture or Psychic Powers, manifest Psychic Powers.
Fellowship	Make a good impression or inspire confidence.



Measuring a character's Degrees of Success or Failure is a rather straightforward process. Once the percentage roll for the Test is made, compare the outcome of the roll with the modified Characteristic score. If the roll is equal to or lower than the Characteristic, the character has gained one Degree of Success. Furthermore, every 10 points by which the Test succeeds grants yet another Degree of Success. Conversely, if the roll is higher than the Characteristic, the character has gained one Degree of Failure, and gains an additional Degree of Failure for every additional 10 points rolled over the Characteristic.

Example

Darius is lying in ambush with a M34 Autocannon for a group of Orks from the Iron 'Orde warband. Their Trukk rumbles into view over a nearby ridge, presenting quite an easy target. From his position, Darius opens up on the unsuspecting Orks, spraying their vehicle with screaming shells. Darius's player makes a roll against his character's Ballistic Skill of 55, scoring a 12 on the roll and rolling under his target number by a whopping 43 points. Darius gets one Degree of Success for succeeding on the Test, and an additional four Degrees of Success for his lucky roll. The bulk of his shots hit home, crippling the Trukk and perhaps wounding some of the Orks inside.

Extended Tests

Occasionally, a character will attempt a task so complicated that it will require quite a length of time to complete. In cases such as these, the Game Master may require multiple Skill Tests to complete the task. This is known as an Extended Test. In general, each Skill states within its description whether it requires an Extended Test. However, the Game Master may adjust the time represented by each Test to best suit the situation and the needs of his campaign.

Opposed Tests

There are times when a character needs to Test himself against a foe, and times like these call for an Opposed Test. In an Opposed Test, each participant makes his appropriate Test normally and whoever succeeds wins the Test. If both parties succeed, the party with the most Degrees of Success wins the Test. If the number of successes is equal, then the party with the highest Characteristic bonus wins. If the result is still a tie, then the lowest die roll wins.

Should both parties fail, then one of two things occurs: either the Test ends in a stalemate and nothing happens, or both parties re-roll until there is a clear winner. Either outcome is appropriate and is left to the GM's discretion.

Example

Darius is on the front line of a battle against the ferocious Iron 'Orde Orks. As they clash in battle, an Ork Boy attempts to grab the lasgun out of Darius' hands and the GM calls for an opposed Strength Test. Darius' player rolls against his character's Strength of 36 while the GM rolls against the Ork Boy's Strength of 45. Darius' player rolls a 34, a success but only just. The GM rolls a 13 and succeeds with four Degrees of Success, a much better roll than Darius'. The Ork Boy rips the lasgun from Darius' hands, leaving the Guardsman defenceless in the heat of battle.

TEST DIFFICULTY

No two Tests are created equal. Piloting a skimmer across an open field is one thing, while racing through a ruined, debris-choked cityscape while under heavy fire is quite another. Both require Operate (Surface) Tests, but the latter is demonstrably more difficult than the former. The question, however, is just how much harder is piloting a skimmer through a war-torn city? This is where Test difficulty and the Game Master's discretion come into play.

While the difficulty of a given Test is sometimes clearly stated by the rules, often it is left to the GM to determine just how difficult an action is. Once the difficulty of a task has been determined, the GM needs to consult **Table 1–3: Test Difficulty** below to find the appropriate modifier. The difficulty modifier is then applied to the governing Characteristic associated with the Test before the percentile roll is made.

Example

Darius is attempting to ascertain the squad's location on an alien world using only the ancient and outdated maps provided by the Departmento Munitorum. Due to the age of the maps, the Game Master decrees that this a ***Hard (–20) Navigation (Surface) Test.*** *Normally, Darius would Test against his Intelligence of 38. In this instance, however (as this is a Hard Test), he suffers a –20 penalty to his Characteristic and must roll an 18 or less to pass the Test.*

Assistance

Imperial Guardsmen are seldom alone, often relying on the teamwork of their squad to get them through tough situations. There are commonly times during an **Only War** game when a task will be too great, an obstacle too insurmountable, or an enemy too implacable, for a lone Guardsman to succeed. The only way for the players to succeed at such a task is to pool their skills and resources and work together.

During a complicated or delicate Test (and with the Game Master's permission), the character performing the Test can request the assistance of other characters in the group. When the percentile roll is made, only the character who is actually making the Test rolls the dice, but every other character giving assistance reduces the difficulty of the Test by one step (see **Table 1–3: Test Difficulty**). If the Test succeeds, the character performing the Test gains an extra Degree of Success.

Limits on Assistance

While characters can assist each other in most tasks, there are some restrictions and conditions that must be met:

- To give assistance on a Skill Test, a character must have training in that Skill.
- The assisting character must be adjacent to the character performing the Test.
- Assistance cannot be given for Reactions or Free Actions.
- Assistance cannot be given on Tests made to resist disease, poison, Fear, or anything else the Game Master deems inappropriate.
- No more than two characters may attempt to assist another on a single Test, unless the GM decides it is allowable, such as if an entire Squad is attempting to push their Chimera out of a ditch.

Example

Darius is attempting to activate some ancient technology to bring power to the systems of the fortress his regiment has been tasked with defending. This requires a Tech-Use Test, a Skill which Darius possesses. However, he quickly realises that these ancient systems are far beyond his meagre understanding of technology, and he calls upon Ignacio, the Enginseer working with his platoon, for assistance. Ignacio, a wizened and knowledgeable Tech-Priest, also has Tech-Use trained and is uniquely suited to assist, enabling him to add his know-how to Darius' and increase their possibility of success. Due to the antiquity and complexity of the systems, the GM declares that this will be an ***Arduous (–40) Test****. With Ignacio's help, however, this becomes a* ***Very Hard (–30) Test****. Furthermore, if Darius succeeds in his Test, he gains an additional Degree of Success thanks to Ignacio's assistance.*

Table 1-3: Test Difficulty

Difficulty	Test Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	–10
Hard	–20
Very Hard	–30
Arduous	–40
Punishing	–50
Hellish	–60

The Role of Fate

All Player Characters begin play with at least one Fate Point. The number of Fate Points a character receives is decided during character creation. Fate Points are what separate the characters from the countless millions of Guardsmen who die for the Imperium every day. The Player Characters have destinies and the Emperor has marked them for great things. While this is no guarantee that they will live to see victory, they are a cut above the rest.

Using Fate Points

Fate Points allow Player Characters to manipulate situations by mitigating bad results or turning a mishap into fortune. Among other things, this allows players to take more risks, which makes the game faster and far more exciting. A character has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spent Fate Points are restored back up to the character's maximum at the beginning of the next gaming session, or possibly, under special circumstances, in the middle of the game session that the GM deems appropriate. A Fate Point can be used at any time, either on the character's own Turn or in reaction to the action of another character, Spending a Fate point is a Free Action.

Spending one Fate Point allows a Player Character to do one of the following:

- Re-roll a failed Test once. The results of the re-roll are final.
- Gain a +10 bonus to a Test. This must be chosen before the dice are rolled.
- Add a Degree of Success to a Test. This may be chosen after the dice are rolled.
- Count as having rolled 10 for Initiative.
- Instantly remove 1d5 Damage (this cannot affect Critical Damage).
- Instantly recover from being Stunned.
- Remove all levels of Fatigue.

Burning Fate

Sometimes a re-roll or an extra Degree of Success is not going to be enough to save a Guardsman's life. In these instances, the character may choose to burn a Fate Point, permanently reducing his maximum Fate Points by one. The result is that the character survives whatever it was that would have killed him, but only just. For example, if the character was shot with a lascannon and suffered a Critical Hit that would have killed him, instead he is only hideously burnt and rendered unconscious with zero Wounds. In more extreme circumstances, such as being trapped on a spaceship during a Warp drive implosion, it is up to the player and the GM to work out just how the Guardsman makes his escape. A Fate Point may be burnt even if it has already been used for that gaming session.

Gaining Additional Fate Points

Player Characters are awarded additional Fate Points (or allowed to replenish those that have been burnt) at the GM's discretion. Such rewards can be given out as the main adventure reaches certain milestones, or for particular acts of heroism, cunning, or good roleplaying.

Movement

In most **Only War** games, it is largely unnecessary to worry about how fast a character can run or how long it takes him to walk from the barracks to the armoury. There are, however, a number of situations within a game, most notably during combat, when knowing how fast a character can move is very important. As discussed in **Chapter VIII: Combat**, there are two different methods of keeping time in an **Only War** game—Narrative Time and Structured Time—and each has its own unique rules regarding movement.

Table 1-4: Structured Time Movement (Metres/Round)

AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

Structured and Narrative Time

During Structured Time, which typically involves combat, a character may take a specific action during a Round to move at one of four speeds: Half Move, Full Move, Charge, or Run. The number of metres a character moves at these various speeds is dictated by his Agility Bonus, and can be further modified through some Talents or Traits. **Table 1–4: Structured Time Movement** gives more details on the various speeds.

Often during Narrative Time, when a character is not actively involved in combat or some other all-consuming, time-sensitive task, knowing how far a character can move in a given amount of time is, while perhaps not critical, still important to the story. Narrative Time Movement describes the standard speeds a character can move at a leisurely pace under ideal circumstances. Environment

and terrain, discussed further below, can affect these speeds, helping or hindering the characters as they travel. **Table 1–5: Narrative Time Movement** gives more details on the various speeds.

Narrative Movement and Terrain

Terrain conditions affect how quickly a character can cover ground during Narrative Time. Slogging through a waist-deep snow-filled field is much harder than walking across the broad flagstone-paved courtyard. When moving through thick foliage, dense crowds, soft sand, deep mud, and other similar difficult terrain, a character's movement is halved. Furthermore, the Game Master determines what, if any, modifiers apply to Narrative Time due to the environment.

Hurrying

A character can, when called for, pick up the pace by moving up to double his Narrative Time Movement for a number of hours equal to his Toughness Bonus. At the end of his exertion, the character must make a **Challenging (+0) Toughness Test** or take 1 level of Fatigue. In addition to the Fatigue, a hurrying character is distracted and prone to miss tiny details in his surroundings. Thanks to this, he suffers a –10 penalty to all Perception-based Tests.

In truly dire circumstances, the character may push himself to the limit and continue on despite his increasing Fatigue and penalties. In this case, the character must continue to make progressively more difficult Toughness Tests to avoid accruing more levels of Fatigue. For example, the character suffers a –10 penalty to his Toughness Test after the second time period, a –20 after the third, and so forth.

Running and Narrative Time

While characters can, and often do, run during Narrative Time, the act of doing so is extremely tiring. When running, a character triples his rate of movement. Each hour of sustained running requires the character to make a Toughness Test with a cumulative –10 penalty per each hour past the first to maintain his pace. Failing the Toughness Test grants 1 level of Fatigue. Running characters are even more focused on the task at hand than those simply hurrying, and suffer a –20 penalty to all Perception-based Tests. As with hurrying, characters may push themselves past endurance after a failed Test, but all penalties are cumulative.

Forced Marching

While the standard time for marching is ten hours in a day, nothing is stopping characters from continuing past that time. Characters may safely press on a number of hours equal to their Toughness Bonus. Beyond this, a character must make a Toughness Test with a cumulative –10 penalty per hour for each hour travelled beyond his Toughness Bonus. A character who fails his Test acquires 1 level of Fatigue. It is quite possible for a character to march himself into unconsciousness. Fatigue gained from forced marching is removed at the rate of one level per two hours of rest.

Table 1-5: Narrative Time Movement

AB	Per Minute	Per Hour	Per Day
0	12m	0.75km	7km
1	24m	1.5km	15km
2	48m	3km	30km
3	72m	4km	40km
4	96m	6km	60km
5	120m	7km	70km
6	144m	9km	90km
7	168m	10km	100km
8	192m	12km	120km
9	216m	13km	130km
10	240m	14km	140km

Movement and Environment

Structured Time Movement Rates as listed in **Table 1–4** assume a relatively clear and uncluttered battlefield. This is rarely the case, however, as few battles are held on a clear day in clear hive streets or open fields, and there can be any number of obstacles present to hinder a character's movement. Rubble strewn corridors, deep snow, thick fog, deep, soft sand, dense underbrush—these are but a few examples of the conditions that can complicate navigation. In such conditions, a character's Structured Time Movement Rate is halved. If a character runs or charges he must succeed at a **Challenging (+0) Agility Test** or fall prone. Of course, the difficulty of this Test can be further modified at the Game Master's discretion, based on any number of factors. See **Table 1–6: Treacherous Environment Agility Modifiers** for suggestions.

CLIMBING

There are many times in a character's experience when the best way to reach a destination or bypass an obstacle is by climbing. Clambering over a fence, scaling a city wall, descending into a crevasse, or climbing to an ideal sniper position on a rooftop are all instances where climbing is required. Typically, climbing is divided into two general categories: simple climbs and sheer surfaces.

Simple Climbs

Simple climbs include low walls, steep hills, tall piles of rubble, trees, or anything else that requires effort and concentration but no real skill to accomplish. Any character with his hands free can automatically accomplish a simple climb as long as he takes his time and is not being distracted (while taking fire for example).

If a character is hurrying, being chased, under fire, or otherwise distracted, he needs to make a **Challenging (+0) Strength** or **Athletics Test** to perform a simple climb. With one Degree of Success, the character completes his climb at a rate of one-half his Half Move speed. For each further Degree of Success, the character climbs an additional metre. If the Test is failed, the character falls from his starting climbing position. At his discretion, the Game Master can adjust the difficulty of the climb to account for any other factors that he deems appropriate. Some types of climb, such as ascending a sturdy ladder or steep flight of stairs, are so simple that no Test should be necessary.

Table 1-6: Treacherous Environment Agility Modifiers

Condition	Difficulty
Fog or Smoke	Ordinary (+10)
Mud	Challenging (+0)
Shallow Water	Challenging (+0)
Darkness	Difficult (–10)
Thick Snow	Difficult (–10)
Underbrush	Difficult (–10)
Dense Crowds	Hard (–20)
Zero Gravity	Hard (–20)
Rubble	Hard (–20)
Tremors	Hard (–20)

Sheer Surfaces

Many surfaces are beyond the means of ordinary characters to climb, and often require specialised training and equipment. A sheer cliff with overhangs and no handholds, an icy crevasse, the walls of buildings, or the massive flying buttresses of a hive city are examples of such technical climbs, and attempting a climb like this requires a **Hard (–10) Athletics Test**. With one Degree of Success, the character completes his climb at a rate of one-half his Half Move speed. For each further Degree of Success, the character climbs an additional metre. If the Test is failed, the character falls from his starting climbing position. Specialised tools such as grapnels and clip harnesses add bonuses to Athletics Tests and are discussed further in **Chapter VI: Armoury**.



Abseiling

If a character needs to descend a sheer surface quickly, he can attempt abseiling as opposed to climbing down. Abseiling requires climbing gear, a drop harness, or at least a good, stout line, and requires a **Challenging (+0) Agility Test**. With one Degree of Success, the character descends at a rate of 10 metres per Round, plus an additional metre for every additional Degree of Success. With one Degree of Failure, the descent rate is reduced to 5 metres per Round. Failure by two or more degrees requires the character to make a **Challenging (+0) Strength Test** or lose his grip—and if he is not wearing a drop harness or otherwise secured, he falls.

JUMPING AND LEAPING

A jump is termed as a controlled vertical ascent or descent wherein a character attempts to either jump as high as he can, or jump safely down from an elevated surface without taking Damage. If a character is pushed from a ledge, or is otherwise not in control of his descent, he is not jumping, but falling (see page 267). A leap is a horizontal jump by which a character attempts to cover as much ground as possible. Both jumping and leaping can benefit from a running start, and both require a Full Action.

Standing Vertical Jumps

An average character can jump, from a standing position, roughly one half-metre straight up as measured from the ground to the bottom of his feet. Jumping distance depends as much on a character's body mass as it does on his Agility or Strength, so this distance tends to vary only slightly among characters. A character can jump up to reach an overhead item like a ledge or other handhold that is as high as his own height plus about one metre for average arm length and an additional half-metre for the average standing jump. A Test is not usually required for such a jump, though pulling oneself up onto a grabbed ledge requires a **Challenging (+0) Strength Test**.

A character can attempt to safely jump down a number of metres equal to his Agility Bonus by making a **Challenging (+0) Agility Test**. With one Degree of Success, he lands on his feet and takes no Damage. If he gets a Degree of Success but the drop is longer than his Agility Bonus, he takes falling Damage (see page 267) equal to the distance jumped in metres beyond his Agility Bonus and he ends the Turn prone. If he gets a Degree of Failure on the Test he takes falling Damage for the entire distance of the fall and ends the Turn prone. However, if he gets additional Degrees of Success equal to the additional metres beyond his Agility Bonus, he takes no falling Damage and does not fall prone.

Running Vertical Jumps

With a running start of at least four metres in a straight line, a character can increase the height of his jumps. At the end of his running jump, the character must make a **Challenging (+0) Agility Test**. If he gains a Degree of Success on the Test, he can add half his Strength Bonus, rounded up, to his normal vertical jump distance plus an additional half-metre for each additional Degree of Success. If the character gains a Degree of Failure on the Test, he stumbles and must succeed on an additional **Challenging (+0) Agility Test** or fall prone. Either outcome ends the character's Turn. For every four additional metres beyond the first four that the character runs before making the jump, he receives a +10 bonus to his Agility Test, to a maximum of +30.

Standing Horizontal Leaps

To make a Standing Horizontal Leap a character must make a **Challenging (+0) Agility Test**. With a Degree of Success, the character leaps a number of metres equal to his Strength Bonus, plus another half metre for every additional Degree of Success. With a Degree of Failure, the character only leaps a number of metres equal to half his Strength Bonus rounded up; each additional Degree of Failure reduces this distance by another half metre (to a minimum of one-half metre). If it is important, the height attained during a leap is equal to one quarter the distance leapt in metres rounded up.

Running Horizontal Leaps

As with Running Vertical Jumps, to make a Running Horizontal Leap a character must have a running start of at least four metres in a straight line. At the end of the movement, the character makes a **Challenging (+0) Agility Test**. With one Degree of Success, the character leaps a number of metres equal to his Strength Bonus, plus another half metre for each additional Degree of Success. With a Degree of Failure, the character only leaps a number of metres equal to half his Strength Bonus rounded up, and each additional Degree of Failure reduces the distance leapt by another half metre to a minimum of one-half metre. For every four additional metres beyond the first four that the character runs before making the leap, he receives a +10 bonus to his Agility Test, to a maximum of +30. If it is important, the height attained during a leap is equal to one quarter the distance leapt in metres rounded up.

SWIMMING

Under ideal circumstances a character, does not need to make a Tests to swim, but ideal circumstances are rare in **Only War**. Rough, choppy seas, restrained hands, heavy burdens, fighting while swimming and the like are all considered hazardous conditions and require a character to make a Swim Test to move. To swim under hazardous conditions, a character must make a **Challenging (+0) Athletics Test** as a Full Action. With one Degree of Success, the character moves a number of metres equal to one-half his Strength Bonus in any direction. He may also, at his discretion, simply tread water. A Degree of Failure on the Swim Test indicates that the character makes no progress and cannot move. A character can also swim underwater, but needs to hold his breath to do so. A character who is physically incapable of swimming (unconscious, paralysed, bound, etc.) automatically sinks. While underwater, a character risks Suffocation by drowning. See page 267 for more information regarding Suffocation.

Heavy equipment, especially armour, makes swimming incredibly difficult. If a character is wearing armour, or is otherwise heavily encumbered, all Athletics Tests are **Very Hard (–30)** and a Degree of Failure on a Athletics Test to swim automatically imposes a level of Fatigue.

Swimming and Narrative Time

Prolonged swimming, no matter the circumstances, is exhausting and potentially dangerous. A character can swim for a number of hours equal to his Toughness Bonus. After that point, he must make an additional Toughness Test each hour with a cumulative –10 penalty per hour. If a character fails his Toughness Test, he gains a level of Fatigue. If a swimming character falls unconscious due to Fatigue, he immediately slips beneath the surface and begins to Suffocate (see page 267). To determine distance covered for each hour of swimming, use **Table 1–5: Narrative Time Movement** and swap the character's Agility Bonus for his Strength Bonus.

CARRYING, LIFTING, AND PUSHING OBJECTS

Under normal circumstances, it is not necessary to know exactly how much a character can carry, and common sense can serve as a guide in most instances. In general, an average character can reasonably carry a main weapon, such as a lasgun, autogun, or flamer, plus one or two secondary weapons like a pistol or melee weapon, along with a few clips of extra ammunition and several pieces of miscellaneous equipment in a rucksack, satchel, or similar container. It is not at all reasonable, however, for a character, even a very strong one, to be walking around with three heavy weapons and several thousand rounds of ammo for each, or for the character to have a backpack with one of everything from the equipment section of **Chapter VI: Armoury**. There are, however, times when just how much a character can lift or carry is crucial information. The amount of weight a character can move is dependent on the sum of his Strength and Toughness Bonus. Compare the total to **Table 1–7: Carrying, Lifting, and Pushing** to find out the limits of a character's might. It is important to note that certain Traits and Talents may increase these values.

Carrying Weight

A character's Carrying Weight is how much he can comfortably carry without suffering Fatigue and penalties to his movement. If a character carries more than his weight he is Encumbered.

Lifting Weight

A character's Lifting Weight represents the maximum amount of weight he can pick up off the ground. A character may attempt to move while holding a heavy load, but if that load exceeds his Carry Weight he is Encumbered. Lifting a heavy load is considered a Full Round Action. A character can

Table 1-7: Carrying, Lifting & Pushing

Sum of SB and TB	Max Carrying Weight	Max Lifting Weight	Max Pushing Weight
0	0.9kg	2.25kg	4.5kg
1	2.25kg	4.5kg	9kg
2	4.5kg	9kg	18kg
3	9kg	18kg	36kg
4	18kg	36kg	72kg
5	27kg	54kg	108kg
6	36kg	72kg	144kg
7	45kg	90kg	180kg
8	56kg	112kg	224kg
9	67kg	134kg	268kg
10	78kg	156kg	312kg
11	90kg	180kg	360kg
12	112kg	224kg	448kg
13	225kg	450kg	900kg
14	337kg	674kg	1,348kg
15	450kg	900kg	1,800kg
16	675kg	1,350kg	2,700kg
17	900kg	1,800kg	3,600kg
18	1,350kg	2,700kg	5,400kg
19	1,800kg	3,600kg	7,200kg
20	2,250kg	4,500kg	9,000kg

attempt to lift more than his limit by making a **Challenging (+0) Strength Test**. For every Degree of Success achieved on a successful Test, the character gains +1 to the sum of his Strength Bonus and Toughness Bonus for the purpose of determining limits. If the character gains two or more Degrees of Failure, he immediately gains one level of Fatigue.

Pushing Weight

Pushing Weight is the maximum amount of weight a character can push across a smooth surface like a ship's corridor or the polished stone floor of a dark temple. Difficult terrain can make pushing objects difficult or even impossible. Pushing an object is treated as a Full Round Action, and pushing weight up to his limit requires no Test. Pushing weight that exceeds the sum of his Toughness Bonus and Strength Bonus requires a successful **Challenging (+0) Strength Test**. Each Degree of Success adds +1 to the sum of the character's Strength Bonus and Toughness Bonus for the purpose of determining limits. If the character gains two or more Degrees of Failure, he immediately gains one level of Fatigue.

Encumbered Characters

A character who attempts to carry more than his normal carrying limits, but less than his lifting limit, is considered Encumbered. An Encumbered character suffers a –10 penalty to all movement-based Tests and sees his Agility Bonus reduced by one for the purposes of determining movement rates and Initiative. Additionally, after a number of hours equal to his Toughness Bonus have passed while Encumbered, the character must make a **Challenging (+0) Toughness Test** or gain one level of Fatigue.

Throwing Objects

There are many weapons, such as grenades and knives, that are designed to be thrown, but a character can attempt to throw nearly any object that weighs up to half of his normal Lifting Weight as indicated by **Table 1–7: Carrying, Lifting, and Pushing**. To throw an object, a character makes a **Challenging (+0) Strength Test**. A Degree of Success indicates that the object flies a number of metres equal to his Strength Bonus. For each additional Degree of Success this distance is increased by a factor one, so two Degrees of Success means that the character throws the object a distance equal to twice his Strength Bonus, three Degrees of Success means it travels three times his Strength Bonus, and so on. With a Degree of Failure, the object falls short, flying a number of metres equal to half his Strength Bonus rounded down. A result of 0 means that the character simply dropped the object and it fell at his feet. If the thrown object hits a hard surface such as a wall or vehicle, it takes 1d10+SB Damage plus one for every additional Degree of Success past the first. These rules do not apply to aerodynamic throwing weapons or grenades. These weapons have a given range on the weapons table and have range brackets like other weapons. If the object is thrown at a specific target, it is treated as an improvised weapon and the character makes a Ballistic Skill Test instead of a Strength Test. A character can attempt to throw an object that weighs more than half his Lifting Weight, but requires a **Hard (–10) Strength Test** to do so.

Lighting

Characters in an **Only War** game may find themselves participating in night-time raids, under black, moonless skies, or infiltrating through dank, foetid sewer systems. As a result, the oppressive darkness becomes an enemy in its own right, concealing countless threats and nameless terrors in its inky depths. An experienced character knows that a reliable, portable light source like a luminen-pack or glow-globe is every bit as important as his weapon. For ease of play, **Only War** uses three levels of light: Bright, Shadow, and Darkness. Bright light is any light that allows for normal vision, such as sunlight, a well-lit chamber or the light of a glow-lantern. Shadow conditions occur during pre-dawn and twilight hours on Terra-like worlds, when a character is just out of range of a light source, or when a light source is obscured by an environmental effect like smoke or fog. Darkness is, of course, the total absence of light. Aside from obscuring vision, Shadow and Darkness conditions also have a deleterious effect on a character's movement and combat capabilities. Characters may move through Shadow with no penalties, but may only move at half speed or less in Darkness. A character moving faster than half speed in darkness has a tendency to wander, and may become disoriented and move in random directions unless they succeed on a **Hard (–20) Perception Test**. For the effects of lighting on combat, see page 253.

FLYING

The following section describes the rules that bind everything in **Only War** blessed with the power of flight, from flying creatures to characters and NPCs with specific, flight-capable technology.

Altitude

On a typical Terra-like planet, there are three broad Altitudes: Hovering, Low Altitude, and High Altitude. To move up or down in altitude requires a Move Action, and Altitude can only be changed one level with a standard move action. To move more than one Altitude level requires a Charge or Run action.

Hovering Altitude

A hovering character or creature is skimming just above the ground, typically at an altitude of no greater than two metres, and can move over low obstacles with ease. A hovering creature can both attack and be attacked by land-bound creatures and characters. Often, a creature that can hover cannot fly at other altitudes, as is the case when a creature possesses the Hoverer Trait (see page 155). A creature with the Hoverer Trait always stays at roughly the same altitude, give or take two metres, even if it descends into low terrain like a crater or valley. Such creatures will not willingly descend into a place that they cannot escape from, much like any other creature would not enter an area from which it could not escape.

Low Altitude

A character or creature flying at Low Altitude is beyond normal melee range of land-bound threats, but still well within range of most ranged attacks from such characters or creatures. A Low Altitude flier takes no penalties for attacking the ground, but anyone or anything attacking it suffer a –10 penalty to their Ballistic Skill Tests in addition to any normal penalties for range.

High Altitude

A character or creature flying at High Altitude is well beyond the reach of any attacks coming from the ground or from Low Altitude. Characters or creatures at High Altitude can only attack or be attacked by others at the same altitude.

Flying Movement

Flying characters and creatures are broken into two general categories defined by Traits: Hoverers and Flyers (see **Chapter V: Talents and Traits** for information on these traits). Hoverers move through the air, but are limited to an altitude of roughly two metres. A Flyer is not limited to ground level, and can ascend or descend to any altitude. Each Trait has an associated number in the creature's description that describes that creature's Flying Movement. Flying Movement works just like regular Movement, but only when the creature is airborne. While flying, a creature must devote a Movement Action to maintaining its flight each Turn or it falls. Half Move, Full Move, Charge, and Run are all valid Actions for maintaining flight. If a hovering creature suddenly stops flying, due to being Stunned or not devoting a Move Action, for example, it simply comes to a safe landing on the ground. If it is at Low Altitude instead, it falls to the ground and suffers Falling Damage (see page 267) as if it fell 15 metres. A creature that falls from High Altitude suffers Falling Damage as if it fell 25 or more metres, based on the GM's discretion.

THE EFFECTS OF GRAVITY

While the inhabited worlds of the Imperium may vary slightly in gravity, the effects of gravity on game play are usually minimal. Only when characters visit High Gravity or Low Gravity worlds, or are caught in Zero Gravity, are movement, lifting, and other factors affected.

Low Gravity Worlds

On worlds with Low Gravity, all characters see their Agility Bonus increased by two points for the purposes of movement and for determining initiative. Characters also have their Strength Bonus and Toughness Bonus increased by four points for the purpose of determining carrying, lifting, and pushing limits. When attempting to throw an object, a character on a Low Gravity world has his Strength Bonus increased by two. All jumping and leaping distances are doubled when on a Low Gravity world.

High Gravity Worlds

On worlds with High Gravity, all characters have their Agility Bonus decreased by two points, to a minimum of one, for the purposes of movement and for determining initiative. Characters also have their Strength Bonus and Toughness Bonus decreased by four points for the purpose of determining carrying, lifting, and pushing limits. When attempting to throw an object, a character on a High Gravity world has his Strength Bonus decreased by two, to a minimum of zero. Finally, all jumping and leaping distances are halved when on a High Gravity world.

Zero Gravity

Characters in **Only War** are most likely to encounter Zero Gravity in space when there has been a significant technological failure. Zero Gravity is considered Difficult Terrain for determining movement, and making a Charge or Run action requires a **Hard (–20) Agility Test** to avoid drifting off in a random direction. Characters who fail the Agility Test are considered prone. Additionally, a character starting a Move Action in zero gravity must be adjacent to a floor, wall, ceiling, deck, or other secure object so that he has something to push off from.



Regiment Creation

Anatomy of a Regiment

•

Honoured Regiments

•

Regiment Creation Rules

Chapter II: Regiment Creation

"These colours have travelled to distant worlds under distant stars, and returned time and again to see new regiments founded beneath it. You each have sworn to uphold the legacy of these colours, and now you go forth into His Imperium as the Brontian Longknives 32nd."

–Aegir Cullough, Brontian Defence Force

The Imperial Guard is a colossal organisation, dwarfing every other military force in the Imperium for sheer manpower, and matched only by the Imperial Navy in logistical complexity and universal significance. It has been claimed that for every star visible from the surface of Holy Terra, there are a hundred million Imperial Guardsmen waging war on some distant world in the Emperor's name, though nobody could possibly know how many Imperial Guardsmen there truly are at any one moment, so vast are their numbers and so quickly do those numbers change. However, what is certain is that every one of these brave souls, and more besides, are required to fight and die for the Imperium in order to try to preserve it.

The matter of assembling and arming the uncountable masses of Guardsmen is the responsibility of the Departmento Munitorum, a department within the Adeptus Administratum responsible for military logistics across the Imperium. Some have claimed that the numbers of the Imperial Guard are matched or even exceeded by the sheer number of scribes, adepts, prefects, and a bewildering array of other administrative officials, whose duty it is to ensure that the Imperial Guard are able to fight their countless wars. In their hands is the impossibly complex task of raising armies from a million worlds, equipping them in an appropriate manner, and ensuring that every man and woman is fed, watered, and supplied with ammunition.

What this all boils down to is the regiment. The regiment is the building block of the Imperial Guard, and the nature of each regiment defines how it is to fight, how it is to be equipped, and the manner in which it is best employed. Regiments are raised either as part of the tithe that all worlds contribute to the Imperium, or as necessary from worlds within a particular distance of a newly-opened warzone. It is a rare world in the Imperium that has not raised at least one regiment of Imperial Guard, with the overwhelming majority of those being the tithe-exempt forge worlds and the home worlds of the Adeptus Astartes, both of which produce their own particular fighting forces.

This chapter serves to define the regiment in game terms, and is a major component of character creation. A Guardsman is defined in large part by the regiment he belongs to—his outlook, his training, and his equipment are shaped primarily by the world and the regiment he hails from, and these factors will define him for his entire career. In aid of this, a number of regiments currently fighting in the Spinward Front have been provided, with full rules for their use, from the disciplined Cadian Shock Troops to the grim Death Korps of Krieg, and more besides. Furthermore, because the diversity of regiments to be found within any warzone is considerable, a set of rules to generate unique regiments has been provided, allowing players and GMs alike to create a force that suits their desires, and lets them produce the war stories they want.

When starting a campaign of **Only War**, first the group must decide which regiment they would like their Squad to be a part of (see page 41). Once they have made this decision, they can proceed to **Chapter III: Character Creation**, and craft their individual characters.

Anatomy of a Regiment

Though regarded as such by many within the Departmento Munitorum, a regiment is not a uniform mass of warriors, equal in might and utility to every other regiment. On the contrary, regiments vary immensely in size, structure, and purpose, from small, deadly, armoured regiments, to bewilderingly large regiments of siege infantry. In truth, the regiment is a difficult thing to define, but some might classify it thusly: a regiment is the operational unit of the Imperial Guard, a discrete formation of Imperial Guardsmen, all trained and equipped to operate in a single way, and all drawn from a single world. All other factors are subject to local variation and prevailing logistical doctrine—at times, all the fighting men taken from a single world at a single time have been classified as a single regiment, creating units of millions of men, while other periods and places have attempted to define a set number of warriors or an arbitrarily calculated fighting strength to determine a regiment.

Nonetheless, some elements remain consistent. At the top of every regiment in the Imperial Guard is a single officer, commonly given the rank of Colonel, who serves as the front-line commander. Traditional expectations are that a Colonel takes to the field with his men, leading in person, and is often accompanied by advisors such as Imperial Navy liaisons, preachers, psykers, Tech-Priests, and the dreaded Commissars.

Each regiment is typically divided into several companies, each of which is commanded by a Captain or Major. A company normally consists of several hundred warriors, and can serve well as a fighting unit in its own right, with individual companies commonly split off to achieve distinct objectives pertaining to a regiment's overall mission. Within each company, the unit is further divided. The exact term used varies by type of company, with vehicle companies divided into squadrons, infantry operating in platoons, and artillery operating in batteries. Each platoon, squadron, or battery is typically commanded by a Lieutenant, the most junior of officers, new to the service of the Imperial Guard.

The most basic building block of the regiment is the squad. In an infantry regiment, the squad is the smallest operational unit, overseen by a Sergeant. In an armoured or artillery regiment, each squad is given a single vehicle or artillery piece to control, with different soldiers serving as gunners, loaders, drivers, spotters, and a variety of other roles, as required by their duties.

Regiments in Only War

The regiment defines the origins and training of a character in **Only War**, providing him with a core of Skills, Talents, and other special abilities, as well as a selection of equipment. A member of an armoured regiment hailing from an overcrowded hive world will have a different array of abilities and advances than a light infantryman raised upon a savage death world.

All the regiments in this chapter have been created using the Regiment Creation Rules which can be found later. They are presented as both an example of what can be accomplished using those rules, as well as a quick and easy way of beginning play with one of these iconic and established regiments. In some cases, these pre-generated regiments may differ slightly from the rules later on; where differences exist, they will be pointed out clearly, to allow players and GMs to create other regiments from that world or culture with minimal difficulty.

Each regiment provides a number of abilities and advantages, which are broken down into the following categories:

- **Characteristic Modifiers:** These are permanent, one time modifications to a character's base Characteristics. These modifiers are applied after generating Characteristics in **Chapter III: Character Creation**.
- **Starting Aptitudes:** A few select doctrines grant an additional Aptitude to the Guardsmen in that regiment. For information on Aptitudes, and how they affect characters, see page 100 of **Chapter III: Character Creation**. It is possible for a character to gain an Aptitude twice—once from his regiment, and once from his Speciality—if this happens, he selects any one additional Aptitude that shares its name with a Characteristic.
- **Starting Skills:** Characters from the regiment start the game with these Skills Known. If the character receives a specific Skill twice, from Regiment Creation or his Speciality, he gains an extra Advance in that Skill, and starts the game Trained in that Skill (see page 114).
- **Starting Talents:** All characters from the regiment receive these Talents, regardless of Talent prerequisites. If a character would receive a specific Talent twice, from Regiment Creation or his Speciality, he instead receives a free extra 100 xp to spend at character creation.
- **Special Abilities:** Every home world provides a number of special abilities that further influence a character's abilities. These are listed separately and in full.
- **Standard Regimental Kit:** Every regiment has a pre-set list of equipment, its Standard Regimental Kit, which every character from the regiment is equipped with at the start of play. Certain items are listed as "per Guardsman," meaning that each character is issued those items. Others—such as vehicles—are listed as "per squad," meaning that each squad of Guardsmen receives the items to use collectively.
- **Favoured Weapons:** Certain regiments hold a preference for particular heavy and special weapons, whether through availability, due to a particular style of combat, or simply due to the nature of the common enemy. A regiment's favoured weapons are easier to obtain, granting characters from the regiment a +10 bonus on all Logistics Tests to obtain those weapons and ammunition for them.

CHOOSING A REGIMENT

When beginning a campaign in **Only War,** the group first decides on a single regiment that their Squad of Guardsmen hails from. This determines which world the characters were born on, what their commanding officer is like, and what type of missions they are assigned, as well as many other elements of their campaign. After deciding on a regiment, the players should record all important information regarding their regiment onto a squad sheet (an example squad sheet is provided in the back of this book), and individual players can then create their individual characters as described in **Chapter III: Character Creation**.

Because deciding on a regiment can have such a large impact on the Squad, and the campaign as a whole, there are a few different approaches the group can take when deciding on a regiment:

Renowned Soldiers

This chapter presents information on planets from across the Imperium that have produced some of the most revered Imperial Guard regiments, as well as information on specific regiments from these planets that are currently operating in the Spinward Front. Each of these regiments has been created using the Regiment Creation Rules, and are ready for play.

Selecting one of these revered regiments is perfect for groups who want to dive right into the game and not spend time deliberating on small details. It also provides the opportunity for players to create characters from some of the most famous regiments in the entire Imperium.

Forge Your Own Fate

All of the pre-generated regiments have been created using the Regiment Creation System presented on page 57. Using this system, groups can create their own, unique regiment in the Warhammer 40,000 Universe, and create their legacy amongst the stars.

The GM Always Knows Best

What regiment the Squad is a part of can drastically change how their campaign in **Only War** plays out. An Armoured Battalion will have a completely different experience on a mission than a specialised group of drop infantry. Occasionally, this can conflict with the story the Game Master wants to tell.

In these cases, it often works better for the Game Master to predetermine what regiment the players will be making characters in. This allows the GM to plan ahead, and create a campaign based around the strengths and weaknesses of his selected regiment.

Life Decisions

Many options presented throughout Regiment Creation may include choices designated by an *"or"* in the text. In these instances, each individual character makes the choice of which of these options he wants to personally start with.

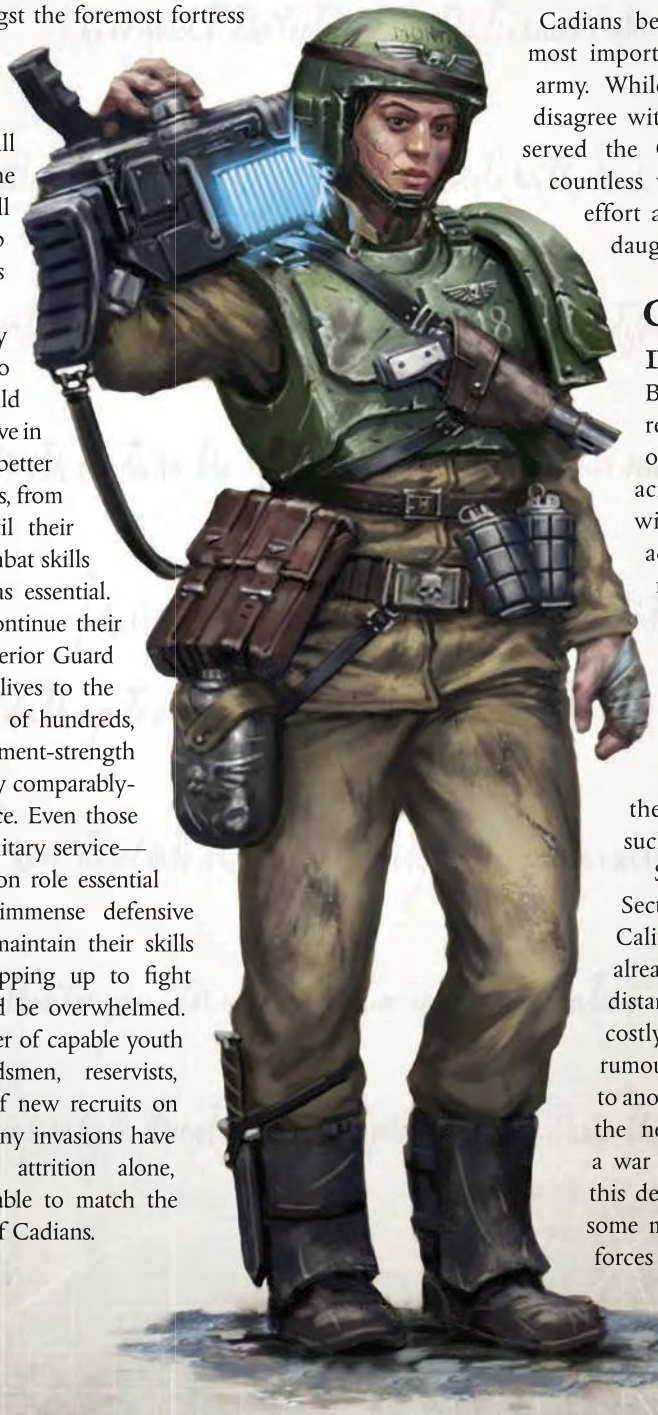
Cadian Shock Troops

"Any Cadian who can't field-strip his own lasgun by age ten was born on the wrong planet."

–Common Cadian aphorism

Cadia is a by-word for stalwart defiance and righteous contempt on countless worlds, and for good reason. Sat within a narrow stable passageway into the heart of the Eye of Terror, the Cadian Sector stands as a bastion against the encroachment of the forces of Chaos, holding fast for millennia against the onslaught of traitors, heretics, and daemons. Cadia is amongst the foremost fortress worlds in the Imperium, with every soul trained from childhood to defend their world, and all worlds beyond, against the abominations that dwell within the colossal Warp Storm that dominates their skies.

Barring a small minority composed of those unfit to serve as soldiers, every child on Cadia is expected to serve in the Cadian Youth Army, better known as the Whiteshields, from the age of fourteen until their maturity, learning the combat skills and discipline regarded as essential. From these, many will continue their service by joining the Interior Guard as adults, pledging their lives to the defence of Cadia, a force of hundreds, even thousands of regiment-strength units, and the equal of any comparably-sized Imperial Guard force. Even those who do not remain in military service—fulfilling some rear-echelon role essential to the upkeep of an immense defensive army—are expected to maintain their skills and remain vigilant, stepping up to fight should the Interior Guard be overwhelmed. Indeed, such is the number of capable youth soldiers, Interior Guardsmen, reservists, and the sheer quantity of new recruits on Cadia every year, that many invasions have been defeated through attrition alone, the invading armies unable to match the hundreds of millions of Cadians.



In addition to defending the Imperium from the horrors of the Eye of Terror, Cadia also provides a large tithe of troops to the Departmento Munitorum, and some of the most legendary regiments in the Imperium hail from the fortress world. These soldiers are selected at random, without fear that they might be rejected by the Departmento Munitorum—a testament to the quality of the Interior Guard. The legendary status of these troops sees Cadian regiments serving in warzones vast distances from Cadia. As such, the influence of Cadian regiments can be felt on worlds in every Segmentum, influencing combat doctrine and logistics.

Cadian Interior Guard forces employ standardised Departmento Munitorum equipment and vehicles, allowing them to seamlessly transfer into the service of the Imperial Guard, and there are only a few types of regiment that cannot be raised from Cadian forces.

Cadians believe that discipline is the single most important factor in the operation of an army. While there are those who justifiably disagree with this position, it has nonetheless served the Cadians well for millennia, and countless victories can be attributed to the effort and determination of the sons and daughters of Cadia.

Cadian Shock Troops in the Spinward Front

Because of the quantity of Cadian regiments produced, thousands of them are sent to warzones across the galaxy at any one time, with generals overseeing warzones across the Segmentum constantly requesting additional forces from the reserve, to fight alongside those mustered locally. However, the bureaucracy of the Departmento Munitorum, and the sheer quantity of warzones that exist in a region as large as the Segmentum Obscurus, mean that such requests are seldom approved.

Still, the requests made by Lord Sector Hax were agreed to. With the Calixis, Scarus, and Ixaniad sectors already heavily taxed by supporting distant conflicts, notably the grand and costly Margin Crusade (which treasonous rumours suggest may have been diverted to another region of the galaxy altogether), the need for other forces to prosecute a war closer to home was acute. Due to this dearth of locally available forces, and some measure of distrust of locally-raised forces amongst Lord Hax's court, the bulk of the Spinward Front's forces are drawn from the Segmentum reserve and

Regiment Rules

Characters belonging to the Cadian 99th Mechanised Infantry gain the following advantages:
Characteristic Modifiers: +3 Agility, +3 Ballistic Skill, –3 Perception, +3 Willpower.
Starting Aptitudes: Willpower.
Starting Skills: Command, Common Lore (Imperial Guard), Common Lore (Imperium), Common Lore (War), Linguistics (Low Gothic), Operate (Surface).
Starting Talents: Combat Formation *or* Double Team, Hatred (Servants of Chaos), Nerves of Steel *or* Sprint, Rapid Reload.
Bred For War: Cadians possess an entirely justified siege mentality. This is a natural result of daily lives shaped by the need for perpetual vigilance against an enemy that could strike at any time, and the discipline required to respond to that threat swiftly and effectively. Cadians are loyal almost to a fault, and reluctant to disobey orders even with good reason, lacking personal initiative, and becoming inflexible as a result. A Cadian must pass a **Challenging (+0) Willpower Test** in order to go against the rules and regulations of the Imperial Guard.
Hated Enemy: Cadia stands on the edge of the Eye of Terror, within the only stable passage out of the massive Warp Storm, and the Cadians are taught to loathe the forces of the Lost and the Damned that frequently venture forth from the hellish daemon worlds within the Eye. All Cadians have Hatred (Servants of Chaos). However, this hatred is often so strong as to overwhelm reason and sound judgement, and Cadian characters may be required, at the GM's discretion, to take an **Ordinary (+10) Willpower Test** in order to restrain themselves from attacking without mercy when confronted with Chaos forces.
Wounds: Characters from this regiment generate starting Wounds normally.
Standard Regimental Kit: 1 Good Craftsmanship M36 lasgun and 4 charge packs, autopistol and 2 clips, knife, flak armour, 2 frag grenades, 2 krak grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, gas mask, micro-bead, and a single Chimera Armoured Transport per squad.
Favoured Weapons: Autocannon, grenade launcher.

other non-local sources, with a significant number of Cadian regiments amongst them, and a slow trickle of reinforcements from Cadia to replace some of those lost each year.

Cadian regiments of all kinds have served on most worlds in the Spinward Front, with Lord Marshal Ghanzorik employing a dozen regiments of Cadian infantry as part of the permanent defence force of Fort Drusus Dozens, perhaps even hundreds more serving on worlds across the Periphery, holding the line against Orks, Chaos raiders, Dark Eldar incursions, and rebels from the Severan Dominate.

Creating the Cadian Shock Troops

The rules listed for the Cadian 99th Mechanised Infantry have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Fortress World
Commanding Officer: Fixed
Regiment Type: Mechanised Infantry
Doctrines: Close Order Drill, Iron Discipline
Total Cost: 12 points

THE CADIAN 99TH MECHANISED INFANTRY

None are entirely certain how many different incarnations of the Cadian 99th Shock Troops have existed across the millennia. The most recent incarnation was raised only a year ago, and were initially intended to join the Margin Crusade, but received orders to reinforce the Spinward Front instead. For all the Guardsmen's inexperience, they are nonetheless Cadians, and they have trained since they were children to fight for the Imperium.

Colonel Dero Arkat, a thirty-year veteran of the Interior Guard assigned to lead the newly-raised regiment, has worked tirelessly to prepare his men for warfare, and appears to have succeeded thus far, operating as part of a series of rapid assaults against Chaos forces infesting the Periphery and worlds beyond.

Catachan Jungle Fighters

"We've run into scorpions the size of battle tanks, three men died from eyerot last week, I've sweat enough to fill a lake, my boots got sucked into a sink-swamp, and the trees are so thick that in places, you can't squeeze between them. Emperor help me, I love this place! It's just like home!"

–Captain Rock of the Catachan III "Green Devils," commenting on Varestus Prime

Catachan is one of the deadliest worlds known to man, and its inhabitants are amongst the hardiest, most dangerous humans in the Imperium. Almost every creature and plant on Catachan is deadly to human life in some way, from the monstrous Catachan Devil to the mind-destroying brainleaf and the carnivorous venus mantrap. The true diversity of life on Catachan has never been catalogued, though many Adeptus Mechanicus expeditions have tried and failed. Because of these creatures and innumerable others, life on Catachan is unimaginably harsh, with most unlikely to survive childhood. Those who reach adulthood are tough, uncompromising, and resourceful, masters of surviving in one of the most inhospitable environments in the Imperium. With little to offer the Imperium but their lives, many Catachans are recruited into the Imperial Guard, their skills such that each one of them is worth a dozen other Guardsmen when fighting in dense jungle.

Catachan itself has little need for a defence force, the world's flora and fauna being sufficiently deadly to thwart invaders without the need for human intervention, and so most Catachan Guardsmen are instead recruited from amongst the population of hunters, skilled trackers, and combatants, used to clearing the encroaching jungle and driving off or slaying the beasts that would threaten the small, short-lived settlements. Their necessary skill with an assortment of weapons, and the dangers they face keeping their homes safe from predators, mean that they are well-prepared for the dangers of the battlefield. Indeed, a state of almost constant mortal peril has resulted in the Catachan mind-set being one of apparent recklessness and bravado, paradoxically mixed with constant vigilance and almost paranoid caution. This seeming contradiction can be explained by the simple matter of familiarity—natives of Catachan are so accustomed to danger that their responses, while appearing foolhardy, are honed by practice and a perpetual, careful awareness of their surroundings. This is compounded by a contempt for the threat of death, born from that familiarity. To a Catachan, the threat of death is a constant thing, and they do not understand the concept of safety or peace.

Catachan regiments are most commonly light infantry, making the most of their legendary talents as scouts and ambushers. However, their daring and aggression have been employed in other ways, with armoured regiments hailing from Catachan in the past. The Catachan Jungle Fighters take special pride in their officers, who fight side-by-side with their rank and file troops, sharing in their suffering on the battlefield. As a result, discipline within Catachan regiments is maintained through trust and respect won over many years of campaigning, rather than purely through the formal rank structures relied upon by many other regiments. This has, however, resulted in a reputation for wilfulness amongst other regiments and outsiders, particularly figures of authority such as Commissars, who have difficulty earning the trust and deference of Catachan Guardsmen.

Similarly, the warriors of Catachan do not place much regard in medals, preferring their own system of battle honours: marking their flesh with tattoos. Skull emblems are common amongst those who have served for more than five years, while dagger symbols are used by those who survive a decade or more of warfare. While such markings are unique to individual regiments, campaigns, and soldiers, some uniform elements remain common to virtually all Catachans, such as the red bandannas that evoke the blood-oaths sworn upon each soldier joining the regiment, and a wide variety of steel-alloy knives that are as much marks of status as they are weapons and tools. Such is the pragmatism of the Catachans that they dull their knives, regimental insignia, and any other metal on their persons with soot and soil to avoid revealing their presence to the enemy with errant reflections.

Regiment Rules

Characters belonging to the Catachan 18th gain the following advantages:
Characteristic Modifiers: +3 Agility, +3 Strength.
Starting Aptitudes: Agility.
Starting Skills: Navigate (Surface), Survival.
Starting Talents: Lightning Reflexes *or* Light Sleeper *or* Resistance (Poison), Resistance (Fear), Sprint.
Fluency: While Catachans have learned to speak Low Gothic, they do not have time in their violent lives to learn how to read or write the universal language of the Imperium. Because of this, Catachans do not start with the Linguistics (Low Gothic) Skill at creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.
Survivalists (Jungle): Catachans have grown up fighting in the lethal jungle of their homeworld, and feel at home on any planet with a similar environment. When operating in jungle terrain, they can re-roll failed Survival and Navigate (Surface) Skill Tests.
Wary of Outsiders: Catachans tend to be slow to put their faith in anyone other than themselves and their comrades, and they chafe at the expectations and strictures of more civilised society. They suffer a –10 penalty on all Interaction Skill Tests made in formal surroundings, and similarly impose a –10 penalty on any Interaction Skill Tests made on them by any non-Catachans. These penalties can be waived at the GM's discretion, if the death worlders are dealing with those who have earned their trust.
Wounds: Characters from this regiment begin play with +2 starting Wounds.
Standard Regimental Kit: 1 Lascarbine and 4 charge packs, 1 Best Craftsmanship sword, 1 knife, flak vest and flak helmet, 3 frag grenades, 2 smoke grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, stummer, grapnel.
Favoured Weapons: Flamer, heavy bolter.

Catachan Jungle Fighters in the Spinward Front

There are comparatively few Catachan regiments within the Spinward Front. However, for reasons that remain entangled within the bureaucracy of the Departmento Munitorum, a small number of regiments from Catachan found their way into the region, likely due to a planned deployment that never came to fruition, perhaps because the campaign had already concluded by the time the Catachans had arrived. Whatever the reason, a number of these legendary death worlders found themselves redeployed to serve on the Spinward Front.

For the most part, these regiments serve in a variety of roles on a variety of worlds; there are few worlds in the Periphery requiring the particular talents of death world veterans, but their skills are nonetheless valuable, particularly as scouts and assault troops. The daring and gung-ho attitudes of the Catachans have put them at odds with elements of the Spinward Front's command, and out of tacit mutual consent, Catachan regiments tend to be placed in isolated battlegroups deployed to brutal warzones, where their distrust of authority figures and their tendency towards independence are less of a hindrance.

THE CATACHAN 18TH "DRAKEBATS"

The drakebat is an Ogryn-sized, winged, pseudo-reptile that lurks amongst the upper canopy of the equatorial jungles of Catachan, descending from the treetops to ambush and devour unsuspecting prey. The Catachan 18th Light Infantry, famed for their swift ambushes and surprise assaults, took on the name of these beasts, as is a common tradition amongst Catachan regiments. The speed at which the drakebat performs its swooping attacks is echoed by the Catachan 18th's ability to deploy and execute an ambush with minimal time to prepare.

An uncommonly large regiment, the Drakebats have been divided up into a number of company-strength groups and spread across the Spinward Front warzone, lending their skills to the hostile wilderness of several worlds. Most recently, the Orks in the fungus jungles on Thrax have been the Drakebats' primary concern, with the Catachans forming part of a task force charged with retaking the world and driving the Orks from it. Before that, they waged war across the dusty plains and frontier towns of Ganf Magna, purging Feral Orks with knife, lasgun, and flamer.

The regiment's commanding officer is a long-serving soldier in his early sixties, remarkably old for a Catachan, and bearing a wealth of experience that could only have been gained from over forty years at the front lines. Colonel Tiho Anders, referred to as "The Old Man" by his men, is a cunning and resourceful leader, still uncomfortable with outside authorities and justifiably proud of his warriors' accomplishments. He is distrustful of his superiors, and has long been vocal of his dislike of what he calls the "witless interference of the Commissariat". This outlook has not endeared him to senior commanders, who only tolerate Anders because of his regiment's skills.

Creating the Catachan Jungle Fighters

The rules listed for the Catachan 18th "Drakebats" have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Death World
Commanding Officer: Maverick
Regiment Type: Light Infantry
Doctrines: Survivalists (Jungle)
Total Cost: 11 points

Death Korps of Krieg

"In life, war. In death, peace. In life, shame. In death, atonement."

–Final line of the Litany of Sacrifice, recited by Krieg Korpsmen when entering battle.

In 433.M39, the once-loyal world of Krieg declared independence and renounced the glory of the Emperor. At that moment, the world was changed forever. Colonel Jurten, commander of the 83rd Krieg Planetary Defence Force regiment, gathered to him all those still loyal to the Imperium, and struck back against the rebellion, choosing to unleash the horror of atomic bombardment upon those who had forsaken the Emperor. After five hundred years of atomic fire, continent-spanning trench warfare, and thunderous artillery barrages, the attempted secession of Krieg was halted, but at great cost: Krieg was a blasted, irradiated wasteland, barely inhabitable by humans. The remaining population was forced to exist in the subterranean bunkers and tunnels that had spread across the planet during the war, and found that they could not walk upon the surface without protective equipment.

Seeking to atone for the betrayal their world's government had committed, and with no other resources left to offer up in the tithe, the people of Krieg set about providing the only thing they had left—manpower. Hardened by generations of war in an atomic wasteland, the Krieg people were already well-prepared to be sent out into the Imperium as Imperial Guardsmen. Trained amongst the irradiated ruins of long-dead cities, equipped for the most hostile environments, and raised to sermons of self-sacrifice and penitence, the Krieg regiments have commonly been deployed—often at their own request—to some of the deadliest warzones, from the toxic ash wastes that surround many hive cities, to brutal wars of attrition and years-long sieges.

The Krieg have gained a reputation for their grim attitude and uncompromising nature. Disdainful of retreat or surrender, and fighting without fear of death, the soldiers of Krieg seem to have no regard for their own lives. Indeed, the prevailing attitude amongst the Krieg is that they are little more than weapons for the Emperor's will, faceless and infinitely replaceable behind their anonymous rebreather masks, and they hold self-sacrifice as the highest of ideals. Few other regiments feel entirely comfortable alongside the Krieg, with morale issues often arising as a result. Commissars assigned to Krieg regiments are not required to maintain order and zeal, as is normally the case, but rather, to ease interaction between Krieg and non-Krieg regiments and curb the self-sacrificial tendencies of their charges.

Given the depleted population of Krieg, it is a wonder that so many Guardsman can be produced, even with the entire world's remaining efforts devoted to that end. Vicious rumours continue to circle around the world's regiments, of unnatural methods used to bolster birth and recruitment rates, producing children artificially to ensure that there are always soldiers to give their lives for the Emperor's wars. To date, no investigations by the Adeptus Mechanicus have presented any evidence of this, but speculation continues nonetheless.



Regiment Rules

Characters belonging to the Krieg 616th Siege Regiment gain the following advantages:
Characteristic Modifiers:–3 Intelligence, +6 Toughness, +3 Willpower.
Starting Aptitudes: Toughness, Willpower.
Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Common Lore (Imperial Guard), Common Lore (War), Intimidate, Linguistics (Low Gothic), Tech-Use.
Starting Talents: Nerves of Steel, Orthoproxy *or* Unshakeable Faith.
Only One Life to Give: So driven to martyrdom are the Krieg, that it can cause them to take unnecessary risks, lamenting that they can only sacrifice themselves once. Krieg characters must pass an **Ordinary (+10) Willpower Test** in order to retreat from combat or otherwise act in the interests of self-preservation.
Faceless, Nameless, and Selfless: Krieg Korpsmen are taught to regard themselves without identity, hidden behind gas masks and stripped of even their names. This lack of self helps them fight on against impossible odds, and neither fear nor doubt will hinder them. When required to make a Fear or Pinning Test, ignore all penalties applied to the Test, and simply treat it as a **Challenging (+0) Willpower Test**.
Wounds: Characters from this regiment begin play with +2 starting Wounds.
Standard Regimental Kit: 1 M36 lasgun and 6 charge packs, 1 mono-knife, flak armour, 1 respirator, 4 empty sandbags, 1 entrenching tool, 4 frag grenades, 2 photon flash grenades, 2 smoke grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, 1 box of 6 screamers per squad.
Favoured Weapons: Heavy bolter, meltagun.

The Death Korps of Krieg in the Spinward Front

It was never originally planned that regiments of the Death Korps would serve in the Spinward Front, and they are only a very recent arrival. Instead, countless Death Korps regiments, comprising siege infantry, armour, and artillery, were being shipped from their home world of Krieg to Vraks Prime in the Scarus sector, a world dominated by the forces of the Apostate Cardinal Xaphan. Countless millions of Krieg soldiers had already been shipped to Vraks to wage the early years of a siege campaign planned to last a decade.

However, due to reasons only known to the scribes of the Departmento Munitorum, many of these regiments from Krieg were diverted. Being located only a relatively short distance from Vraks, the Spinward front received these diverted regiments, and in 816.M41, thirty Krieg regiments arrived on Kalf to receive orders. The majority deployed to Kulth, while others were despatched to the bastions on Ashen, the Ork-dominated manufactories of Asterion, the subterranean mines of Virbius, and the hostile duality of Janus, where the nights freeze and the days burn, to reinforce the conflicts on those worlds.

THE KRIEG 616TH SIEGE REGIMENT

Originally consisting of over thirty thousand warriors, the 616th Siege Regiment is newly-raised from their self-inflicted hell of a home world, as part of the first wave of Krieg forces redirected from Vraks. Since their arrival in the Spinward Front, these regiments have found themselves embroiled in some of the heaviest fighting, such as besieging Mek-Boss Dregrukk's Stompa manufactories on Asterion, or battles amongst the defenders on Kulth.

Like many Krieg regiments, individual troopers tend to have little in the way of personal identity, often stripped of their sense of self during training, even removing their names in favour of a simple designation. This attitude often spreads even to the officers, with many simply known by the designation of their platoon, company or regiment. This is the case within the 616th, with its commanding officer known only as Colonel Six-Sixteen. Regarded by his peers in other regiments as being little more than a mouthpiece for the orders issued by more senior commanders, Colonel Six-Sixteen is a quiet, unassuming figure, seldom seen without his greatcoat and rebreather, whose leadership abilities are effective, if unimaginative. The nature of Krieg regiments is such that little more is necessary. For the most part, inter-regimental communications are handled by the 616th's current senior Commissar, Anton Kraevan.

Creating the Death Korps of Krieg

The rules listed for the Krieg 616th Siege Infantry have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Penitent, but the Untempered Zeal Trait has been replaced with the unique Faceless, Nameless, and Selfless Trait listed in the Regiment Rules.
Commanding Officer: Phlegmatic
Regiment Type: Siege Infantry
Doctrines: Die-Hards, Iron Discipline
Total Cost: 12 points

Elysian Drop Troops

"The enemy commanders think themselves safe from the Emperor's Wrath behind kilometres of fortifications and legions of warriors. They did not account for us. Make your peace with the Emperor, men—we drop in two minutes."

–Colonel Johanna van Meer,
Elysian 13th "Helldivers" Drop Troops

Elysia is a civilised world in the wilderness, existing at the edge of a colonised spur of territory within the Segmentum Solar. Surrounded by untamed worlds, barren moons, and a variety of gas clouds and asteroid fields, the region is a haven for pirates and renegades, who must constantly be kept in check to prevent lawlessness from overrunning the system. Much of the Elysian planetary defence force is thus required to serve the dual role of defending their home world and suppressing pirate activity in the surrounding area. Due to this necessity, Elysian soldiers are well-versed in ship-to-ship boarding actions and similar strategies, rapid strikes in concert with orbital and aerial support being the only effective way of combating elusive enemies, such as those the Elysians routinely face.

As a result of this, Imperial Guard regiments raised from Elysia are regarded as somewhat unorthodox. Conventional infantry, armour, and artillery formations are rare, with the bulk of Elysians becoming the famed Drop Troops. Rare within the Imperial Guard as a whole, Drop Infantry regiments are a potent strategic asset which many Generals are eager to obtain, and Elysia produces a considerable quantity of such regiments, whose skills are employed across the galaxy.

Each Elysian must spend a single tour of duty within the forces guarding Elysia itself before they will be considered for service within the Imperial Guard. After this time, with each soldier becoming veterans of a dozen or more battles, potential recruits are drilled for months in the art of airborne assault by grav-chute and aircraft, working to perfect those skills before being deployed to a warzone on a distant world. Little compares to the awe-inspiring sight of an entire regiment of Elysian Drop Troops, thousands of soldiers strong, dropping by grav-chute and rappelling from Valkyrie Assault Carriers, supported by similarly air-mobile Sentinel walkers and Tauros scout vehicles.

However, their favoured strategies also come with their own problems. Drop Trooper regiments cannot be supported by anything much heavier than those light vehicles, denying them the support of the mighty Leman Russ battle tank or even the humble Chimera. Consequently, the Elysians struggle in prolonged battles, lacking the endurance and the firepower necessary to hold their ground for a protracted period. Instead, Elysian Drop Troop regiments are better suited to surprise attacks, ambushes, and guerrilla warfare once they've landed, relying on mobility to continue their fight. For similar reasons, Elysians carry as many supplies as possible to prolong their ability to operate behind enemy lines, and their intense training ensures that these supplies last as long as possible, with availability of ammunition being a particular problem, alleviated by ensuring that as few shots are wasted as possible.



Regiment Rules

Characters belonging to the Elysian 13th Drop Troops gain the following advantages:
Characteristic Modifiers: +3 Agility, +3 Ballistic Skill, –3 Fellowship, +3 Willpower.
Starting Aptitudes: Willpower.
Starting Skills: Common Lore (Imperial Creed), Common Lore (Imperium), Linguistics (Low Gothic), Operate (Aeronautica).
Starting Talents: Catfall, Die Hard, Hatred (Mutants).
Blessed Ignorance: Elysians know that the proper ways of living are those tried and tested by the generations that have gone before. Horror, pain and death are the just rewards of curiosity, for those who look too deeply into the mysteries of the universe are all too likely to find malefic beings looking back at them. Their wise blindness imposes a –5 penalty on all Forbidden Lore (Int) Tests.
Demolitions Doctrine: Elysians gain a +10 bonus on all Logistics Tests made to obtain grenades, missiles, explosives and special tank ammunition.
Wounds: Characters from this regiment generate starting Wounds normally.
Standard Regimental Kit: 1 Combat shotgun and 4 clips, 1 knife, flak armour, 1 respirator, 1 grav-chute, 3 frag grenades, 3 smoke grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 4 weeks' rations, survival suit, micro-bead, photo-visor.
Favoured Weapons: Heavy bolter, plasma gun.

Elysian Drop Troops in the Spinward Front

Through careful politicking and negotiation at the highest levels, a contingent of Elysian regiments was secured for operations in and around the Calixis Sector. While the majority were quickly claimed for the Margin Crusade, a few were diverted to support the Spinward Front. These regiments are held as a strategic reserve by Lord Marshal Ghanzorik, who is careful to employ such a limited resource only when strictly necessary, unwilling to simply throw the valuable regiments into the meat-grinder.

This has not limited the action that Elysian regiments have seen within the Spinward Front, however. So many individual warzones and objectives exist across so many worlds that there are ample opportunities and vital conflicts aplenty that are deserving of the Elysians' rare talents, from counter-offensives against Dark Eldar raiders on Kalf, to intense guerrilla warfare on Horizon and the sabotage of the Ork-dominated shipyards above Sickle. However, the Elysian contingent has suffered heavy losses during the failed assault on Thrax, which saw nine regiments lost and the survivors stranded on a world contested by both the Orks and the forces of the Severan Dominate.

The Elysian 13th "Helldivers" Drop Troops

The Elysian 13th Drop Troops has gained something of a heroic reputation amongst the regiments of the Spinward Front, having emerged from seemingly impossible odds on multiple occasions. Dubbed the Helldivers for their tendency to descend upon the enemy from above and leave destruction in their wake, the Elysian 13th are the subject of overblown tales and flights of fancy amongst the masses. The Departmento Munitorum has only encouraged this, reporting, whenever possible, the victories of the 13th, along with those other regiments whose exploits will bolster morale.

The truth is, as always, both more and less than the fictions wrought from it. Colonel Johanna van Meer, the regiment's commander, is daring, optimistic, courageous, and more than a little vainglorious. Her fervour for the glory of battle has seen the Elysian 13th deployed to the deadliest of conflicts and the most challenging of missions, succeeding at any cost, and to great acclaim. The Helldivers have suffered great casualties over the years, and only a handful of companies of their original ten thousand warriors still remain, though each is a veteran of many battles. Only on one occasion have the Helldivers been reinforced with the remnants of another regiment. After the failed invasion of Avitohol, they bolsteed their diminishing numbers with the remains of the Elysian 227th Drop Troops, though subsequent campaigns have reduced their numbers further.

Creating the Elysian Drop Troops

The rules listed for the Elysian 13th "Helldivers" have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Imperial World
Commanding Officer: Sanguine
Regiment Type: Drop Infantry
Doctrines: Iron Discipline, Demolitions
Total Cost: 12 points

Maccabian Janissaries

"In all things do we take the example of Saint Drusus, who the Emperor saw fit to return from death to continue service in His name. We endure hardships, as Drusus did. We show no mercy, as Drusus did. We drive back the darkness beyond His realm, as Drusus did."

–Verse III of the Janissary's Oath.

A world of vast, dry, salt flats, dust-laden winds, and harsh, chill sun; the fifth planet of the unforgiving Maccabeus system is nevertheless a blessed place. Blessed not because of the resources it is gifted with (which are few), or because of the climate (which is harsh), but because of the faith, for this is the place where a great man fell and was raised up as a saint by the glory of the Emperor.

The chronicles of the Angevin Crusade tell that General Drusus, commanding the Trailward Salient of the Crusade, had pushed towards the Halo Stars, hoping to carve out a stable domain in what had been a fraught and bitter decade of war, when a sudden and vicious resurgence of hostilities in the region around Spectoris, at his rear, caused his advance to shudder to a halt. The order to mass and regroup was given. The planet chosen for this gathering was an uninhabited world in the obscure Maccabeus system, and as Drusus' forces gathered, the General himself prayed for guidance, knowing that a wrong choice could jeopardise the fate of the whole crusade.

Disaster struck, as, employing unholy methods, his enemies discovered Drusus' location and unleashed a deadly assassin against him. Drusus fell, but even as the killing blow was struck did the power of the Emperor rend apart the assassin and spare the great man. After ten days and nights in shadow did Drusus return, and the light of the Emperor was within him. In the years that followed, Drusus knew not defeat; one by one his enemies fell, and from the ashes of his conquest, the Calixis Sector was born. In the centuries following the Crusade, Drusus was declared a Saint, for his miraculous return and subsequent triumph, and the site of his miracle was declared a Shrine World.

To this day, Maccabeus Quintus is a site of pilgrimage for the faithful across the Calixis Sector, and is the heart of the Drusian Cult within the sector's Ecclesiarchy. The world's harsh and unforgiving landscape is walked by countless pilgrims every year, many of whom spend the remainder of their lives there, giving themselves to the devotion of the Emperor.

Unlike many Shrine Worlds, Maccabeus Quintus has a significant military tradition all its own. Following after their patron, discipline and endurance are regarded as the greatest of virtues, and to defend or expand the Imperium in battle is regarded as the most pious form of worship. With the sheer number of pilgrims arriving on-world each year, a considerable population of the devout exists on Maccabeus Quintus, which in turn provides an ample and diverse supply of potential candidates to the Maccabian militias, the finest of which are chosen to join the Maccabian Janissaries. To date, none have refused this honour, for all are driven by faith and the spirit of pilgrimage, and to become a Janissary is to embark upon a pilgrimage of a different sort, carrying the Emperor's Wrath to dark and distant places. While it is rare for an Imperial Guardsman ever to return to his home world, Janissaries never do so—they press on to ever more distant warzones and die fighting on countless distant worlds. Even those who are demobilised at campaign's end will often find themselves on other pilgrim trails in other parts of the Imperium, guarding the faithful from the predations of the heretic and the alien.



Janissary regiments are extraordinarily well-equipped, clad in finely-wrought armour adorned with silvered masks in the image of Saint Drusus, and are capable marksmen, well-trained at fighting in carefully-orchestrated formations, often literally battling shoulder-to-shoulder in serried ranks, unleashing volleys of accurate fire into enemy units. Units of Maccabian Janissaries commonly stand at the heart of a battle line, their faith and their equipment allowing them to hold out against enemy attack when others might falter. Being united by faith, rather than common heritage, the Maccabian Janissaries have few ties to the world they are named for, and tend

Regiment Rules

Characters belonging to the Maccabian Janissaries 1322nd gain the following advantages:
Characteristic Modifiers: +3 Fellowship, –3 Intelligence, +3 Strength, +2 Weapon Skill, +3 Willpower.
Starting Skills: Athletics, Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Intimidate, Linguistics (Low Gothic).
Starting Talents: Combat Formation *or* Double Team, Nerves of Steel *or* Orthoproxy *or* Unshakeable Faith, Paranoia, Rapid Reload, Street Fighting.
Only One Life to Give: So driven to martyrdom are the Janissaries, that it can cause them to take unnecessary risks, lamenting that they can only sacrifice themselves once. Janissary characters must pass an **Ordinary (+10) Willpower Test** in order to retreat from combat or otherwise act in the interests of self-preservation.
Untempered Zeal: The pious spirit of the Janissaries is almost unmatched in its ferocity, and while their faith is closer to the violent ardour of the fanatic than the divine clarity of the Adepta Sororitas, it is nonetheless inspiring to behold. Janissary characters can re-roll any failed Charm Test to inspire religious fervour or righteous hatred in others.
Wounds: Characters from this regiment begin play with +2 starting Wounds.
Standard Regimental Kit: 1 Good Craftsmanship M36 lasgun and 4 charge packs, 1 knife, flak armour, 2 frag grenades, 2 krak grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, photo-visor, respirator, purity seals.
Favoured Weapons: Lascannon, plasma gun.

to volunteer for deployments that place them at the forefront, pushing deep into enemy territory, viewing every engagement as another step along their militant pilgrimage.

Maccabian Janissaries in the Spinward Front

During the early days of strife within the Periphery, twelve regiments of Maccabian Janissaries were duty-bound to accompany Missionaries voyaging there, to ensure that the population remained loyal and faithful. Stationed within what would become the Spinward Front, when the Ork invasion came, the Maccabian Janissaries were already on the front lines, fending off numerous Dark Eldar raids across the Periphery, and would then form the core of the Imperial Guard force that was mustered to defend the region.

The subsequent betrayal of Duke Severus XIII was taken by the Janissary regiments as a particular affront against their patron saint, inspiring greater levels of fervour in the Maccabians. Almost immediately, Cardinals Hestor and Fortis began calling for a War of Faith to cleanse the Periphery of the apostate and the heretic, so that it could be repopulated by the true and the pure. While their zeal was to be commended, more practical minds won out; between the Margin Crusade's increasing demands and the war effort already present in the Periphery, the military capabilities of the Calixis Sector were already stretched to the breaking point, and little more could be drawn from Segmentum reserves or neighbouring sectors.

Nonetheless, Maccabeus Quintus continued to recruit soldiers and raise regiments, whipping the pilgrims into a frenzy of devotion and purgation and doubling the number of regiments mustered, pledging every new regiment to the Spinward Front. At present, the Maccabian Janissaries form the fourth largest contingent of Calixis-born Imperial Guardsmen in the Periphery, overshadowed only by large musters from the populous Hive Worlds of Scintilla, Malfi, and Bront, and given the perpetual influx of new pilgrims, it seems unlikely that this recruitment rate will dwindle any time soon.

The Maccabian Janissaries 1322nd

The Maccabian 1322nd is on its last legs, having fought on the front lines now for over a decade. Like those who came before them, and those who shall come after, the 1322nd hold no illusions about returning to Maccabeus Quintus, and unfettered by thoughts of home, they have endeavoured to be at the forefront of battle whenever the opportunity has arisen. Particularly driven to oppose traitors and heretics, the 1322nd have come to relish battle against Dominate and Chaos forces, and are currently embroiled in the multi-front battles that have engulfed the resource-rich Karacallia system.

The 1322nd are currently led by Major Gwendolin Tsavice, who has commanded the regiment for the last two years, since the assassination of Colonel Richter Kamask by a Dominate kill-squad. Not entirely prepared for command, and haunted by the sudden and malicious demise of her former commanding officer, Tsavice has become deeply paranoid, her faith fuelling her caution by making her doubt the zeal of those around her. His chief advisor, Commissar Kristoffer Novek, has encouraged this righteous scrutiny, and they have worked hard to instil a proper sense of wary circumspection in the remaining men and women of the 1322nd.

Creating the Maccabian Janissaries

The rules listed for the Maccabian Janissaries 1322nd have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Penitent
Commanding Officer: Bilious
Regiment Type: Line Infantry
Doctrines: Close Order Drill, Hardened Fighters
Total Cost: 11 points

Mordian Iron Guard

"No remorse, no mercy, no forgiveness. Not a single step back, not a single moment of hesitation. You will not succumb to fear or doubt, and you will relent only after you have given your last moment for the Emperor. Nothing less than this will be tolerated."

–Colonel Kostan Drescher, Mordian 18th Iron Guard, addressing the newly-raised regiment

A tiny world of overcrowded hive cities and scarce resources, Mordian's already limited surface area is reduced further by simple quirks of rotation and orbit. Mordian's rotational speed and orbit are perfectly synchronised, resulting in a local day and a local year being of identical length, and causing one side of the world to be bathed in perpetual searing light, while the other is swathed in endless darkness. The entire population of Mordian dwells in cramped conditions upon a region barely a tenth the size of Holy Terra, forced together into multilevel tower cities. Together with the scarcity of resources, which are strictly rationed amongst the vast population, and the typically dim lighting, casting entire city-sized districts into an oppressive gloom, the crowded conditions breed discontent and thoughts of rebellion.

Stood against this threat is the Iron Guard. The Iron Guard serves as both military force and enforcers of order, and they strive to swiftly crush any uprising in its infancy, while protecting the world from external threats. Queue wars and hospice riots are a common occurrence on Mordian, and the Iron Guard are thus never lacking for some threat to quell, whether from within or without. So named for their unwavering discipline and dour attitudes, the Iron Guard are a stark contrast to the unruly population around them, which outnumbers them hundreds of thousands to one, and their precise, rigorously-drilled combat doctrines have allowed them to maintain order in the name of Mordian's rulers, the Tetrarchs.

With resources so scarce, a portion of Mordian's tithe to the Imperium is given in Imperial Guard regiments drawn from the disciplined ranks of the Iron Guard. These regiments serve in a variety of roles within the Imperial Guard, but most commonly as line infantry. They are unusual in their disdain for traditional doctrines such as camouflage, preferring instead to take to the field in flak-reinforced dress uniforms, brightly coloured and pristine. This can lead many to underestimate the Mordians in battle, perceiving them as vainglorious, naïve, or inexperienced ceremonial troops. None who have made war against the Mordians with such a mistaken opinion have held it for long, often finding themselves blasted apart by precisely-timed volleys of fire from serried ranks of unflinching infantry.



Mordian Iron Guard in the Spinward Front

Located within the Segmentum Obscurus, regiments of Mordian Iron Guard are commonly deployed to the Calixis Sector and surrounding regions, and as a result, there is a sizeable contingent of Iron Guard within the Spinward Front. For the most part, these regiments' experience as enforcers of law and discipline has been invaluable on rear-echelon worlds and in multi-regiment deployments alike, with the Mordians often being tasked to serve as provosts for Commissars, a duty that the Mordians accept with the same stoicism as any of their required duties. This has resulted in some resentment, particularly against more independent regiments, such as those from Catachan, Elysia, and Tallarn, who regard the interference of these pallid, gaudily-clad outsiders as entirely unwelcome. Nonetheless, the discipline and proficiency of the Iron Guard has proven invaluable on the night-shrouded world of Nox, the mustering yards of Kalf, and the ever-shifting defence lines of Kulth.

However, the unwavering resolve of the Mordians has often proven to be costly to the Spinward Front, with the number of Iron Guard regiments dwindling. Numerous regiments have found themselves on the front lines, isolated from the chain of command, without the explicit order to withdraw and regroup. In such a situation, the Iron Guard continue firing and reloading with mechanical precision and efficiency, and then fighting with bayonets as their weapons run dry, dying where they stand rather than retreat. With the numbers of regiments available at any given time limited by circumstance and logistics, the Spinward Front can ill-afford to squander lives needlessly, and every act of sacrifice must be accompanied by a commensurate gain if the Imperium is to triumph.

Regiment Rules

Characters belonging to the Mordian 12th Armoured Regiment gain the following advantages:
Characteristic Modifiers: +3 Agility, +3 Intelligence, +3 Perception, –3 Weapon Skill.
Starting Skills: Common Lore (Imperial Guard), Common Lore (Imperium), Common Lore (War), Deceive, Linguistics (Low Gothic), Operate (Surface).
Starting Talents: Combat Formation *or* Double Team, Heightened Senses (Hearing) *or* Paranoia *or* Unremarkable, Technical Knock.
Accustomed to Crowds: Mordians grow up surrounded by crowds, and they are used to weaving through even the densest mobs with ease. Crowds do not count as Difficult Terrain for Mordians, and when Running or Charging through a dense crowd, these hive worlders take no penalty to the Agility Test to keep their feet.
Hivebound: Mordians seldom endure the horrors of the open sky or suffer the indignities of the great outdoors. Whilst outside of an enclosed or artificial environment (such as a hive city, starship or similar), they suffer a –10 penalty to all Survival Tests due to their continued unfamiliarity with such places.
Wounds: Characters from this regiment begin play with –1 starting Wounds.
Standard Regimental Kit: 1 Laspistol and 2 charge packs, 1 knife, 1 flak vest, 1 injector, 5 doses of stimm, 1 anointed maintenance toolkit, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, and a single Leman Russ battle tank per squad.
Favoured Weapons: Grenade Launcher, Lascannon.

THE MORDIAN 12TH ARMOURED REGIMENT

The customary discipline and rigourous drills of the Mordian Iron Guard serve the vehicle crews of the Mordian 12th Armour Regiment as well as they serve ranks of infantry fighting shoulder to shoulder. The close-knit Leman Russ crews have been transformed from a group of individuals into a single lethal entity, with many eyes and many arms, but only one will.

The Mordian 12th Armoured are fine example of this, a regiment of some fifteen companies, each consisting of thirteen Leman Russ battle tanks, with the command tank in each company a rare variant of the mighty vehicle, such as a Vanquisher or Executioner. The crews of the 12th are trained to an exacting standard, and understand their roles and duties well enough to require only the most cursory supervision by their tank's commander. This, at least, is the theory. The Mordian 12th are untried and untested except in the mock battles of their training, fought through the cavernous holds of the troop transport *Deliverance* during the regiment's transit to the Calixis Sector. Recently moved from the reserves muster on Kalf to the eternally-dark battlegrounds of Nox, the 12th have yet to face more than a brief skirmish, against enemies wise enough to withdraw in the face of the brutal might of an armoured regiment. While each is a veteran of the conflicts on their home world, their skills as vehicle crew are still fresh from training, and have not yet been tempered by the realities of battle.

Their commanding officer, Colonel Halon Tanz, is a veteran of decades of riot suppression and defensive actions against Chaos raiders—a calm and confident leader, well-versed in the doctrines of the Tactica Imperialis. His warriors, true to the traditions of the Iron Guard, obey his every command without question and without hesitation, and trust absolutely in the chain of command that links him to each and every man in the regiment, from the keen-eyed gunner of Tanz's own Leman Russ Vanquisher, *Iron Spear*, to the lowliest menial responsible for the cleaning, refuelling and simple maintenance of the vehicles between battles.

Creating the Mordian Iron Guard

The rules listed for the Mordian 12th Armoured Regiment have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Hive World
Commanding Officer: Phlegmatic
Regiment Type: Armoured Regiment
Doctrines: Close Order Drill, Combat Drugs
Total Cost: 12 points



Tallarn Desert Raiders

"The desert, from a distance, can seem to be little more than a barren waste, devoid of feature or variation. We who know the desert can see past this façade, for the dunes can conceal much of significance. Like the sandstorm, we can rise up swiftly to ravage our foes, and vanish as swiftly, leaving no trace of our presence but the damage wrought. As the burning sun and open sky, to walk before us unprepared is to invite doom. We are the desert, and the desert is merciless."

–Colonel Aram Shayan, Tallarn military philosopher

Once a fertile, verdant agri-world, Tallarn was devastated early in the history of the Imperium. During the dark days of the Horus Heresy, warriors of the Iron Warriors Legion unleashed powerful virus bombs upon the world's surface, scouring it of almost all life, and leaving only a few pockets of survivors in subterranean shelters. When the Iron Warriors descended from orbit to claim and fortify this poisoned world as one of their countless citadels, they faced immediate and savage resistance from those who had survived, braving the surface in armoured vehicles that would protect them from the virus-infested air. What followed, simply dubbed the Battle of Tallarn, remains to this day the single largest tank engagement in the history of the Imperium, with hundreds of millions of vehicles clashing and withdrawing in brutal exchanges over the course of months. In spite of the sheer size of the conflict, the Tallarn people could not hope to face the Traitor Astartes in open battle, and instead quickly mastered guerrilla warfare strategies that allowed them to better elude the retaliation of the Iron Warriors forces, vanishing beneath the sands after each sortie, only to engage in another elsewhere. In time, the Iron Warriors withdrew from the world that had been so costly to them, and the people of Tallarn were given the opportunity to rebuild. To this day, the Tallarn have a particularly fearsome reputation for armoured warfare, and their tank crews are rightly feared.

In the centuries following the Horus Heresy, the poisons in the atmosphere diminished entirely, but the world was forever changed. In place of rolling hills, bountiful fields, and broad seas, were dunes of sulphurous sand, sun-scorched plains, and mesas of wind-scoured rock, with what little water remained lingering as vapour in the skies above. Constructing tall vapour traps that could gather this vital moisture, and expanding their subterranean homes with tunnels, caverns, and surface domes, the population was protected from the deadly sandstorms and extreme conditions. Tallarn has remained this way for millennia.

With so little to offer to the Imperium's tithe collectors, the Tallarn can reasonably give only soldiers, and they do this with pride. Owing to the subterranean tunnels they grow up in, and the barren deserts of their home world's surface, the Tallarn people are skilled in fighting across open ground and in narrow tunnels alike, and Tallarn regiments still favour the hit-and-run tactics mastered by their ancestors during the Horus Heresy, moving swiftly and striking with surprise and precision before retreating to regroup and stage the next attack. For this reason, the most common Tallarn regiments are infantry, Rough Rider cavalry mounted on horses or the reptilian Mukaali, or armoured regiments, all of which focus on some particular element of the favoured strategies of the Tallarn—stealth, swiftness, and the killing blow. Many Tallarn forces have also come to appreciate the utility of the Sentinel walker, in its effectiveness as a means of crossing even rough terrain swiftly, without sacrificing firepower.

Tallarn forces are often somewhat wilful and independent, their traditional skills ill-suited to standing in static battle lines or holding fortifications, when they could be creeping up upon an enemy and executing them with the edge of a knife or a carefully-placed shot. As a result, they are often employed as vanguard and reconnaissance forces, or as the spearhead of a concerted attack, where their speed and stealth are of the greatest use.



Regiment Rules

Characters belonging to the Tallarn 11th Desert Raiders gain the following advantages:
Characteristic Modifiers: +3 Agility, +3 Perception.
Starting Aptitudes: Ballistic Skill.
Starting Skills: Navigate (Surface), Survival.
Starting Talents: Deadeye Shot, Foresight, Sprint.
Fluency: While Tallarns have learned to speak Low Gothic, they do not have time in their violent lives to learn how to read or write the universal language of the Imperium. Because of this, Tallarns do not start with the Linguistics (Low Gothic) Skill at creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.
Guerrilla Warfare: The people of Tallarn long ago became masters of hit-and-run strategies. After successfully attacking and hitting an enemy who is Surprised, or was otherwise Unaware of the Tallarn character prior to the attack, a Tallarn character gains an immediate bonus Half Action, which can only be used on an Action with the Movement subtype.
Wary of Outsiders: Tallarns tend to be slow to put their faith in anyone other than themselves and their comrades, and they chafe at the expectations and strictures of more civilised society. They suffer a –10 penalty on all Interaction Skill Tests made in formal surroundings, and similarly impose a –10 penalty on any Interaction Skill Tests made on them by any non-Tallarns. These penalties can be waived at the GM's discretion, if the death worlders are dealing with those who have earned their trust.
Wounds: Characters from this regiment begin play with +2 starting Wounds.
Standard Regimental Kit: 1 M36 lasgun and 4 charge packs, 1 mono-knife, flak vest and flak helmet, 2 frag grenades, 3 smoke grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 4 weeks' rations, magnoculars, micro-bead.
Favoured Weapons: Missile launcher, plasma gun.

Tallarn Desert Raiders in the Spinward Front

Like many other regiments fighting in the Periphery, the Tallarn forces present there are mostly drawn from forces left idle. A considerable number of Tallarn regiments of all kinds had been delivered to the Segmentum Obscurus, and when the call for reinforcement came from the Calixis Sector, they were amongst those sent to fight within the Spinward Front.

Thus far, the Tallarn have more than demonstrated their worth to the Imperium, with their particular skills helping to combat Dark Eldar raiders attacking Kalf, participating in vicious tunnel fighting on Virbius, and sabotaging Ork industry during the Scouring of Maesa.

However, because of the slow progress of the forces in the Spinward Front, and the limited resources available, the Tallarn have frequently found themselves engaged in long-term "meat grinder" conflicts against massed foes. Lacking the forces to truly push back against the Ork advance or crush the Severan Dominate, the war has become a brutal defensive conflict, with little to gain and everything to lose. Nonetheless, the tenacity and ruthless effectiveness of the Tallarn forces have earned them a fearsome reputation.

The Tallarn 11th Desert Raiders

The Tallarn 11th, together with the Tallarn 220th Armoured and the Tallarn 31st Rough Riders, were despatched to the Calixis Sector alongside many other Tallarn regiments, only months after the first call for reinforcements. However, due to the vagaries of Warp travel, these three regiments have only arrived in the last few months, their transit delayed by disruptive Warp activity that saw them separated from their transport group and delayed by several years. Believed lost to the Warp, when the three Tallarn regiments emerged at the edge of the Kalf system, there was more than a little astonishment, particularly as the Tallarn themselves had experienced a journey only eight days longer than expected.

With reinforcements desperately needed, these regiments were immediately deployed to the front lines, and the 11th Desert Raiders, known colloquially as the Dune Scorpions, have since found themselves in a series of warzones, most recently serving as part of the infiltration mission deployed to Maesa. Particularly known for their proficiency with ambush tactics, the Dune Scorpions have claimed as many kills with their razor-sharp curved daggers as with precise shots from their lasrifles, seldom allowing their foes to see who is attacking them.

Their commander, Colonel Fiora Javed, is a calm and careful woman, unwilling to act rashly or strike without considering the terrain, the enemy, and a variety of other factors. Her caution is not due to fear, as her men are quick to point out to anyone who dares imply cowardice, but the result of a keen tactical mind, unclouded by vainglory or hubris, and their victories are a testament to the value of such an approach.

Creating the Tallarn 11th Desert Raiders

The rules listed for the Tallarn 11th Desert Raiders have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Death World, but with the Hardened Trait replaced with the unique Guerrilla Warfare Trait described in the Regiment Rules.
Commanding Officer: Circumspect
Regiment Type: Light Infantry
Doctrines: Sharpshooters
Total Cost: 11 points

Vostroyan Firstborn

"Quiet, you dogs! Are you weak-willed agri-worlders, or are you first-born sons of Vostroya? If you receive an order, you act as if the Emperor Himself gave it!"

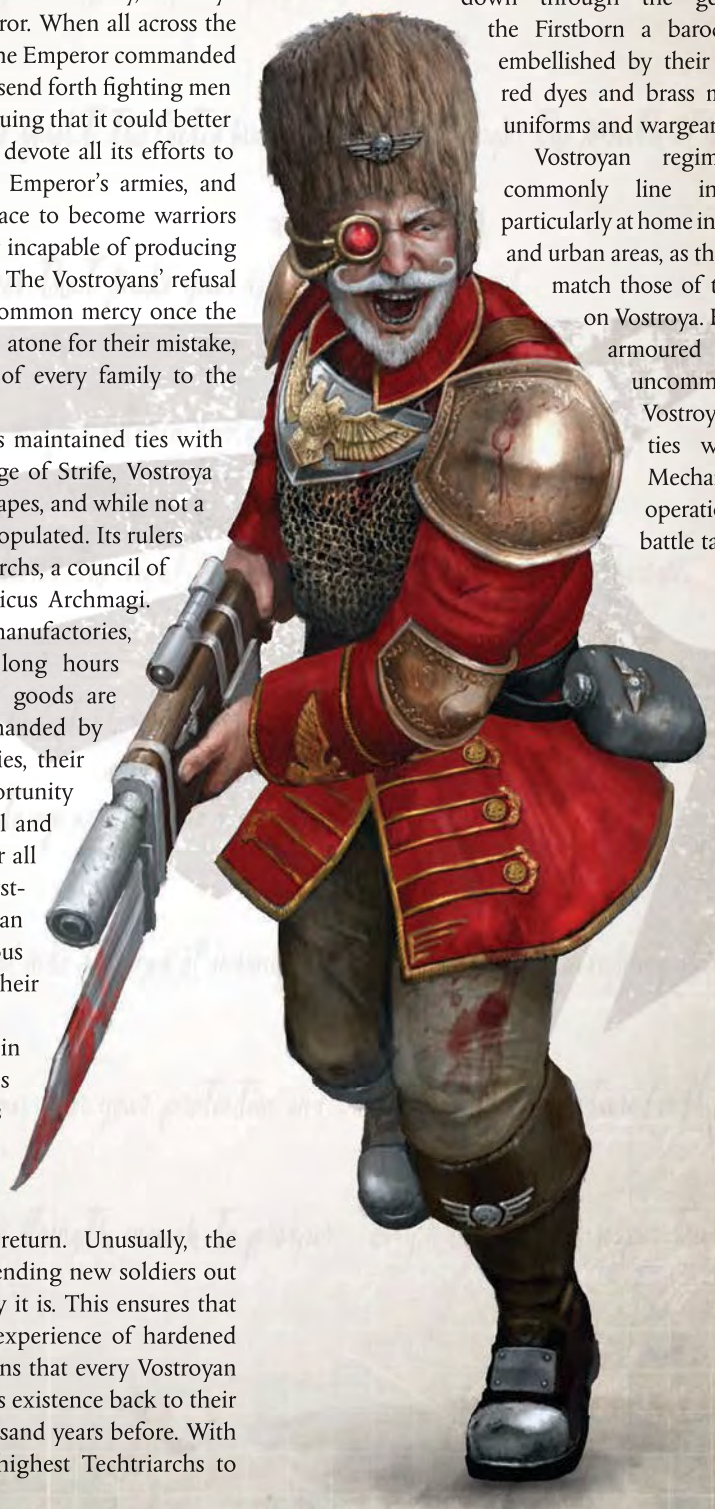
–Sergeant Teodor Arinkev, berating new recruits recently arrived from Vostroya

During the dark days of the Horus Heresy, Vostroya failed in its duty to the Emperor. When all across the galaxy was war and anarchy, the Emperor commanded that worlds still loyal to the Imperium send forth fighting men to help defend it. Vostroya refused, arguing that it could better serve the Imperium by continuing to devote all its efforts to the manufacture of weapons for the Emperor's armies, and that to give up so much of its populace to become warriors for the Imperial Army would render it incapable of producing those weapons in sufficient quantities. The Vostroyans' refusal to provide soldiers was met with uncommon mercy once the Heresy had ended, and they sought to atone for their mistake, promising to provide the first-born of every family to the service of the Imperial Guard.

An industrialised world which has maintained ties with the Adeptus Mechanicus since the Age of Strife, Vostroya is covered in manufactories and cityscapes, and while not a hive world, it is nonetheless heavily populated. Its rulers are known collectively as the Techtriarchs, a council of native nobility and Adeptus Mechanicus Archmagi. Most of the population work in the manufactories, subjected to poor conditions and long hours to ensure that weaponry and other goods are produced in the vast quantities demanded by the Imperium. For the poorest families, their first-borns are provided with an opportunity to achieve something beyond the toil and frozen squalor of their homes, and for all on Vostroya, the offering of the first-born is regarded as both a duty and an honour—their culture places enormous importance on the repayment of their ancestral debt to the Imperium.

Firstborn regiments are trained in the frozen, snow and ash covered ruins of its ancient cityscapes, on portions of their home world no longer habitable or functional, before being shipped out, once each generation, to serve the Imperium, never to return. Unusually, the Firstborn reinforce their regiments, sending new soldiers out to each one, no matter how far away it is. This ensures that the youngest Firstborn have the experience of hardened veterans to draw upon, and means that every Vostroyan Firstborn regiment can trace its existence back to their original mustering, ten thousand years before. With every family—from the highest Techtriarchs to the lowliest menials—required to send their first-born sons to serve, familial ties within regiments are not uncommon, and many young Vostroyans have found themselves under the guardianship of distant uncles and older cousins, something that encourages a strong bond of brotherhood. Within each regiment, the officer corps is composed of those of noble birth, while the common soldiery are drawn from the worker families that make up the bulk of Vostroya's population.

With both the industrial capacity of Vostroya and its unusual tradition of reinforcement, the Vostroyans are particularly well-equipped, clad in durable, plasteel-alloy carapace armour and armed with finely-wrought rifles. These are both often passed down through the generations, giving the Firstborn a baroque look, further embellished by their traditional use of red dyes and brass metalwork in their uniforms and wargear.



Vostroyan regiments are most commonly line infantry, and are particularly at home in cold environments and urban areas, as these conditions best match those of their training back on Vostroya. However, Firstborn armoured regiments are not uncommon, turning the Vostroyans' traditional ties with the Adeptus Mechanicus to the operation of powerful battle tanks.

Regiment Rules

Characters belonging to the Vostroyan Firstborn 55th Regiment gain the following advantages:
Characteristic Modifiers: –3 Intelligence, +3 Strength, +3 Toughness, +2 Weapon Skill, +3 Willpower.
Starting Aptitudes: Ballistics Skill.
Starting Skills: Athletics, Common Lore (Imperial Creed), Common Lore (Imperium), Linguistics (Low Gothic).
Starting Talents: Deadeye Shot, Hatred (Mutants), Rapid Reaction, Rapid Reload, Street Fighting.
Blessed Ignorance: Vostroyans know that the proper ways of living are those tried and tested by the generations that have gone before. Horror, pain and death are the just rewards of curiosity, for those that look too deeply into the mysteries of the universe are all too likely to find malefic beings looking back at them. Their wise blindness imposes a –5 penalty on all Forbidden Lore (Int) Tests.
Wounds: Characters from this regiment generate starting Wounds normally.
Standard Regimental Kit: 1 Good Craftsmanship M36 lasgun and 4 charge packs, 1 sword, flak armour, Good Craftsmanship carapace breastplate, 2 frag grenades, 2 krak grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, micro-bead, respirator, survival suit.
Favoured Weapons: Long-las, heavy bolter.

Vostroyan Firstborn in the Spinward Front

Several regiments of the Firstborn currently serve within the Margin Crusade, lending their support during the recent escalation that has seen countless regiments pass from the Calixis Sector into the Halo Stars. It came as little surprise that amongst the reserves brought in from outside the Calixis Sector to defend the Periphery were a number of Vostroyan regiments, or that they were amongst the first to arrive.

Alongside a variety of Calixian and Cadian regiments, the Vostroyans have served the longest within the Spinward Front, earning numerous victories and staving off disastrous defeats. Yet, thanks to their own traditions of reinforcement, they have remained at close to full strength for the entire conflict so far. Consequently, Lord Militant Ghanzorik has been keen to ensure that the Firstborn regiments stand alongside his own Maccabian Janissaries as the core of many defensive lines, particularly on Kulth, where the battle lines shift daily.

The Vostroyan Firstborn 55th

Like all Vostroyan Firstborn regiments, the 55th can trace its history back to the reconstruction of the Imperium after the Horus Heresy. Generations of Vostroyan men have fought, bled, and died on countless worlds across the galaxy. It is an old saying amongst their number that Vostroyan blood has been shed on every world in the Imperium, and given the illustrious history of even one Firstborn regiment, this may not be too far from the truth.

The Firstborn 55th were redeployed to Fort Drusus on Kulth about four months after the Orks claimed Avitohol, having already fought with distinction on Ashen, Oriad, and Manus Genita during the earlier years of the Spinward Front campaign. Since that time, the 55th have been relocated to another corner of Kulth every other week, holding back Ork and Dominate incursions before pushing to reclaim some scrap of territory from them. This constant dance of defence and attack has become something of a routine for the 55th, and considerable quantities of scrip and luxury rations, such as lho-sticks and alcohol, have been won and lost by the rank-and-file in the weekly sweepstake, with individual squads betting over which warzone on the planet they'll be deployed to next. The regiment's officers have done little to curb this, seeing it as nothing more than a means for the men to blow off steam and raise morale between gruelling battles—bad blood between winners and losers is unlikely, due to the strong sense of brotherhood within the regiment.

The regiment's commander, Nikolai Aleksandrov, is well-regarded by the other officers in his regiment, not purely because of his rank, but because he is a distant cousin of one of the ruling Techtriarchs of Vostroya, and thus an extremely important member of the nobility. The rank-and-file have little to no interest in this, and most are entirely unaware of his high status, but respect the man's leadership and prowess—there is little that Colonel Aleksandrov will ask of his men in battle that he will not do himself, and he is always found at the front, leading the charge or exhorting his men with bellowed warcries.

Creating the Vostroyan Firstborn

The rules listed for the Vostroyan Firstborn 55th have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:
Home World: Imperial World
Commanding Officer: Choleric
Regiment Type: Line Infantry
Doctrines: Hardened Fighters, Sharpshooters
Total Cost: 11 points

Regiment Creation Rules

"In any army, balance is the key to success. A commander who puts his faith in heavy weaponry alone will be outmanoeuvred. A commander who relies on close combat without support will lose his force to enemy fire. Each element must work in harmony, so that the effectiveness of the army is greater than the sum of its parts."

–Extract from the Tactica Imperialis

While many regiments have long-standing reputations, forged by generations of predecessors across countless worlds, others may not be so renowned. There are countless millions of Imperial Guard regiments in service to the Imperium at any one time, scattered across tens of thousands of warzones. No one man knows for certain how many souls give their lives in service to the Emperor in any given year, but the hard truth is that more must serve to replace those who have fallen, which means that new regiments must constantly be raised.

Thus continues the cycle; regiments fall in battle, and new ones are raised to replace them, or to begin new campaigns under the light of a distant star. As a result, it is important to make room not only for those regiments whose histories are long and bloody, but also for those who are newly mustered, and have yet to either gain glory in the Emperor's name or vanish in ignominious defeat.

This section allows a group of players to define their own regiment during character creation, shaping the nature of their unit before creating the individual soldiers who will make up the group. The regiments already described in this chapter have all been built using the rules described in this section, and should serve both as pre-made regiments to begin play quickly or as archetypal Imperial Guard forces, and as examples of what can be done with these rules.

A Million Worlds, Untold Regiments

These rules allow a considerable range of regiments to be created, but the sheer variety of Imperial Guard regiments in the galaxy defies even the most comprehensive and versatile system. GMs should feel free to make changes to the regiments this system generates to better suit the needs of their campaigns. The easiest changes to make are to increase or reduce the number of points provided to purchase options, to increase or decrease the number of Doctrines a regiment is allowed, or both. A regiment with a greater number of, or more powerful, Doctrines can easily represent an elite or veteran regiment, while a regiment with fewer or cheaper Doctrines is more likely to represent conscripts, a mustering from a world inexplicably untouched by war, or other less capable units.

An alternative is altering Home Worlds—replacing individual Starting Skills and Talents, or even changing Characteristic modifiers or a Home World's traits to create a unique Home World for your group's regiment (some minor examples of this can be seen with the pre-generated regiments earlier in this chapter). Equally, new Doctrines could be created—individual Doctrines are composed of relatively few elements, normally four Skills and Talents in some combination.

All in all, the rules presented here should be regarded as a starting point for individual groups and GMs to create their own unique regiments.

Creating a Regiment

"With every regiment raised, many millions of tonnes of materiel must be gathered. Thousands of men must be properly trained and prepared to serve the Throne in an approved manner. Vessels must be secured to transport these resources and these warriors. It is in the best interests of the Imperium that while vast numbers of regiments are raised each year, they are only raised when necessary, and always with a mind to the speed at which the muster can be completed—for even the mightiest army is futile, if its force cannot be brought to bear quickly enough."

–Extract from the Tactica Imperialis

When creating a new regiment, a group must go through a series of stages, which are described in more detail below. Firstly, a regiment has a budget of 12 points with which to purchase individual options, which come from a number of categories. First is the home world or origin, which defines where the recruits came from before they were chosen to serve in the Imperial Guard. Following that, a unit must select a personality for its commanding officer, which defines how the unit has adapted to the realities of war under their commander's authority. Finally, there is an assortment of doctrines, which represent the way a unit is trained and equipped.

At all stages, the GM's approval is required when a choice is made—the GM should be involved in the entire process, from start to finish. This allows him to build a mission or a campaign around the regiment, and to ensure that the challenges and encounters are appropriate to the capabilities of the players' regiment.

Homeworlds and Support Specialists

Many of the Specialities from **Chapter III: Character Creation** are Support Specialists, auxiliary characters who are attached to the Regiment to provide their special skill-set. These characters can be from worlds half the galaxy away from the Regiment's Home World, or even have no Home World at all. Despite these vast differences, support troops often begin to adapt the mannerisms, skills, and habits of the Guardsmen they are serving with. Because this, in **Only War** all Support Specialist characters gain the benefits and abilities of the Home World of the Regiment they are serving alongside, even if they were not born there.

CHOOSING A HOME WORLD OR ORIGIN

"The worlds of the Imperium are diverse indeed, and while broad categories exist, no two planets are more than superficially similar. This can pose a challenge when raising regiments. Each world has unique traditions and cultures that strongly influence its peoples, and in turn strongly influence the character of that world's fighting forces. The nature of a world is a worthwhile matter to consider when raising regiments, for it will allow that world's strength to be employed most effectively."

–Extract from the Tactica Imperialis

A regiment's home world is perhaps one of the greatest defining factors in its structure and purpose, with different worlds producing men with different strengths and weaknesses, and differing natural tendencies. Even though some of the Specialists attached to regiments do not hail from the same home world as those they are serving alongside, the Departmento Munitorum tries to assign Specialists to the regiments they will integrate with the best. Because of this similarity, all Specialists still gain the benefits of the home world.

Each home world provides two modifiers to the Characteristics of every character from it, normally chosen from a list of three options. Each also provides a number of Starting Skills, and a number of Starting Talents, as well as several special abilities which apply to all characters of that regiment. Finally, some home worlds modify the number of starting Wounds a character from a given regiment has. Each home world has a cost in points, which is taken from the budget set at the start of regiment creation.

Table 2-1: Home Worlds and Origins

Home World or Origin	Cost
Death World	3
Fortress World	3
Highborn	3
Hive World	3
Imperial World	1
Penal Colony	2
Penitent	3
Schola Progenium	3

Death World

"Few born upon such inhospitable worlds will readily trust those who have not endured what they have. Instilling appropriate discipline is a difficulty faced by many Commissars, but the difficulties are regarded as acceptable, given the matchless survival instincts and natural resilience of such peoples."

–Extract from the Tactica Imperialis

Characters from death world regiments have left behind the danger and ferocity of their home world. They are rugged, uncomplicated individuals for the most part, at ease with the hazards of the battlefield and the dangers posed by alien monstrosities. However, death worlders are slow to trust off-worlders, who cannot understand the hardships they have faced, and they often lack discipline, which gives them a reputation for unreliability in the eyes of more strictly-trained regiments. Death worlders are renowned for their ability to endure the worst the galaxy can throw at them, and exemplify the concept of survival of the fittest.

Cost: 3 points.

Characteristic Modifiers: +3 to any two of the following Characteristics—Perception, Strength, Toughness.

Skills: All death world characters are Trained in Survival.

Fluency: While death worlders have learned to speak Low Gothic, they do not have time in their violent lives to learn how to read or write the universal language of the Imperium. Because of this, death worlders do not start with the Linguistics (Low Gothic) Skill at creation, however they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Hardened: Death worlders are accustomed to violence, and many death worlds contain a variety of deadly, venomous creatures. They must be continually prepared and wary of danger from a young age if they are to survive, and those instincts do not easily fade. Death worlders start with one of the following Talents: Light Sleeper, Lightning Reflexes, or Resistance (Poisons).

Wary of Outsiders: Death worlders tend to be slow to put their faith in anyone other than themselves and their comrades, and they chafe at the expectations and strictures of more civilised society. They suffer a –10 penalty on all Interaction Skill Tests made in formal surroundings, and similarly impose a –10 penalty on any Interaction Skill Tests made on them by any non-death worlders. These penalties can be waived at the GM's discretion if the death worlders are dealing with those who have earned their trust.

Starting Wounds: Death world characters begin play with +2 starting Wounds.

Fortress World

"Fortress worlds are a fine source of soldiers, owing to necessarily large defence forces, which are typically trained and equipped to the high standards of the Imperial Guard. Fortress Worlds are a valuable asset not only because of their significance as strategic bastions, but also because they can serve as a readily available source of skilled, disciplined fighting men, and it is a rare fortress world that does not raise its armies with the expectation that they may be called upon to serve the Imperial Guard."

–Extract from the Tactica Imperialis

Characters from fortress worlds have been raised to serve in war, and by the time they reach maturity, they are well-versed in the arts of war and the doctrines of the Tactica Imperialis. Each has been long trained to destroy the enemies of the Imperium, particularly those whose threat forced their world to be fortified in the first place. Fortress worlders are disciplined, honourable, loyal, and with the highest regard for integrity, and each is already a proficient combatant long before they are taken to serve in the Imperial Guard.

Cost: 3 points.

Characteristic Modifiers: +3 to any two of the following Characteristics—Ballistic Skill, Willpower, Toughness.

Skills: All fortress world characters start with Common Lore (War), Common Lore (Imperium), Common Lore (Imperial Guard), and Linguistics (Low Gothic).
Hated Enemy: A fortress world often stands opposed to a single threat, and they are taught to hate that particular foe and eliminate it on sight. All fortress world characters gain a single Hatred Talent, where the group chosen is the enemy the fortress world has been established to defend against. However, this hatred is often so strong as to overwhelm reason and sound judgement, and all fortress world characters may be required, at the GM's discretion, to attempt an **Ordinary (+10) Willpower Test** in order to restrain themselves from attacking without mercy when that enemy is sighted.
Combat Doctrine: Because of the intensive training that each fortress worlder goes through from childhood, including extensive live-fire drills and gruelling mock battles, all fortress worlders start with one of the following Talents: Nerves of Steel or Sprint.
Bred for War: Fortress worlders possess an entirely justified siege mentality, a natural result of daily lives shaped by the need for perpetual vigilance against an enemy that could strike at any time, and the discipline required to respond to that threat swiftly and effectively. Fortress worlders are loyal almost to a fault, and reluctant to disobey orders even with good reason, lacking personal initiative, and becoming inflexible as a result. A fortress worlder must attempt a **Challenging (+0) Willpower Test** in order to go against the rules and regulations of the Imperial Guard.
Starting Wounds: Fortress world characters generate starting Wounds normally.

Highborn

"Those born to wealth and power are born to lead, and it is not unusual for the command staff of a regiment to be drawn from the noble classes of a world, where their natural authority can be put to best use. On other worlds, the military arts are the preserve of the ruling classes only; this produces highborn regiments, whose wealth and prestige find them well-equipped, and placed on the front lines of many a battlefield."

–Extract from the Tactica Imperialis

Highborn characters were born into wealth and privilege, shaped by tutors and the heavy burdens of dutiful tradition and dynastic obligation. Many highborn bloodlines have long and proud traditions of military service, viewing the arts of warfare as the obligation and honour of the wealthy, the powerful, and the influential. They are born to rule, and most highborn who serve in the Imperial Guard aspire to command and high office, seeing such authority as their right.
Cost: 3 points.
Characteristic Modifiers: +3 to any two of the following Characteristics—Fellowship, Intelligence, Weapon Skill.
Skills: All highborn start with Common Lore (Administratum), Inquiry, and Linguistics (High Gothic).
Fluency: While Highborn characters have learned to speak Low Gothic, they have no reason to learn to read and write the language of the lowly masses. Because of this, Highborn characters do not start with the Linguistics (Low Gothic) Skill at creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.
Duty and Honour: The highborn hold themselves to standards of behaviour and etiquette, their upbringing distinguishing them from the low-born troopers that make up the common bulk of the Imperial Guard. Highborn characters suffer a –10 penalty on all Charm, Inquiry, and Deceive Tests made to interact with characters who are not highborn. However, they gain a +10 bonus on all those same Skill Tests when dealing with the nobility and other high authority in formal situations.
Abundant Resources: Highborn are almost universally wealthy and well-connected, able to draw upon considerable resources when seeking new equipment. A squad from a highborn regiment starts with 10 extra Logistics Rating.
The Finest Tutors: Years of study under a wide range of military instructors, and traditional connections to other military dynasties, have prepared each and every highborn for a life in the Imperial Guard. Highborn characters start with one of the following Talents: Air of Authority or Peer (Nobility).
Starting Wounds: Highborn characters begin play with –1 starting Wound.

Hive World

"The immense populations of hive worlds, and the often harsh conditions found upon them, make them valuable recruiting grounds for new regiments, and many hive worlds serve to manufacture vast quantities of commonly-used materiel, making it far simpler to equip regiments. As a result, a single muster from a hive world can produce potentially millions of Guardsmen, forming thousands or even tens of thousands of regiments within a relatively short span of time."

–Extract from the Tactica Imperialis

Characters from hive world regiments are one amongst many. Due to the colossal populations of hive worlds, musters from them tend to be large, sometimes numbering over a thousand regiments at a time, each of which may number as many as ten thousand men. In many areas of a hive world—not just the twisted depths of the underhive—murder, rioting, and gang warfare are rife. Constantly having to avoid (or take part in) such dangers turns the people into capable warriors and survivors, made nimble by the tangle of urban decay, wary by the dangers in the darkness, and gregarious by the mass of humanity that has always surrounded them. Due to the suitability of hive worlders as Imperial Guardsmen, and the sheer quantity of people on each hive world, there are a vast number of hive world regiments in the Imperial Guard at any one time.
Cost: 3 points.
Characteristic Modifiers: +3 to any two of the following Characteristics—Agility, Fellowship, and Perception.
Skills: All hive world characters start with Common Lore (Imperium), Deceive, and Linguistics (Low Gothic).
Accustomed to Crowds: Hive worlders grow up surrounded by crowds, and they are used to weaving through even the densest mobs with ease. Crowds do not count as Difficult Terrain for hive worlders, and when Running or Charging through a dense crowd, hive worlders take no penalty to Agility Tests to keep their feet.
Hivebound: Hive worlders seldom endure the horrors of the open sky or suffer the indignities of the great outdoors.



Whilst outside of an enclosed or artificial environment (such as a hive city, starship or similar), they suffer a –10 penalty to all Survival Tests, due to their continued unfamiliarity with such places.

Urban Violence: Hive worlders are constantly alert for the first hint of trouble, be it a hivequake, a gang shoot-out, or a hab riot, allowing them to quickly detect danger and elude it, if need be. Hive worlders start with one of the following Talents: Heightened Senses (Hearing), Paranoia, or Unremarkable.

Starting Wounds: Hive world characters begin play with –1 starting Wound.

Imperial World

"While many worlds may be required to provide resources, materials, and other such goods as part of their tithe, their primary obligation to the Imperium is in the form of manpower. It is only with rare exception that a planet not be required to provide men to the Imperial Guard, and if a world is found to be neglecting this portion of their tithe, they will be subject to extreme punishment."

–Extract from the Tactica Imperialis

Characters from Imperial world regiments represent best the greatest mass of humanity. Their minds are shaped by faith and humble duty, their bodies honed by toil. While lacking the tenacity of death worlders, the unyielding discipline of a fortress worlder, or the unthinking zeal of the penitent, Imperial worlders are faithful, loyal, and adaptable, unconstrained by the focus of specialisation.

Cost: 1 point.

Characteristic Modifiers: +3 to Willpower and +3 to any one other Characteristic.

Skills: All Imperial world characters start with Common Lore (Imperial Creed), Common Lore (Imperium), and Linguistics (Low Gothic).

Blessed Ignorance: Imperial citizens know that the proper ways of living are those tried and tested by the generations that have gone before. Horror, pain, and death are the just rewards of curiosity, for those that look too deeply into the mysteries of the universe are all too likely to find malefic beings looking back at them. Their wise blindness imposes a –5 penalty on all Forbidden Lore (Int) Tests.

Kill the Mutant: The general citizens of the Imperium are trained from birth to fear mutation, for it heralds the taint of Chaos. All Imperial world characters start with Hatred (Mutants).

Starting Wounds: Imperial world characters generate their starting wounds normally.

Penal Colony

"While swift and merciless retribution is the just and proper fate of all sinners and criminals, it can be effective to determine other punishments for them. Transit to distant worlds for the purpose of menial labour, or volunteering for military absolution are two such alternatives. Isolated penal colonies populated by these convicts produce vicious, hardy individuals, albeit ones who require nothing less than the harshest discipline to function in battle. However, these benighted souls can be regarded as more readily expendable than most units, for as sinners, their lives are already forfeit."

–Extract from the Tactica Imperialis

Characters from penal colonies tend to be ruthless, opportunistic individuals, the desperate conditions of their origin making them eager for any opportunity to survive for just a little longer, or profit just a little more from a situation. While ill-disciplined and commonly impious, the expendable, vicious nature of convicts makes them quite useful in the Emperor's wars. The resultant Penal Legions can be found in the harshest warzones, undertaking the most dangerous missions, with the promise of salvation in death, after which the survivors are imprisoned once more until the next battle. In time, the few hardened veterans, survivors of a dozen or more would-be suicide missions, become amongst the most dangerous and unorthodox units in the Imperial Guard, deployed to achieve the impossible or die trying.

Cost: 2 points.

Characteristic Modifiers: +3 to any two of the following Characteristics—Agility, Strength, Toughness.

Skills: All penal colony characters start with Intimidate and Linguistics (Low Gothic).

Honour Amongst Thieves: Penal colonists, whether criminals themselves, or the descendants of the previous generation's scum, know well the way criminal societies operate, understanding the nuances of deception, loyalty, intimidation, and violence that characterise

the criminal classes. Penal colonist characters start with one of the following Talents: Peer (Underworld) or Street Fighting.

Larcenous: Hailing from worlds where the black market is the only market, penal colonists are skilled at obtaining illicit items, whether to sell, on or for their own purposes. Penal colony characters add a +10 to all Logistics Tests made to acquire illegal or contraband items.

Scum and Villainy: Penal colonists are ill-regarded by just about everyone else in the Imperial Guard, and tend to be viewed more as expendable fodder than as worthwhile soldiers. As a result, they are seldom afforded more than the most basic of equipment. Penal colony regiments have only 15 points when determining Standard Regimental Kit.

Starting Wounds: Penal colony characters begin play with +1 starting Wound.

Penitent

"Many worlds are dominated by particular zeal and piety, beyond even the devotions expected by the Adeptus Ministorum. Such worlds can produce exceptional soldiers, who are willing to sacrifice all they have for the Emperor, particularly where the recruits are those who aspire towards martyrdom, in order to prove their faith or absolve their world of some ancestral sin. As valuable as devotion can be in a soldier, rigorous discipline is required to ensure that their zeal does not become an uncontrolled frenzy."

–Extract from the Tactica Imperialis

The penitent are not those born of a single type of world, but rather those of a particular mind-set. While all the Imperium lives in the Emperor's service, the penitent are those who eagerly give their deaths as well. Willing martyrs all, the penitent fight to demonstrate their zeal or to show their contrition for the sins of the past. The penitent may be from Shrine Worlds, or the masses of pilgrims who cross the Imperium, while others hail from worlds where some ancient crime demands countless generations of absolution. In all cases, the penitent are savagely pious, seeking to bring death in the Emperor's name, or die trying.

Cost: 3 points.

Characteristic Modifiers: +3 to any two of the following Characteristics—Fellowship, Toughness, Willpower.

Skills: All penitent characters start with Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Intimidate, and Linguistics (Low Gothic).

The Blood of Martyrs: The penitent do not regard death in the Emperor's service as anything to fear, and face the prospect of righteous sacrifice gladly. Penitent characters start with one of the following Talents: Nerves of Steel, Orthoproxy, or Unshakeable Faith.

Only One Life to Give: So driven to martyrdom are the penitent, that it can drive them to take unnecessary risks, lamenting that they can only sacrifice themselves once. Penitent characters must pass an **Ordinary (+10) Willpower Test** in order to retreat from combat or otherwise act in the interests of self-preservation.

Untempered Zeal: The pious spirit of the penitent is almost unmatched in its ferocity, and while their faith is closer to the violent ardour of the fanatic than the divine clarity of the Adepta Sororitas, it is nonetheless inspiring to behold. Penitent characters may re-roll any failed Charm Test to inspire religious fervour or righteous hatred in others.

Starting Wounds: Penitent characters increase their starting Wounds by +2.

Schola Progenium

"The Storm Trooper regiments and the Commissariat are all raised under the care of drill abbots of the Schola Progenium. Progena are amongst the truest servants of the Imperium you are ever likely to encounter, and Progena of a militant inclination are soldiers of unwavering loyalty and discipline, raised to defend the Emperor's realm from a young age. While their numbers are few and in high demand, the orphans of the Schola Progenium make for outstanding Guardsmen."

–Extract from the Tactica Imperialis

The creations of the Schola Progenium are trained to be of unyielding will, of decisive action, and of swift mind. Service to the Imperium is an expectation, one their lives have been directed towards for the years of their tutelage. The harsh mental and physical discipline of the Schola Progenium produces fine officers and soldiers, none finer than the Storm Trooper regiment, which recruit only from the finest Schola Progenium graduates.

Cost: 3 points.

Characteristic Modifiers: +3 to Willpower, and +3 to either Weapon Skill or Ballistic Skill.

Skills: All Progena characters are Trained in Common Lore (Imperial Guard), Common Lore (Imperium), Common Lore (War), and Linguistics (High Gothic, Low Gothic).

Only In Death Does Duty End: Those that pass through the Schola Progenium are drilled each and every day by hardened drill abbots, and all are expected to defend the Emperor's domain with their lives if necessary. All Progena characters start with one of the following Talents: Air of Authority or Unshakeable Faith.

Starting Wounds: Progena characters begin play with +1 starting Wound.



COMMANDING OFFICER

"A warrior's faith in his commander is his best armour and his strongest weapon."

–Extract from the Tactica Imperialis

After selecting a home world, the players must select a single personality from the following list, each of which defines the nature of the regiment's commanding officer and the influence he has on the men under his command.

Table 2-2: Commanding Officers

Personality	Cost
Bilious	2
Circumspect	2
Choleric	2
Fixed	1
Maverick	2
Melancholic	2
Phlegmatic	1
Sanguine	2
Supine	1

Bilious
The regiment's commander is ill-tempered and paranoid, eternally suspicious of betrayal, and watchful of enemies and allies alike. He regards vigilance as the greatest of virtues, and encourages suspicion and watchfulness amongst his men.
Cost: 2 points
Starting Talents: Paranoia

Circumspect
The regiment's commander is balanced in his attitudes and careful in his decision-making, yet often overly cautious. His demeanour encourages his men to similarly consider situations before they strike, observing the battlefield before acting.
Cost: 2 points
Starting Talents: Foresight

Choleric
The regiment's commander is decisive and leads from the front, taking charge of situations personally, and never afraid to do what he orders his men to do. However, he is quick to anger, and can often be drawn into foolish actions. His men are ever ready for action, and familiar with the rigours of battle.
Cost: 2 points
Starting Talents: Rapid Reaction

Fixed
The regiment's commander is decisive and unyielding, and once set on a course of action he seldom changes his mind. While this is invaluable during many actions his regiment undertakes, it leaves his forces inflexible in the face of changing battlefields.
Cost: 1 points
Starting Skills: Command

Maverick
The regiment's commander is something of a rebel, regarded as ill-disciplined and unpredictable by his peers, but his attitude and his daring make him beloved by his men, who see their leader as one of them, rather than one of "the officers." So long as he leads, they will follow him anywhere.
Cost: 2 points
Starting Talents: Resistance (Fear)

Melancholic
The regiment's commander is careful and introspective, but his will is not what it once was, having suffered greatly in the crucible of war. While loyal, his leadership is hampered by hesitation and pessimism, and his warriors are often forced to rely more on their own initiative in battle, taking charge themselves when their superiors falter.
Cost: 2 points
Starting Talents: Air of Authority

Phlegmatic
The regiment's commander is quiet and contemplative, a man of few words. When he does speak, it is with great and solemn purpose, to give commands that have been considered in exacting detail. He does not command loyalty through rhetoric or heroics, but through quiet competence, and his men have learnt to trust in his skill and rely on the chain of command.
Cost: 1 points
Starting Skills: Common Lore (Imperial Guard), Common Lore (War)

Sanguine
The regiment's commander is confident and optimistic, though sometimes too caught up in dreams of glory and triumph. While inspirational to his men with grandiose speeches and heroism, his ambition has often seen them faced with impossible odds, caught up in their commander's quest for glory, and they must battle hard to survive.
Cost: 2 points
Starting Talents: Die Hard

Supine
The regiment's commander is a devout man, absolutely loyal to the Imperium, but lacking in his own initiative. Incapable of the imagination and daring that gets an officer noticed by his superiors, he serves as little more than their mouthpiece, accepting their commands and passing them on flawlessly to his own men. Bereft of any true command, the men must have faith if they are to survive in the fury of war.
Cost: 1 points
Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed)



TRAINING AND DOCTRINES

A home world and commander provide the heart of a regiment, but it is the training they are provided and the armaments they receive which hone that regiment into a weapon against the enemies of the Imperium. After selecting a home world and commander from the previous sections, the players may select a number of doctrines from the following three lists (Regiment Type, Training Doctrines, and Special Equipment Doctrines). One of those doctrines selected, and only one, must be selected from the Regiment Type section, and the regiment may have no more than three doctrines in total. In addition, each of the doctrines listed has a cost in points, which is deducted from the budget set at the start of regiment creation.

Each doctrine provides some or all of the following benefits: modifiers applied to the Characteristics of characters from the regiment, a number of additional Starting Skills, a number of additional Starting Talents, an additional special rule or advantage, and/or a few extra items for the Standard Regimental Kit.

Regiment Type

"It is the diversity of the Imperial Guard that is perhaps, its greatest strength, for with that diversity, there are few threats that cannot be met and overcome. No one element of the Imperial Guard can triumph alone, be it deadly artillery, mighty tanks, or brave infantry, but in proper combination, there is nought that cannot be crushed by the Hammer of the Emperor."

–Extract from the Tactica Imperialis

Table 2-3: Regiment Type

Regiment Type	Cost
Armoured Regiment	4
Reconnaissance Regiment	3
Drop Troops	3
Hunter-Killer	3
Light Infantry	2
Line Infantry	2
Mechanised Infantry	3
Siege Infantry	2

Armoured Regiment

Alongside the serried ranks of infantry and the humble lasgun, little is as emblematic of the wars of the Imperial Guard as the armoured might of its tanks. Rugged, resilient, and capable of unleashing staggering amounts of firepower, there is little that can stand before the fury of companies of Leman Russ battle tanks, let alone the terrible and wondrous power of the Baneblade. The crews of these mighty behemoths are justifiably proud of their status, and the accomplishments of their steel charges.

Cost: 4 points
Characteristics: –3 Weapon Skill, +3 Intelligence
Starting Skills: Operate (Surface)
Starting Talents: Technical Knock
Standard Kit: One Leman Russ battle tank (or variant, at GM's discretion) per Squad, and one anointed maintenance toolkit per Player Character.

Reconnaissance Regiment

A key part of any war effort, reconnaissance units allow an army to scout out enemy movements and positions, and their keen senses and training allow them to swiftly ambush enemy patrols attempting to do the same. Due to their role, reconnaissance units invariably operate far ahead of army commanders, requiring considerable autonomy and personal initiative, traits that often breed a strong sense of daring and recklessness. For all their typical ill-discipline, reconnaissance units are invaluable assets to any army commander.

Cost: 3 points
Characteristics: +3 Perception, –3 Willpower
Starting Skills: Awareness
Starting Talents: Combat Sense
Standard Kit: One Sentinel Scout Walker or one Chimera Armoured Transport per Squad, and one set of magnoculars per Player Character.

Drop Troops

A rare type of regiment, drop troops are extremely specialised infantry, trained for rapid strikes from airborne transports. Employing grav-chutes and attached Imperial Navy Valkyrie assault carriers to perform raids deep behind enemy lines, drop troops provide an uncommon, but potent resource to generals. Largely regarded by other Imperial Guardsmen as insane for choosing to leap out of a perfectly good aircraft in mid-flight, they are nonetheless required to be daring and courageous to dive into enemy territory, and away from the comfort of supply lines and heavy support. However, their habit of operating alone without support tends to make them somewhat distant and cold to those outside their ranks.

Cost: 3 points
Characteristics: +3 Agility, –3 Fellowship
Starting Skills: Operate (Aeronautica)
Starting Talents: Catfall
Standard Kit: One lascarbine and four charge packs per Player Character (Main Weapon), one suit of Imperial Guard flak armour per Player Character, one respirator per Player Character, one grav-chute per Player Character, two frag grenades and two smoke grenades per Player Character.

Hunter-Killer

Being used as the linchpin units in many grand strategies, hunter-killer units use light vehicles with deceptively heavy firepower to linger behind the front lines until called upon, then pushing forward quickly to strike down priority targets in support of the rank-and-file. Many hunter-killer units develop a hero mentality from their exploits, dealing the killing blow to enemy after enemy, and so outsiders tend to regard them as glory-seeking mavericks.

Cost: 3 points
Characteristics: +3 Ballistic Skill, –3 Strength
Starting Skills: Operate (Surface)
Starting Talents: Resistance (Fear)
Standard Kit: One Sentinel Scout Walker or one Hellhound Support Tank (or variant) per Squad.

Light Infantry

Lightly-equipped infantry units are key to the complex tactical manoeuvres required on the battlefields of the 41st Millennium. Lacking the firepower to effectively fight on the front lines, their talents are better employed in dense terrain, where they can lay ambushes and engage in short-lived skirmishes.

Cost: 2 points
Characteristics: +3 Agility, –3 Toughness
Starting Skills: Navigate (Surface)
Starting Talents: Sprint
Standard Kit: One lascarbine and four charge packs per Player Character (Main Weapon), one flak vest and flak helmet per Player Character, two frag grenades and two smoke grenades per Player Character.

Line Infantry

The backbone of the Imperial Guard, line infantry form the bulk of every battle line, the core of every assault, and the heart of every defence. The humble, doughty, and loyal infantryman is the subject of countless propaganda picts and inspirational murals across the Imperium. They form the iconic image of the Imperial Guard for most Imperial citizens, and for good reason. It is a rare battlefield that is not graced by the presence of line infantry.

Cost: 2 point
Characteristics: +3 Strength, –3 Intelligence
Starting Skills: Athletics
Starting Talents: Rapid Reload
Standard Kit: One M36 lasgun and four charge packs per Player Character (Main Weapon), one suit of Imperial Guard flak armour per Player Character, two frag grenades and two krak grenades per Player Character.

Mechanised Infantry

Less common than line infantry, mechanised infantry serve as a fast-moving, hard-hitting force, pairing the utility of infantry with the speed and firepower of armoured vehicles. The availability of Chimera transports is the main limiting factor to the number of mechanised infantry units in any given warzone, and this rarity means that many mechanised infantry regiments are divided into a number of smaller Armoured Fist groups—single squads or platoons—attached to armoured regiments (to provide infantry support) and line infantry regiments (to provide a fast reserve or armoured vanguard).

Cost: 3 points
Characteristics: +3 Agility, –3 Perception
Starting Skills: Operate (Surface)
Starting Talents: Rapid Reload
Standard Kit: One M36 lasgun and four charge packs per Player Character (Main Weapon), one suit of Imperial Guard flak armour per Player Character, two frag grenades and two krak grenades per Player Character, one Chimera Armoured Transport per Squad.

Siege Infantry

Similar to line infantry, siege infantry form a solid mass of troops, specifically trained to serve in protracted sieges. A siege regiment may be deployed in a single location for years at a time, moving only infrequently to a new front line, often only a few hundred metres from the last one. Each line usually consists of newly-dug trenches and earthworks, swiftly and precisely excavated by thousands of troopers. It is said that the finest siege regiments can establish a solid defence line with nothing but shovels, flakboard, and sandbags, within half an hour of deployment.

Cost: 2 points
Characteristics: +3 Toughness, –3 Intelligence
Starting Skills: Tech-Use
Starting Talents: Nerves of Steel
Standard Kit: One M36 lasgun and six charge packs per Player Character (Main Weapon), one suit of Imperial Guard flak armour per Player Character, one respirator per Player Character, four empty sandbags and one entrenching tool per Player Character, two frag grenades and two photon flash grenades per Player Character.

Training Doctrines

"Every regiment is essentially unique, and while all are of a carefully measured fighting strength and all are given a degree of uniformity by the Departmento Munitorum, there can be no argument against evaluating the strength of each regiment under one's command, identifying their particular proficiencies to better employ them in battle. With diligent training, this strength can be heightened and focussed, turning it into a true asset."

–Extract from the Tactica Imperialis

Table 2-4: Training Doctrines

Training Doctrine	Cost
Close Order Drill	2
Die-Hards	3
Favoured Foe	3
Hardened Fighters	2
Iron Discipline	3
Sharpshooters	4
Survivalists	4

Close Order Drill

The regiment has trained long and hard to operate in close formations, fighting shoulder-to-shoulder with their comrades. These close formations can respond quickly with overwhelming force, moving as a single entity, rather than a group of individuals.
Cost: 2 points
Talents: Combat Formation *or* Double Team

Die-Hards

The regiment is unyielding in the face of adversity, and will not falter amidst the fury of battle, no matter the horrors arrayed against them.
Cost: 3 points
Starting Aptitude: Toughness

Favoured Foe

The regiment's home world has long been assailed by one of the myriad enemies of Mankind, and its troops have learned the hard way the most effective ways to slay that enemy. Without mercy and without fear, they relish opportunities to bring death to their traditional foe.
Cost: 3 points
Starting Skills: Forbidden Lore (choose one†)
Starting Talents: Hatred (choose one†)

†When selecting this doctrine, a single enemy of the Imperium must be selected. The choice of Forbidden Lore speciality and Hatred must both reflect this choice of enemy.

Hardened Fighters

The regiment's warriors are vicious up close, deadly in melee as well as at range. Armed with the tools of their grim trade, they are not afraid to face their enemies in single combat, and feel the hot blood of the freshly-slain on their skin.
Cost: 2 points
Characteristics: +2 Weapon Skill
Starting Talents: Street Fighting
Standard Regimental Kit: The regiment can either replace its standard melee weapon with a Common (or more available) Low-Tech Weapon, or apply the mono upgrade to its standard melee weapon.

Iron Discipline

The regiment is well-known for its unyielding devotion to duty and absolute loyalty to superiors. No man will hesitate to act when ordered, nor will they falter when carrying out those orders. The expectations of the common infantryman, however, are such that shouldering the burden of command is to take on a great and solemn responsibility, and only the humblest and most serious-minded of officers can be entrusted with warriors so devoted.
Cost: 3 points
Starting Aptitude: Willpower

Sharpshooters

The regiment has a well-earned reputation for producing deadly marksmen, and every soldier is expected to be able to demonstrate great proficiency with a lasgun, at the very least. Such regiments commonly produce some of the finest snipers in the Imperial Guard, and even the common soldier can be relied upon to fell foe after foe with a storm of precise shots.
Cost: 4 points
Starting Aptitude: Ballistic Skill
Starting Talents: Deadeye Shot

Survivalists

The regiment is skilled at surviving in the wilderness, and its soldiers are masters of operating in a particular kind of terrain, normally the one in which they've grown up and trained extensively. Hunters and trackers almost without peer, there are few who can escape their pursuit.
Cost: 4 points
Starting Aptitude: Agility
Special: When selecting this doctrine, nominate a single type of terrain—Desert, Jungle, Tundra, Ash Wastes, Urban Ruins, etc. When operating in that kind of terrain, characters from a regiment with this Doctrine can re-roll failed Survival and Navigate (Surface) Skill Tests.

Special Equipment Doctrines

"The arming of a regiment is a matter of considerable complexity. Each and every regiment will be equipped in a manner according to their purpose, the world of their origin, and the availability of resources."

–Extract from the Tactica Imperialis

Table 2-5: Special Equipment Doctrines

Special Equipment Doctrine	Cost
Augmetics	2
Chameleoline	3
Combat Drugs	2
Demolitions	3
Scavengers	3
Warrior Weapons	3
Well-Provisioned	3

Augmetics

The regiment has had long ties with the Adeptus Mechanicus, and though not privy to the many secrets of that organisation, they willingly accept the wisdom of the Priests of Mars. As a testament to this unity, the regiment's warriors sport many more bionics and augmetics than is typically the case, with veterans often sporting bionics to replace organs and limbs lost to the horrors of war.

Cost: 2 points

Standard Regimental Kit: The regiment gains an additional +10 on all Logistics Tests made to obtain bionic replacements and implants.

Chameleoline

The regiment's duties require them to move unseen across the battlefield, and for this reason, they have been equipped with colour-shifting chameleoline, which helps them blend in with their surroundings.

Cost: 3 points

Standard Regimental Kit: The regiment is equipped with either chameleoline cloaks or chameleoline-coated armour.

Combat Drugs

Commonly given to Penal Legions and other units who may require additional encouragement to fight their hardest, combat drugs can provide the additional psychological or physical kick needed to spur a unit to action.

Cost: 2 points

Standard Regimental Kit: The regiment adds an injector or inhaler and three doses of frenzon or five doses of stimm. Additional doses must be obtained through requisition or additional standard kit items.

Demolitions

Destruction is the unit's calling, and they are equipped and trained to follow that calling, with access to a variety of explosive munitions.

Cost: 3 points

Standard Regimental Kit: The regiment gains a +10 bonus on all Logistics Tests made to obtain grenades, missiles, explosives, and special tank ammunition.

Scavengers

Some regard the strict rationing, draconian regulations, and complex bureaucracy of the Departmento Munitorum as needless restrictions upon the capabilities of the Imperial Guard. Others seek personal gain, or simply steal out of habit or necessity. Whatever the reason, the regiment is populated with those who steal and scavenge additional equipment from the battlefield.

Cost: 3 points

Standard Regimental Kit: The regiment may choose to gain a +10 bonus on any Logistics Test. However, on any test where this bonus is used, if any doubles are rolled (22, 33, 44, etc.) whether the Test was a success or a failure, then the scavenging and stealing attracts unwanted attention from higher authorities within the Imperial Guard or the Departmento Munitorum.

Warrior Weapons

Warriors from primitive worlds are often ill-suited to serve on firing lines, their savage demeanour making them a poor choice to wield a lasgun. Such warriors often serve the Imperial Guard in other ways, armed with swords, axes, and mauls, to cut the enemy apart in close quarters.

Cost: 3 points

Starting Skills: Parry

Standard Regimental Kit: The regiment exchanges their Main Weapon for a Common (or more available) Low-Tech weapon and a laspistol with two charge packs.

Well-Provisioned

The regiment has been marked as a supply priority by the Munitorum, keeping them well-supplied with ammunition, food, medical equipment, and other consumables. Well-provisioned regiments tend to be those expected to face the worst of the fighting, with regular resupply to allow them to remain at fighting strength for far longer.

Cost: 3 points

Standard Regimental Kit: The regiment increases the number of clips for their main ranged weapon and the number of weeks' rations they carry as standard by +2, and gain an additional grenade of each type in their standard kit (if applicable). If the regiment contains vehicles, this also grants a +10 bonus on all Logistics tests to obtain fuel and parts for repairing and maintaining those vehicles.

STANDARD REGIMENTAL GUARDSMAN KIT

"The lasgun is a great asset to the Imperial Guard. No other weapon amongst all the creations of the Machine God could serve its purpose so perfectly."

–Extract from the Tactica Imperialis

The last major part of creating a regiment is determining its equipment. An Imperial Guard regiment is nothing without the weapons and wargear it wields. A significant portion of a regiment's standard kit will have already been determined when its regiment type was selected, and this may have been further influenced by other doctrines.

It should thus be fairly clear what the bulk of a unit's equipment will be before reaching this point. All that remains, then, is to add those specific items to a handful of universal items that all Guardsmen are issued, and then choosing a few additional items to further customise them.

Universal Standard Kit

There is a selection of common pieces of equipment that all characters are equipped with in some form or another. While the specific details of such items may vary from world to world, and sometimes even character to character (the rations of an Ogryn are far different in mass to those issued to a normal, human Guardsman, and officers of noble birth may expect fare different from the artificial nutrition blocks fed to the underhive scum they command), their existence is seldom, if ever, in doubt. These items form the core of a character's initial equipment list, are easy to replace, repair, or otherwise replenish, and are universally essential to possess.



The universal standard kit items are as follows:

- One uniform
- One set of poor weather gear
- One laspistol (Main Weapon), and two charge packs
- One knife
- One flak vest
- One rucksack or sling bag
- One set of basic tools
- One mess kit and one water canteen
- One blanket and one sleep bag
- One rechargeable lamp pack
- One grooming kit
- One set of cognomen tags or equivalent identification
- One primer or instructional handbook
- Combat sustenance rations, two weeks' supply

Equipment from Doctrines

Every Regiment Type Doctrine, and several other Doctrines, provides additional equipment to a regiment, items which are essential to the function of that regiment in its role. These items are typically listed in a fairly broad and generic way, without regard for the specific variations or patterns that may exist.

Numerous Regiment Type Doctrines—primarily those for infantry regiments—provide an item listed as a Main Weapon. This replaces any other Main Weapon they may be issued (commonly the standard-issue laspistol listed above), and is intended to be the primary method by which Guardsmen from that regiment deal death to the Emperor's foes.

Similarly, numerous doctrines provide a regiment with armour. In all cases, this replaces the standard flak vest that all Guardsmen are issued with—front-line combat units are invariably issued heavier armour than vehicle crews (who should be protected by their vehicles).

Finally, some items are issued on a squad-by-squad basis rather than an individual basis. This is primarily the case for large vehicles, for which multiple Guardsmen are required to operate the vehicle effectively, or when the vehicle is used as transportation for the entire squad. In such cases, a single such item is issued to the squad as a whole.

Favoured Weapons

Each regiment has weapons that its members prefer to wield, or have a natural aptitude for. Each regiment may choose one Basic Weapon and one Heavy Weapon to be their Favoured Weapons, these weapons must be Very Rare or more available. Members of this Regiment gain a +10 bonus on all Logistics Tests to obtain those weapons and ammunition for them.

Additional Equipment

Local resources and the particular needs of a given regiment lead to standard kit allocations varying immensely. While numerous universal items exist, they are far from the only pieces of equipment a regiment can (and might need to) acquire. Consequently, every regiment in **Only War** has an allocation of points to spend on the customisation of its Standard Regimental Kit, adding additional items or improving existing ones. This allocation is 30 points, with an additional 2 points added for each unused Regiment Creation point left over, and can be further increased by certain doctrines and other options. These points may be spent in a number of different ways, as described below.

Items and upgrades may be selected from **Table 2–6: Additional Standard Kit Items**, using the listed costs. At the GM's discretion, other items may be selected from **Chapter V: Armoury**, determining their cost by the item's availability, as described on that table. Some items have limitations regarding how many times they can be taken or to which regiments they are available, which can be waived at GM's discretion.

Table 2-6: Additional Standard Kit Items

Item or Upgrade	Cost	Limitations
Improve a single item of standard kit wargear from Common Craftsmanship to Good Craftsmanship	5	
Improve a single item of standard kit wargear from Common Craftsmanship to Best Craftsmanship	10	
Replace laspistol (Main Weapon) with lascarbine (Main Weapon)	5	
Replace lascarbine (Main Weapon) with M36 lasgun (Main Weapon)	5	
Add an additional knife	2	
Add a laspistol and 2 charge packs as a sidearm	5	May only be taken once
Add an autopistol and 2 clips as a sidearm	8	May only be taken once
Add a stub automatic and 2 clips as a sidearm	8	May only be taken once
Add a stub revolver and 12 bullets as a sidearm	3	May only be taken once
Add an additional frag grenade to standard kit	5	May only be taken twice
Add an additional smoke grenade to standard kit	5	May only be taken twice
Add an additional krak grenade to standard kit	15	May only be taken twice
Replace a M36 lasgun (Main Weapon) or lascarbine (Main Weapon) with a combat shotgun (Main Weapon) and 4 clips	10	Line Infantry, Light Infantry, Siege Infantry or Drop Infantry
Add a chrono to standard kit	2	
Add a clip/drop harness to standard kit	5	
Add an additional uniform for field use to standard kit	2	
Add an additional uniform for dress or parade use to standard kit	5	
Add filtration plugs to standard kit	5	
Add the Munitorum Manual to standard kit	3	
Add a photo-visor or set of photo-contacts to standard kit	8	
Add preysense goggles to standard kit	15	
Add purity seals to standard kit	8	Penitent regiments
Add respirator or gas mask to standard kit	8	
Add survival suit to standard kit	8	
Add 1 dose of de-tox and an injector to standard kit	15	
Add a single advanced medikit to the squad as standard kit	15	May only be taken once
Add 2 weeks' worth of additional ration packs to standard kit	3	
Add 1 dose of slaught to standard kit	10	Combat Drugs doctrine
Add 1 dose of frenzon to standard kit	20	Combat Drugs doctrine
Add 1 dose of stimm and an injector to standard kit	8	
Add a single auspex or scanner to the squad as standard kit	10	May only be taken once
Add a grapnel to standard kit	5	
Add magnoculars to standard kit	8	
Add a micro-bead to standard kit	8	
Add a pict recorder to standard kit	8	
Add screamers (one box of 6) to the squad as standard kit	10	
Add a single stummer to standard kit	8	
Add a targeter to standard kit	10	Sharpshooters doctrine
Add an additional item of Ubiquitous availability to standard kit	1	GM's Discretion
Add an additional item of Abundant availability to standard kit	2	GM's Discretion
Add an additional item of Plentiful availability to standard kit	3	GM's Discretion
Add an additional item of Common availability to standard kit	5	GM's Discretion
Add an additional item of Average availability to standard kit	8	GM's Discretion
Add an additional item of Scarce availability to standard kit	10	GM's Discretion
Add an additional item of Rare availability to standard kit	15	GM's Discretion
Add an additional item of Very Rare availability to standard kit	20	GM's Discretion
Add one Favoured Basic Weapon	10	May only be taken once.
Add one Favoured Heavy Weapon	15	May only be taken once.

Finishing Touches

"What is the strongest weapon of Mankind? The machines of the Adeptus Mechanicus? No! The Astartes Legions? No! The tank? The lasgun? The fist? Not at all! Courage, and courage alone, stands above them all!"

–Lord Commander Solar Macharius

At this point, Regiment Creation is almost complete, with only a few details remaining before players can begin constructing characters from their regiment. These are elements of background to help further flesh out the who, how, and why of the regiment:

Where is the regiment from?

You should have already determined the type of home world or origin the regiment came from, but worlds are more than the simple classifications that the Imperium gives them. Considering the nature of a regiment's world of origin can help define the way that regiment is dressed, the style of its wargear, and its traditions and idiosyncrasies, all of which are useful for the GM and the players to know when playing the game.

A simple option might be to select a world that already exists—many worlds across the Imperium have already been described in countless rulebooks and novels over the years, and most worlds in the Imperium have raised regiments of Imperial Guard at some point (and if they haven't, maybe the regiment you've created is the first to come from there). Closer to home, numerous worlds suitable for raising regiments of soldiers within the Calixis Sector are described in the **Dark Heresy** rulebook and its supplements, and any of those worlds could reasonably be sending troops into the Spinward Front.

Why was the regiment raised?

Particularly when dealing with regiments that have come from far distant sectors on the other side of the Imperium, explaining why the regiment came to exist is useful to know—are they the simple product of their home world's tithes, contributed to a distant war, or were they mustered to combat a particular threat on a world near to their home? Perhaps they're survivors from a campaign that tore across their home world, now moved from warzone to warzone, or they're returning crusaders, not yet asked to lay down their weapons.

With regiments hailing from the Calixis Sector and other regions close to the Spinward Front, the war beyond the Periphery could well be the entire reason the regiment exists—a threat so close to home cannot easily be ignored.

What does the regiment believe?

Every world in the Imperium worships the Emperor—this much is both inescapable truth and inviolable law. However, the differences between the belief systems of individual worlds can be considerable. Each sector and each world within will have different ways to practise those beliefs, different local festivals and patron saints.

Within the Calixis Sector, Saint Drusus is the most revered of saints, having been one of the generals who founded the sector, and its first ruler in the aftermath of the Angevin Crusade. Few are the Calixian regiments who do not pay at least the slightest respect to Drusus, but every world will have its own ancient heroes and figures of veneration, whose examples and legends inspire the faithful.

In what state is the regiment?

Whether freshly raised to fight the Emperor's wars, or hardened veterans of many battles, regiments come in a variety of shapes and sizes, with some of the most dangerous consisting of a handful of companies, while a fresh regiment may consist of tens of thousands of warriors. Some veteran regiments may even have been so battered by conflict that they have merged with another under-strength regiment, to ensure that neither goes to waste, and by the end of a long campaign, single regiments with eclectic compositions and histories can be all that remains of a dozen or more regiments that began the campaign.

Fresh regiments and veteran ones can produce wildly different styles of campaign. The inexperienced are still equipped with brand new wargear, and in full and neat formations, still stood tall with the rhetoric of preachers and drill instructors, but blissfully ignorant of the truth of warfare. Meanwhile, the veterans exist in ragged, almost informal groupings, where casualties have shattered the ordered ranks and files of the past, no longer naïve about warfare, and with every trooper having his own quirks and disorders from years of battle.

What is the regiment's name?

As already seen, earlier in this chapter, every regiment must be uniquely identified. For some, more formal forces, a simple number and a factual designation is entirely sufficient, and often even those plain identifiers can be heavy with ancient legacies and traditions, where numbers have been used and re-used over the millennia. At other times, a regiment may be given a moniker all its own, distinct from its official designation. Commonly a source of pride for the regiment's men, their collective name helps distinguish them from all others who have come from their home world, and gives them a stronger sense of identity. In particular, this seems to be commonplace with regiments from worlds that are naturally deadly, with regiments named after particularly deadly predators, bearing stylised images of those creatures upon banners and medals, or emblazoned on the armour of tanks.

Who is the regiment's commander?

Having already defined the personality of the commanding officer, it is worth considering him in a little more depth. Particularly as a campaign continues, the regimental commander is likely to become an increasingly relevant figure within the Player Characters' lives. Determining his name, at least, is something worth putting a little thought into.

Beyond the regiment's commander, there are other figures within the regiment to consider, ranging from Commissars, whose judgement is all that stands between a man and execution, to attached preachers, who guard the souls of troopers and lead them in their prayers to the Emperor. The regiment's command structure contains many whose personalities and responsibilities will bring them into contact with even the most junior of Guardsmen, and it's worth putting a little time and effort into deciding who those people are.



Character Creation

- Creating a Guardsman
- Choosing a Speciality
- Spending Experience
- Generating Comrades

Chapter III: Character Creation

"The men and women of the Imperial Guard sacrifice more and gain less than perhaps any other arm of the Imperial Armed Forces."

–Commissar Ibram Gaunt

In **Only War**, each player plays a member of the Imperial Guard, one of the countless billions of hardened, faceless conscripts constantly fighting on myriad fronts at the whim of the Adeptus Terra. Using this martial alter ego, the players go forth at the behest of their officers to fight the eternal and implacable foes of the Imperium—the foul xenos, the mutant, the heretic, and the dark forces of the Ruinous Powers. Throughout the course of their service, these characters may fight on a hundred nameless worlds, often outnumbered and outgunned by their enemies, and fighting in some of the worst conditions that history has ever known. Driven by their officers, the dreaded Commissars, and their own sense of duty and loyalty to the God–Emperor, each Guardsman is expected to persevere and execute his duty, even unto death.



The life of an Imperial Guardsman is often a brutally short one, though many joke that time effectively stops once one is conscripted, the passage of months and years twisted by their constant movement through the Warp aboard Imperial Navy troopships, and interrupted only by the flashes of unbridled terror that punctuate the otherwise excruciating boredom of a Guardsman's existence. Most Guardsmen aspire to little more than daily survival, wishing only to make it through the day and, perhaps at some point in the distant future, to return to a half-forgotten home world. Others seek glory, honour, or adventure, or even aspire to high military or political office, hoping to leverage military honours and success into a sector lordship, appointment to some powerful branch of the Adeptus Terra, or even a Rogue Trader's Warrant. Whatever their ultimate desires, the fact of the matter is that the Guardsman's path is a gruelling one. It is a path of hardship and fire, and blood and death, and those who tread it are fully aware of the cost of failure. Throughout a Guardsman's career, honour, faith, a lust for glory or adventure, and grander aspirations all war within him as he undertakes to protect his homes and his fellow humans from the ever-present threat of xenos, heretics, and Chaos.

As Guardsmen, each character is expected to embody the best ideals of the Imperial Guard—obedience to their officers, undying faith in the God-Emperor, and unquenchable and unquestioning hatred of His enemies. They are to take the glorious fight to the foe, and spread the light of His Word to the darkest corners of the galaxy. In the course of their duty they will encounter known enemies of the Imperium, such as savage Orks and decadent Eldar, as well as countless, faceless horrors, both of this world and of the Empyrean beyond.

CREATING A GUARDSMAN

To prepare for his first billet in the Imperial Guard, the player needs to create his character. This alter ego, known as a Player Character (PC), is like an actor or character in a movie, the player's proxy in the exciting and deadly world of Warhammer 40,000. Creating a Player Character in **Only War** is a relatively simple process that is quite enjoyable in its own right. This chapter lays out the tools needed to "design" a member of the Imperial Guard, tools that allow the player to infuse his character with an interesting personality and history, and to get a clear idea about who the character is and what his motivations are. Be aware, however, that in this chapter there may be numerous unfamiliar terms, places, and concepts. While it may be a bit intimidating or overwhelming at first, all will be explained in due course, as the player explores the rest of this rulebook, and takes his place among the massed ranks of the Imperial Guard.

To start, each player needs to gather some basic tools to create his character. The essentials that are required for character creation are some ten-sided dice, referred to as "d10"s throughout the rules, a character sheet, and a pencil with a stout eraser. It is best to record everything in pencil, at least at first, as players will be doing plenty of changing and correcting throughout the character creation process. In addition to the dice and character sheet, some spare paper is highly recommended. **Only War** is a heavily collaborative game, more so than perhaps any other, and character creation should go hand in hand with the creation of a regiment by

the players as a group, as outlined in **Chapter II: Regiment Creation**. As with regiment creation, it is extremely helpful to have the Game Master and fellow players around the table when characters are created. Not only is it more fun, but it also allows the player to compare his character to those of his fellow players, and see how they complement one another.

Once the group's regiment has been created, there are five easy steps to follow when creating an individual Player Character. Each step is relatively simple, and requires little more than some decision making, and recording those choices on the character sheet. The stages in the character creation process are as follows:

Stage 1: Generate Characteristics

A Player Character is largely defined by numbers which set his numerous physical, mental, and social attributes. These numbers, which exist on a scale of 1–100, are called Characteristics, and cover such things as the Player Character's physical strength, how physically and spiritually resilient he is, and how well he handles a weapon.

Stage 2: Choose Speciality

While your chosen Regiment and Characteristics lay the foundation for your character, it is your Speciality that defines your character and determines his role in the Imperial Guard. Specialities determine your character's focus; what weapons he uses, what skills he knows, and what areas of expertise he easily excels in. The Imperial Guard is incredibly diverse, and because of this, there are twelve different Specialities for players to choose from in **Only War**.

Each player selects one and only one Speciality, and this determines his character's starting Aptitudes, Skills, Talents, and Wounds. Additionally, each Speciality grants that character a short list of special abilities that he can purchase as Advances for experience.

When creating characters, it is recommended that your group discuss which Specialities you each intend on choosing for your characters. This way, you can plan around each other, and make a balanced Squad that is better prepared to face a variety of challenges, and easier to play in—a group of four Ogryn could run into some trouble when it came time for any complex tasks!

Talent Prerequisites

Many Talents granted to characters by their Speciality have prerequisites that the character might not meet. For Talents granted by their Speciality, characters ignore any Talent prerequisites, and gain those Talents regardless.

Stage 3: Movement, Wounds, Fate, and Spending Experience

This step is where the player further customises his character. Every Player Character in **Only War** starts with 600 Experience Points (or 300 xp for Support Specialists) with which to buy Skills and Talents and improve Characteristics during Character Creation. These points reflect the character's life experiences prior to being conscripted. A player can use these Experience Points to broaden his character's experience, to tightly focus him for specific roles within his squad, or to fit the player's character concept. Additional calculated attributes are also recorded during this step. This stage is also the point at which the players determine their characters' Movement, number of Fate Points, and his Wounds.

- The Player Character's Wounds are determined by his Speciality. Each has a specific number of Wounds to start, determined by adding a set number to a random 1d5 roll.
- Every Guardsman begins the game with a randomly generated number of Fate Points (see page 100).
- Determine the Player Character's Movement rate by consulting **Table 1–4** on page 33.
- The player can now further customise his character by spending xp to purchase Characteristic Advances, Skills, and Talents.

Stage 4: Give the Character Life

Once the number crunching is finished and all of the character's penalties and benefits are tallied, it is time to breathe some life into the new character. This stage helps the player define his character's name, nature, beliefs, and more. This step is an important one, as it helps the players portray their characters during the game, and makes each a unique individual who stands out from the usual faceless throng of the Imperial Guard. During this step, the players also choose their character's Demeanour—a roleplaying aid that helps shape the character's personality.

Stage 5: Generate Comrade

Player Characters would be lost without their Squad to accompany them into the heat of battle. In this stage, the player generates the Comrade who will serve alongside him on the battlefield.

Stage 6: Play Only War

With their Regiment, Squad, and Player Characters complete, the players are now ready to play **Only War**!

Terminology

The players' own characters, their alter egos within the game, are simply called Player Characters (or PCs for short). Player Characters can be either Guardsmen, soldiers recruited as part of the regiment, or Support Specialists, who are outside auxiliaries who have been attached to the regiment, such as Commissars and Tech-Priests. Players also create allied characters, the soldiers and compatriots with whom they march to war, who are known as Comrades. The Player Characters, together with their Comrades, form the Squad, and naturally, all members of the Squad are termed squad-mates.

Stage 1: Generate Characteristics

"A Guardsman's worth can only truly be measured by his actions under fire. Numbers in a ledger can never show what is hidden in the dark corners of a man's heart."

–Sergeant Yuri Alexeivich, 3rd Volkov Strelets

Characteristics represent a Player Character's raw ability, on a scale of 1 to 100, in a variety of physical and mental areas. Characteristics are important for many reasons, but principally, they reflect the ability to succeed at certain actions. Since a player needs to roll under his Player Character's Characteristic when called upon to perform an action, the higher the Characteristic is, the better off the player and his character will be.

Weapon Skill (WS)
Weapon Skill represents a character's competence in hand-to-hand combat, and covers the use of everything from bare hands to bayonets and chainswords.

Ballistic Skill (BS)
Ballistic Skill represents a character's accuracy with the numerous ranged weapons provided by the Departmento Munitorum, from grenade launchers and the trusty lasgun to the massive cannon of the Baneblade super-heavy tank.

Strength (S)
The Strength Characteristic measures the character's raw physical strength.

Toughness (T)
Toughness defines how easily a character shrugs off injury, as well as how easily he resists toxins, hazardous environments, disease, and other physical ailments.

Agility (Ag)
Agility measures a character's quickness, reflexes, and poise.

Intelligence (Int)
Intelligence is a measure of a character's intellect, as well as his acumen, ability to reason, and general knowledge.

Perception (Per)
Perception describes how sharp a character is. It reflects how he perceives his surroundings, and how acute his physical senses are.

Willpower (WP)
Willpower demonstrates a character's strength of will. It helps him withstand the horrors of war, and the awful opponents he is bound to encounter on the countless battlefields of the Imperium of Man.

Fellowship (Fel)
Fellowship represents a character's ability to interact with others, and his ability to deceive, charm, befriend, or lead them.

Characteristic Bonuses
Each Characteristic has a corresponding bonus that equals the tens digit of the Characteristic score. For example, a character with an Intelligence of 41 has an Intelligence Bonus of 4. Characteristic Bonuses are used as modifiers in many different rules, to determine things such as how much Damage a character causes in combat.

GENERATING CHARACTERISTICS
Characteristics are generated one at a time. For each Characteristic, roll 2d10, add the resulting numbers together, then add 20. The player must follow this procedure once for each of his character's Characteristics until he has the results for all nine, then fill them in on his character sheet. Official **Only War** character sheets are found at the back of this book. Note that one or more Characteristics might be further modified by both his Speciality and his Background, so write in pencil!

Since the men and women in **Only War** are expected to survive the harshest and deadliest warzones in the galaxy, Player Characters are expected to be a cut above the average Guardsman. As such, the player may re–roll any one result of his choosing. Should the player choose to do this, he must keep the new result, even if it is inferior to the original result.

Example
Katya is creating a new character. She rolls 2d10 for her Weapon Skill and gets a result of 19, then adds 20 for a total Weapon Skill of 39. She repeats this process for the rest of her Characteristics and comes up with the following.

Characteristic	2d10 Roll	Total	Characteristic Bonus
Weapon Skill	19 (+20)	39	3
Ballistic Skill	13 (+20)	33	3
Strength	16 (+20)	36	3
Toughness	6 (+20)	26	2
Agility	14 (+20)	34	3
Intelligence	12(+20)	32	3
Perception	15(+20)	35	3
Willpower	7 (+20)	27	2
Fellowship	13 (+20)	33	3

She then decides to re-roll her Toughness score, hoping for a better result. Unfortunately, this time the dice come up with a total of 3, for an even worse Toughness of 23. Bad luck!

Allocating Points

An alternate method for generating Characteristic scores is to give each player a number of Characteristic points that he may assign as he wishes. In this case, the player begins with a score of 20 in each Characteristic, and can allocate a total of 100 additional points to his Characteristics as he sees fit. It is important to note that the player cannot add more than 20 points to any one Characteristic when generating a Player Character with this method. The point allocation method generates Player Characters with slightly higher than average Characteristic scores, and allows the player more exact control over the creation of his character.

Stage 2: Choose Speciality

Specialities are unique roles that each character fills within his or her Squad. While it may seem to the casual observer that the Imperial Guard is composed solely of faceless, foot-slogging infantry, there are, in fact, a dizzying array of specialities and sub-specialities found within this diverse fighting force. Despite the numerous specialities, sub-specialities, advisory, and support positions that can exist within the countless different regiments of the Imperial Guard, the most common archetypes that are found can be broken down into two basic groups: Guardsmen and Support Specialists.

GUARDSMEN

"No matter his primary speciality, from the lowliest cook to the Warmaster himself, every Guardsman's secondary military occupation is infantry."

–Captain Jorge Melial, 874th Horlus Grenadiers

Guardsmen are the basic grunts of the Imperial Guard. From the stolid Cadians to the flashy Mordians to the masked ranks of the Deathkorps of Krieg, these men and women are what are typically thought of by the average Imperial citizen as "Imperial Guard", when they are thought of at all. They form the bulk of the massive Imperial Guard. Guardsmen dig trenches, drive tanks, operate radios, handle ordnance, win battles, and die by the countless thousands for the glory of Him on Earth.

In the eyes of the Departmento Munitorum, these Guardsmen are all simply Guardsmen, regardless of history, speciality, or personality. A Guardsman can be tough and strong, capable of wielding large, heavy weaponry, or have lightning reflexes and pilot a Sentinel like no other, or be a strong leader of men, unwavering in the face of the Emperor's enemies, but still be nothing more than a statistic on the sheets of the Departmento Munitorum. Because of this, on the individual level, there are no official ranks or titles for the members of an Imperial Guard Squad. How a regiment breaks their Squad up, or titles their specialists—or decides if they even have specialists at all—is left entirely in the hands of the regiment, and can vary greatly across the Imperium.

Despite the lack of hard and fast Departmento Munitorum definitions of the different roles a Guardsman can play within a Squad, there is still a great diversity. In **Only War,** Guardsmen Specialities are broken into five general archetypes, that cover the typical skill-sets a "grunt" Guardsman could have. Guardsmen who fill these Specialities may have completely different titles from regiment to regiment, but all still serve the same general purpose.

- **Heavy Gunner:** Big, strong, and tough, these Guardsmen wield any heavy weapons that are given to the Squad.
- **Medic:** Dodging deadly weapons-fire and explosions, these Guardsmen risk everything to keep their squad-mates alive.
- **Operator:** A bit less leery of the strange technology that the Imperial Guard often employs than their compatriots, these Guardsmen are often entrusted with piloting the Squad's transport or other vehicles.
- **Sergeant:** Every Squad needs a strong commander to lead the charge into combat. The Sergeant keeps his men motivated and coordinated through the toughest battles.
- **Weapons Specialist:** The "average" Guardsman, these men and women perfect the use of the lasgun or other weapons, bringing death to the enemies of the Imperium.

SUPPORT SPECIALISTS

Support Specialists are elite members of the Imperial Guard who possess advanced training or unique natural talents. Some, like the Commissar, hold positions of great respect among the Guard, while others, such as the Sanctioned Psyker, are feared or reviled. No matter their rank or position within the Imperial Guard, these Specialists' first priority is the same as the rank-and-file Guardsmen with whom they serve: to serve the God-Emperor, to bring his light to the dark corners of the galaxy, and to punish his foes without mercy.

In **Only War,** there are seven different types of Support Specialists that can be part of an Imperial Guard Squad.

- **Commissar:** Great leaders raised in the legendary Schola Progenium, these men and women enforce morale over the rank-and-file troops with an iron fist.
- **Ministorum Priest:** Bringing the light of the God-Emperor to the battlefield, Ministorum Priests inspire the troops around them, not just with their preaching, but by fighting their foes with their massive Eviscerator chainswords.
- **Ogryn:** These immense abhumans tend to be a bit dim-witted, but act as some of the Imperial Guard's most effective shock troops.
- **Ratling:** Short and rotund, these small abhumans are used as infiltrators and snipers. They also can cook an excellent meal!
- **Sanctioned Psyker:** Feared by their enemies and allies alike, the Psykers of the Imperium are capable of bending the roiling power of the Warp to their will.
- **Storm Trooper:** These elite soldiers are trained alongside the Commissars in the Schola Progenium. Equipped with some of the best armour and weapons in the Imperium, they are deadly soldiers.
- **Tech-Priest Enginseer:** Emissaries of the Adeptus Mechanicus, Enginseers wade into battle clad in thick armour, tending to the machine spirits of the Imperial Guard's many war machines.

Heavy Gunner

"A good Heavy can provide support to his squad-mates, deny an area, or put single shots on target all day and never run out of ammo. A great Heavy can drop a mortar shell into a renegade's shirt pocket at a thousand yards."

–Trooper Blaise, Kasar 18th Heavy Infantry Anti–Armour squad.

Heavy Gunners are those Guardsmen who, during their basic training, show a great amount of affinity for and competence with the various heavy support weapons fielded by the Imperial Guard. Adapted for a number of special roles such as fire support and anti-armour, heavy weapons tend to be highly advanced and require not only a strong arm and a stout heart to operate, but a cool head and a better than average amount of technical acumen to keep them running. Heavy Gunners themselves tend to be bold and courageous, very reliable, and not easily rattled under fire, fine qualities for men and women who so often find themselves the targets of enemy heavy weapons and marksmen. They are typically deployed in fire teams of two to six depending on the crew requirements of the weapon in their care, and are, necessarily, slower than average infantrymen, due to their heavy loads.

Roughly speaking, there are three general types of Heavy Gunner fire teams: Direct Fire Support Squads, Anti-Armour Squads, and Indirect Fire Support Squads. Direct Fire Support Squads are typically armed with heavy bolters, autocannons, and heavy flamers, and are tasked with denying areas, laying down suppressive fire, guarding strategic points, and even identifying and neutralizing light enemy reconnaissance vehicles. Carrying lascannons, missile launchers, and multi-meltas, Anti-Armour squads make tank-busting into a fine art. Light and relatively mobile, these squads are trained to set up and break down their weapons quickly and silently to keep pace with enemy armour and mechanised infantry. Finally, Indirect Fire Support Squads operate the various indirect fire weapons in the Imperial Guard arsenal, such as mortars and grenade launchers. Operating as light artillery, especially when armed with highly portable mortars, these teams are typically stationed well behind the front lines where, using targeting information supplied by their squad-mates, they can suppress enemy troops and vehicles, pinning them in place and allowing friendly forces to advance and neutralize them.

Thanks to their specialized training and ability to bring the heaviest man portable guns to bear on a problem, Heavy Gunners are valuable in nearly every squad in the Imperial Guard. They grant an incredible amount of tactical flexibility to an advancing squad, and depending on their loadout, can tackle nearly any situation on the battlefield.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–1: Heavy Gunner Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Toughness.
Starting Aptitudes: Ballistic Skill, Defence, Fellowship, Offence, Perception, Toughness.
Starting Skills: Athletics *or* Survival, Common Lore (Imperial Guard, War), Intimidate
Starting Talents: Iron Jaw, Weapon Training (Las *or* Solid Projectile, Low-Tech, Heavy, choose 1 excluding Exotic).
Specialist Equipment: Common Craftsmanship missile launcher with 5 Frag Missiles *or* Common Craftsmanship heavy stubber *or* Common Craftsmanship Regimental Favoured Heavy Weapon.
Wounds: 10+1d5



Comrade Advances

These are Advances that may be purchased by the Heavy Gunner to enhance the abilities of his Comrade.

Loader

Type: Passive
Cost: 250 xp
Effect: As long as his Comrade is in Cohesion, the Heavy Gunner may use his Comrade's Actions to reload his currently equipped weapon. These may be used in combination with the Heavy Gunner's Actions. For example, to reload a gun that requires a Full Action to reload, the Heavy Gunner spends a Half Action Reload, and his Comrade performs a Half Action Reload, reloading the gun and leaving them both with a Half Action remaining.

Stabilise

Type: Order (Full Action)
Cost: 300 xp
Effect: The Heavy Gunner's Comrade helps brace the weapon for firing, keeping the recoil from throwing off the Heavy Gunner's aim. Any Semi-Auto Burst or Full-Auto Burst Actions used by the Heavy Gunner this Turn are made with a +10 modifier to the Ballistic Skill Test instead of the modifier normally bestowed by the Action. This Order can only be issued to the Comrade if he is in Cohesion with the Player Character.

Table 3-1: Heavy Gunner Recommended Advances

Advance	Type	Page	Prerequisites
Ballistic Skill – Simple	Characteristic	102	
Ballistic Skill – Intermediate	Characteristic	102	Ballistic Skill – Simple
Perception – Simple	Characteristic	102	
Perception – Intermediate	Characteristic	102	Perception – Simple
Toughness – Simple	Characteristic	102	
Toughness – Intermediate	Characteristic	102	Toughness – Simple
Athletics†	Skill	117	
Athletics +10	Skill	117	Athletics
Awareness	Skill	118	
Awareness +10	Skill	118	Awareness
Dodge	Skill	121	
Dodge +10	Skill	121	Dodge
Intimidate +10	Skill	123	Intimidate
Survival†	Skill	132	
Survival +10	Skill	132	Survival
Bulging Biceps	Talent	141	S 45
Combat Sense	Talent	142	Per 30
Crack Shot	Talent	142	BS 50
Eye of Vengeance	Talent	144	BS 50
Hardy	Talent	145	T 40
Mighty Shot	Talent	148	BS 40
Sound Constitution	Talent	151	
Storm of Iron	Talent	151	BS 45, Weapon Training (any one ranged)
Target Selection	Talent	152	BS 50
True Grit	Talent	152	T 40

†*These Advances may have already been granted by this Speciality during character creation.*

Medic

"I pray to slow the blood and staunch the wound."

–Part of the Imperial Catechism of Healing.

When a regiment of Guardsmen is first tithed from a world, they have no idea of what to expect. They could travel to any of millions of planets, or face any of millions of enemies, but the one thing that they can all be sure of is that they will see combat, and that many, if not all, of them will die to ensure that the Imperium endures. It is for that reason that many Guardsmen are trained in field medicine, not simply just to treat injuries and save wounded members of the Squad, but to help alleviate the worries of many new recruits; with a Guardsman trained in medicine at their back, they feel safer from the inevitable death that awaits them on the battlefield.

Going by many different names across the varying regiments, Medics are put in charge of all medical gear and supplies sent to the Squad by the Departmento Munitorum. Whether they receive simple bandages to wrap around las-wounds, or sophisticated combat-drugs and surgery kits, Medics are the ones who are entrusted with using this equipment to keep their Squad healthy and prepared for combat. Many combat patrols, operating behind enemy lines for months, have stayed alive only due to the medical expertise of one of their squad-mates.

Medics are specially trained Guardsmen, responsible for providing first response and front line medical care to fellow Guardsmen on the battlefield. They are trained as combat medics, fighting chirugeons equally at home with a medi-kit as they are with a lasgun. In battle, they stand shoulder to shoulder with their squad-mates, fighting with equal skill and fervour, and all the while patching, dosing, or administering the God-Emperor's Mercy to their brothers in arms.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–2: Medic Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence.
Starting Aptitudes: Ballistic Skill, Fieldcraft, Intelligence, Knowledge, Perception, Willpower.
Starting Skills: Medicae, Scholastic Lore (Chymistry), Scrutiny *or* Trade (Chymist).
Starting Talents: Cold Hearted *or* Jaded, Weapon Training (Las *or* Solid Projectile, Low-Tech).
Specialist Equipment: Diagnostor, injector, medikit.
Wounds: 8+1d5



Comrade Advances

These are Advances that may be purchased by the Medic to enhance the abilities of his Comrade.

Medicae Auxilia

Type: Passive
Cost: 250 xp
Effect: The Comrade assists the Medic in treating his patients, quickly responding to any situation that arises. For Extended Care Medicae Tests, the Medic's Comrade counts as an assistant trained in Medicae. Additionally, the Medic's Medicae Test suffers no penalty for additional patients.

Field Treatment

Type: Order (Half Action)
Cost: 300 xp
Effect: The Comrade acts as a natural extension of the Medic on the battlefield. The Medic relays him complex medical instructions, and the Comrade obeys with precision. As long as his Comrade is within range of communication, the Medic may perform Medicae Tests on any character next to the Comrade at a –10 penalty.

Table 3-2: Medic Recommended Advances

Advance	Type	Page	Prerequisites
Intelligence – Simple	Characteristic	102	
Intelligence – Intermediate	Characteristic	102	Intelligence – Simple
Perception – Simple	Characteristic	102	
Perception – Intermediate	Characteristic	102	Perception – Simple
Willpower – Simple	Characteristic	102	
Willpower – Intermediate	Characteristic	102	Willpower – Simple
Awareness	Skill	118	
Awareness +10	Skill	118	Awareness
Dodge	Skill	121	
Dodge +10	Skill	121	Dodge
Medicae +10	Skill	125	Medicae
Scholastic Lore (Chymistry) +10	Skill	130	Scholastic Lore (Chymistry)
Scrutiny†	Skill	131	
Scrutiny +10	Skill	131	Scrutiny
Trade (Chymist)†	Skill	134	
Trade (Chymist) +10	Skill	134	Trade (Chymist)
Cold Hearted†	Talent	141	
Combat Sense	Talent	142	Per 30
Die Hard	Talent	142	WP 40
Foresight	Talent	144	Int 30
Jaded†	Talent	146	WP 40
Light Sleeper	Talent	147	Per 30
Master Chirurgeon	Talent	148	Medicae +10
Meditation	Talent	148	
Paranoia	Talent	149	
Total Recall	Talent	152	Int 30
Unshakable Faith	Talent	153	WP 35

† *These Advances may have already been granted by this Speciality during character creation.*

Operator

"Infantry win firefights.
Tanks win battles.
Artillery wins wars."

–Old saying amongst Imperial Guard artillery officers

Technology in the 41st Millennia is an arcane science, dabbled in by a rare few, and truly understood by none. However, these great works of ancient science are what keep the Hammer of the Emperor rolling forward, crushing the foes of the Imperium. Those rare Guardsmen who feel comfortable around the machine spirits of these ancient devices are highly valued by their commanders. Although they do not possess the knowledge of the Enginseer and other members of the Adeptus Mechanicus, they are competent enough to rouse the machine spirits into action, and use them to great effect in battle. Whether these men are piloting a mighty Leman Russ into the heat of battle, operating a Vox to relay a commander's orders, or performing litanies on jammed lasguns in the trenches, these men are indispensable to the Imperial war machine.

In **Only War,** those Player Characters who work with the war machines of the Imperial Guard fall under the Operator Speciality. As with the other Guardsmen Specialities, Operator is not an official title, and these men are called by many different names across the Imperium—for example, the Lacustan 103rd affectionately refer to men in their armoured Squads as "tread-jocks."

Operators are an invaluable asset, and can quickly rise in the ranks if they survive the brutality of combat. Some eventually become Masters of Ordnance, calling in titanic orbital bombardments upon their enemy. Others are given charge of the various war-machines fielded, commanding Chimera transports, Leman Russ battle tanks, and sometimes even the mighty Baneblades. Whatever their function, it is sure that the Operator will bring the Emperor's wrath down upon his foes.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–3: Operator Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Agility.
Starting Aptitudes: Agility, Ballistic Skill, Fellowship, Fieldcraft, Intelligence, Tech.
Starting Skills: Common Lore (Tech) *or* Navigate (Surface), Operate (Surface), Tech-Use.
Starting Talents: Technical Knock, Weapon Training (Las *or* Solid Projectile, Low-Tech).
Specialist Equipment: Auspex/scanner, Common Craftsmanship mind impulse unit, combi–tool, data–slate, lascutter.
Wounds: 6+1d5



Comrade Advances

These are Advances that may be purchased by the Operator to enhance the abilities of his Comrade.

Gunner

Type: Passive
Cost: 250 xp
Effect: When the Operator is driving a multi-passenger vehicle, his Comrade can jump in and man one of the guns, firing upon the Operator's command. If the Operator spends his Turn driving a vehicle, he may also make a Ranged Attack Action using whatever gun his Comrade is manning, as if he were stationed at it himself. This uses the Comrade's Full Action for the Turn.

Put that Out!

Type: Order (Full Action)
Cost: 300 xp
Effect: If the Operator's vehicle catches fire, the Operator's Comrade jumps into action. If the Comrade is inside the affected vehicle, he spends a Full Action to end any Fire effect currently afflicting the vehicle.

Table 3-3: Operator Recommended Advances

Advance	Type	Page	Prerequisites
Agility – Simple	Characteristic	102	
Agility – Intermediate	Characteristic	102	Agility – Simple
Ballistic Skill – Simple	Characteristic	102	
Ballistic Skill – Intermediate	Characteristic	102	Ballistic Skill – Simple
Intelligence – Simple	Characteristic	102	
Intelligence – Intermediate	Characteristic	102	Intelligence – Simple
Common Lore (Tech)†	Skill	120	
Common Lore (Tech) +10	Skill	120	Common Lore (Tech)
Dodge	Skill	121	
Dodge +10	Skill	121	Dodge
Navigate (Surface)†	Skill	127	
Navigate (Surface) +10	Skill	127	Navigate (Surface)
Operate (Surface) +10	Skill	128	Operate (Surface)
Security	Skill	131	
Security +10	Skill	131	Security
Tech-Use +10	Skill	133	Tech-Use
Armour-Monger	Talent	140	Int 35, Tech-Use, Trade (Armourer)
Hard Target	Talent	145	Ag 50
Hotshot Pilot	Talent	146	Ag 40, Operate (any)
Lightning Reflexes	Talent	147	
Rapid Reaction	Talent	150	Ag 40
Rapid Reload	Talent	150	
Sprint	Talent	151	
Target Selection	Talent	152	BS 50
Weapon-Tech	Talent	153	Tech Use +10, Int 40

†*These Advances may have already been granted by this Speciality during character creation.*

Sergeant

"A good soldier obeys without question. A good officer commands without doubt."

–Tactica Imperialis

Sergeants are typically well-respected, non-commissioned officers, who fill a number of leadership roles within the Imperial Guard. The strong backbone of the Imperial Guard, Sergeants are in charge of the individual squads, and much of the day-to-day operation of units falls on their capable shoulders. Along with their leadership roles, Sergeants are tasked with the training and general education of their subordinates. They are expected to take new conscripts and turn them from inexperienced civilians into battle-ready and professional Guardsmen, typically in a stunningly short amount of time. The institutional memory of the Imperial Guard also lies largely with the Sergeants and their colleagues among the non-commissioned officers. These senior enlisted men and women typically have years of hard-earned combat and leadership experience, and tend to have a better grasp of tactics and command than many of their superior officers, especially those who have never served in actual combat. It is a wise officer who places his trust in his Sergeants, especially when new to a unit, as the Sergeants typically have the trust and respect of the men under them already, and, in some regiments, their support, or lack thereof, can make or break an officer.

Due to their role as both leaders and instructors, Sergeants in the Imperial Guard are expected to lead from the front, driving their men to feats of valour and glory, and setting a strong example for junior enlisted men and officers alike. A good Sergeant can keep a squad together even under the most dire of circumstances, using his command skills, natural gravitas, and the earned trust of his men, to quell fear and rally shaken Guardsmen in their command.

This is not to suggest, however, that all Sergeants in the Imperial Guard are highly-respected father figures and competent leaders, who have the best interests of their men foremost in mind. In an organisation as vast and far-ranging as the Imperial Guard, the opposite may be the case. Tyrannical, corrupt, and incompetent Sergeants litter the non-commissioned officers' corps. Many find that the power they wield goes to their head, and they take to brutalising their subordinates. Others find themselves in over their heads, and their fear and inability make them capricious and dangerous. Many incompetent or brutal Sergeants have met their end at the hands of their subordinates, victims of "accidents" or "friendly fire incidents" on the battlefield. In general, however, Sergeants are a blessing to a squad. Their experience and knowledge is priceless, and surely, without the Sergeants, the Imperial Guard would suffer greatly.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–4: Sergeant Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Fellowship.
Starting Aptitudes: Defence, Fellowship, Leadership, Perception, Strength, Toughness, Weapon Skill.
Starting Skills: Command, Navigate (Surface) *or* Scholastic Lore (Tactica Imperialis).
Starting Talents: Air of Authority *or* Iron Discipline, Weapon Training (Chain, Las *or* Solid Projectile, Low-Tech).
Specialist Equipment: Common Craftsmanship las pistol, Common Craftsmanship chainsword.
Wounds: 10+1d5



Comrade Advances

Although he is still paired with a Comrade like the other members of his squad, the Sergeant's time is dedicated to directing all of the men under his command. The Sergeant may purchase Sweeping Orders, which affect all Comrades in communication range of the Sergeant. However, the Sergeant can only issue a single Sweeping Order per Turn.

Vox-Tech

Type: Passive
Cost: 250 xp
Effect: The Sergeant is accompanied by a Vox-Tech who can relay orders out to his men over the din of battle. As long as his Comrade is in Cohesion with him, all of the Sergeant's orders affect all Comrades within vox range.

Covering Fire

Type: Sweeping Order (Free Action)
Cost: 200 xp
Effect: All Comrades in communications range fire wildly at the enemy, keeping them pinned down and protecting their fellows from retaliation. For the next Round, all Player Characters with their Comrade in Cohesion gain a +10 to all Dodge Tests.

Get Them!

Type: Sweeping Order (Free Action)
Cost: 200 xp
Effect: As part of this order, the Sergeant must make a **Challenging (+0) Command Test**. If he succeeds, all Comrades in communications range become inspired by the Sergeant's fervour, charging into battle with a renewed zeal. For the next Round, when performing the Ranged Volley or Close Quarters Orders, the Comrades grant their controlling Player Character an additional +4 Damage to the affected Melee or Ranged Attack.

Snap Out of It!

Type: Sweeping Order (Free Action)
Cost: 200 xp
Effect: As part of this order, the Sergeant must make a **Challenging (+0) Intimidate or Command Test**. If he succeeds, all Comrades in communication range end any ongoing Fear or Pinning effects. They may act normally in subsequent Turns.

Table 3-4: Sergeant Recommended Advances

Advance	Type	Page	Prerequisites
Fellowship – Simple	Characteristic	102	
Fellowship – Intermediate	Characteristic	102	Fellowship – Simple
Weapon Skill – Simple	Characteristic	102	
Weapon Skill – Intermediate	Characteristic	102	Weapon Skill – Simple
Command +10	Skill	119	Command
Navigate (Surface)†	Skill	127	
Navigate (Surface) +10	Skill	127	Navigate (Surface)
Parry	Skill	129	
Parry +10	Skill	129	Parry +10
Scholastic Lore (Tactica Imperialis)†	Skill	130	
Scholastic Lore (Tactica Imperialis) +10	Skill	130	Scholastic Lore (Tactica Imperialis) +10
Air of Authority†	Talent	140	Fel 30
Ambidextrous	Talent	140	Ag 30
Combat Formation	Talent	141	Int 40
Into the Jaws of Hell	Talent	146	Iron Discipline, Fel 50
Iron Discipline†	Talent	146	Fel 30
Sidearm	Talent	151	WS 40, BS 40, Two-Weapon Wielder
Two-Weapon Wielder	Talent	152	

†*These Advances may have already been granted by this Speciality during character creation.*

Weapon Specialist

"Do not strike until you are ready to crush the enemy utterly, and then attack without mercy, destroy every vestige of resistance, leave no one to work against you."

–Tactica Imperialis

In the Imperial Guard, all specialists play an important role, whether it be to lead, to heal, to pilot various vehicles and war machines, or to lay down suppressive fire with massive weapons, it is vital to the success of the Imperial Guard. But despite their important role, they all only exist to support and supplement the true power of the Imperial Guard—the endless ranks of lasgun-toting Guardsmen.

The men and women who make up these ranks of Guardsmen are not distracted by the burdens of leadership, or the difficulties of dealing with strange technology. Instead, they are able to focus all their attention on being the best soldiers they can be, and fighting their righteous war in the name of the God-Emperor. This singular focus allows these individuals to quickly become masters of the lasgun, focussing all their attention on the task of bringing death to the enemies of the Imperium.

In **Only War**, those Guardsmen who focus on perfecting their combat abilities fall under the Weapons Specialist Speciality. Not simply limited to the ubiquitous lasgun, a Weapons Specialist could be a Catachan Jungle Fighter using his shotgun and knife to stalk his prey, a Vostroyan Firstborn cracking enemy vehicles with a meltagun, or a Cadian daring enough to carry a plasmagun into the battlefield. Whatever their weapon of choice, these Guardsmen make up the backbone of the Hammer of the Emperor, and are a force to be reckoned with.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–5: Weapon Specialist Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Ballistic Skill *or* +5 Weapon Skill.
Starting Aptitudes: Agility, Ballistic Skill, Fellowship, Fieldcraft, Finesse, Weapon Skill.
Starting Skills: Athletics *or* Survival, Navigate (Surface), Common Lore (Imperial Guard, War).
Starting Talents: Lasgun Barrage *or* Rapid Reload, Weapon Training (choose 3 excluding Heavy and Exotic).
Specialist Equipment: 4 frag *or* krak grenades, Good Craftsmanship lasgun *or* Common Craftsmanship flamer *or* Common Craftsmanship shotgun *or* Common Craftsmanship Regimental Favoured Basic Weapon.
Wounds: 8+1d5



Comrade Advances

These are Advances that may be purchased by the Weapon Specialist to enhance the abilities of his Comrade.

Armsman

Type: Passive
Cost: 250 xp
Effect: The Weapons Specialist is a master in the use of many weapons, and often needs different ones for different situations. His Comrade carries all of the necessary weapons with him, keeping them ready for the Weapons Specialist when the time comes. As long as his Comrade is in Cohesion, the Weapon Specialist may switch to any of his weapons as a Free Action.

Hail of Fire

Type: Order (Half Action)
Cost: 300 xp
Effect: With just a look, the Weapon Specialist signals his Comrade to lay down a coordinated hail of fire. If the Weapon Specialist's Comrade is in Cohesion, all of the targets of the Weapon Specialist's attacks this Turn must take a **Challenging (+0) Pinning Test** or become Pinned (see **Pinning** on page 254).

Table 3-5: Weapon Specialist Recommended Advances

Advance	Type	Page	Prerequisites
Agility – Simple	Characteristic	102	
Agility – Intermediate	Characteristic	102	Agility – Simple
Ballistic Skill – Simple	Characteristic	102	
Ballistic Skill – Intermediate	Characteristic	102	Ballistic Skill – Simple
Weapon Skill – Simple	Characteristic	102	
Weapon Skill – Intermediate	Characteristic	102	Weapon Skill – Simple
Athletics†	Skill	117	
Athletics +10	Skill	117	Athletics
Common Lore (Imperial Guard) +10	Skill	120	Common Lore (Imperial Guard)
Common Lore (War) +10	Skill	120	Common Lore (War)
Dodge	Skill	121	
Dodge +10	Skill	121	Dodge
Navigate (Surface) +10	Skill	127	Navigate (Surface)
Survival†	Skill	132	
Survival +10	Skill	132	Survival
Arms Master	Talent	140	WS 40, BS 40, Weapon Training (any two)
Crack Shot	Talent	142	BS 50
Deadeye Shot	Talent	142	BS 30
Hip Shooting	Talent	145	BS 40, Ag 40
Lasgun Barrage†	Talent	146	Weapon Training (Las), BS 40
Precise Blow	Talent	150	WS 40, Sure Strike
Quick Draw	Talent	150	
Rapid Reload†	Talent	150	
Sharpshooter	Talent	151	BS 40
Sure Strike	Talent	151	WS 30
Target Selection	Talent	152	BS 50

†*These Advances may have already been granted by this Speciality during character creation.*

Commissar

"A leader is a man who possesses the ability to get others to do what they do not want to do, and enjoy it all the while."

–Commissar Johann Holzel, 81st Falco Infantry

Raised up in the halls of the Schola Progenium, Commissars are, by and large, the orphaned children of highly-respected Imperial Guard officers. From an early age, these young potential Commissars go through a rigorous education and indoctrination process that includes scholastic and ecclesiastical studies, as well as military training every bit as demanding as that undergone by their Storm Trooper colleagues. Throughout their studies, they are observed and evaluated, probed for physical or spiritual weaknesses that would disqualify them from this vaunted position. Once finished with their Schola Progenium training, many Commissars serve amongst the ranks of the elite Storm Trooper companies that they trained alongside. This allows the Commissars to experience combat and learn tactics and leadership first hand, before moving on to take on their true role as a Commissar.

A combination morale officer and political operative, Commissars are tasked with making sure that every Guardsman does his sworn duty to the God-Emperor and the Imperium. Commissars are constantly watching, always on the look-out for weakness or corruption among their charges. They stalk among the ranks of the soldiery and the officers alike, conspicuous in their peaked hats and ornate coats. Through webs of informants and the use of propaganda, they control the hearts and minds of the Imperial Guard, moulding both the rank-and-file Guardsmen and their officers into model soldiers, free of doubt or mercy for their enemies. Their unique position allows them unfettered access to any member of the Imperial Guard or any of its facilities, and they mete out their brutal punishment without doubt, secure in the knowledge that what they do is for the ultimate betterment of the Imperium as a whole.

Thanks to both their training and, typically, natural inclination, Commissars prefer to carry out their work as close to the front lines as possible. Most serve alongside their charges, taking the fight to the God-Emperor's enemies while ensuring the moral purity and unquestioning loyalty of those in their care by example, and, when called for, visiting the harsh justice of Him on Earth to cowards and backsliders. Despite their constant, inimitable presence and the punishment they mete out, Commissars are typically seen as a blessing by the Guardsmen they are sent to watch over, a gift from the God-Emperor himself and an omen of sure victory.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–6: Commissar Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Fellowship.
Starting Aptitudes: Agility, Fellowship, Finesse, Leadership, Perception, Weapon Skill, Willpower.
Starting Skills: Command *or* Intimidate, Common Lore (Imperial Guard), Scholastic Lore (Tactica Imperialis).
Starting Talents: Air of Authority, Cold Hearted *or* Unshakeable Faith, Weapon Training (Bolt, Chain, Las *or* Solid Projectile).
Specialist Equipment: Good Craftsmanship chainsword, Good Craftsmanship bolt pistol, Commissar's uniform.
Wounds: 10+1d5



Commissar Advances

The Commissar does not work alongside a Comrade like the other Player Characters in the squad. To instil the proper amount of fear and motivation into his men, he must act alone, in accordance with his Schola Progenium training. These Advances are gained by the Commissar and improve his ability to lead his men, properly motivating them to bring the Emperor's will to the stars.

Galvanising Presence

Type: Passive
Cost: 250 xp
Effect: The members of the Squad feel the Commissar's watchful eye upon them, keeping them in line with his strict justice. When employing the Terrify special use of the Command Skill, its effects apply to all members of his Squad, including Player Characters. Additionally, the Commissar counts as having Fear (2) for the purpose of all Terrify Tests.

Summary Execution

Type: Half Action
Cost: 300 xp
Effect: The Commissar begins to see his men falter before their enemy, and must use his Bolt Pistol to reinforce the reason they fight. If a Player Character within range of the Commissar falls below 0 Wounds, the Commissar may perform a Summary Execution on that character's Comrade. The Commissar makes a **Challenging (+0) Ballistics Skill Test** to fire on the Comrade. If he succeeds, he kills the Comrade, and properly motivates the Player Character to fight on. The Player Character ignores all Critical Effects until the end of combat, and regains 1d5 Wounds as he finds a new resolve.

Table 3-6: Commissar Recommended Advances

Advance	Type	Page	Prerequisites
Agility – Simple	Characteristic	102	
Agility – Intermediate	Characteristic	102	Agility – Simple
Weapon Skill – Simple	Characteristic	102	
Weapon Skill – Intermediate	Characteristic	102	Weapon Skill – Simple
Willpower – Simple	Characteristic	102	
Willpower – Intermediate	Characteristic	102	Willpower – Simple
Command†	Skill	119	
Command +10	Skill	119	Command
Common Lore (Imperial Guard) +10	Skill	120	Common Lore (Imperial Guard)
Intimidate†	Skill	123	
Intimidate +10	Skill	123	Intimidate
Parry	Skill	129	
Parry +10	Skill	129	Parry
Scholastic Lore (Tactica Imperialis) +10	Skill	130	Scholastic Lore (Tactica Imperialis)
Ambidextrous	Talent	140	Ag 30
Cold Hearted†	Talent	141	
Inspire Wrath	Talent	146	Air of Authority
Into the Jaws of Hell	Talent	146	Iron Discipline, Fel 50
Iron Discipline	Talent	146	Fel 30
Lightning Attack	Talent	147	Swift Attack
Sidearm	Talent	151	WS 40, BS 40, Two-Weapon Wielder
Swift Attack	Talent	151	WS 30
Two-Weapon Wielder	Talent	152	
Unshakeable Faith†	Talent	153	WP 35
Whirlwind of Death	Talent	153	WS 40

†*These Advances may have already been granted by this Speciality during character creation.*

Ministorum Priest

"Have no fear, my son. He is with you this day. He will guide your arm, and bless your weapons. With His blessings and guidance, you cannot fail."

–Confessor Markys

As shepherds tending their flocks, Ministorum Priests exist at every level of the Guard, from the field preacher, salving wounded souls in the bloody trenches, to the official Ecclesiarchy advisor, sitting at the right hand of the Warmaster himself. Responsible for the spiritual well-being of the Guardsmen in each of their squads, these priests work tirelessly to ensure that Ecclesiarchy dogma is followed to the letter among the troops. Through sermons, benedictions, and the simple example of their daily lives among the troops, the Ministorum Priests of the Imperial Guard guide their flock along the true path of the God-Emperor, and ensure their adherence to the Imperial Creed.

Ministorum Priests attached to the Imperial Guard are finely trained combatants, as well as priests and confessors. With flamer and chainsword, they enter combat alongside their flock, burning away the heresy of xenos and the foul treachery of the Ruinous Powers. Carrying with them books of scripture, they wade into the fray to deliver His justice, their robes spattered with the blood of their enemies. Ministorum Priests, like Commissars and Sanctioned Psykers, also form a large part of the headquarters company of an Imperial Guard Regiment. Typically quite learned in both military and religious matters, they are always available to guide a commander or general's hand, and advise him on the most orthodox and Ecclesiarchy-approved course of action.

Among the rank-and-file, Ministorum Priests are looked upon as emissaries of the God-Emperor, bringing his word and the moral absolutism of the Imperial Creed to the poor infantrymen. Their words and actions are a much needed balm against the constant horrors of war experienced in the daily life of a Guardsman. They embolden their flock, whip them into frenzies of religious fury, and send them to war with a prayer on their lips, and the fire of the God-Emperor in their hearts. For this, they are idolised by the soldiery, and considered to be crucial to the Imperial Guard's mission in the 41st Millennium.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–7: Ministorum Priest Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Fellowship.
Starting Aptitudes: Fellowship, Leadership, Perception, Social, Strength, Weapon Skill, Willpower.
Starting Skills: Charm *or* Inquiry, Common Lore (Ecclesiarchy), Forbidden Lore (Heresy), Scholastic Lore (Imperial Creed).
Starting Talents: Hatred (Any), Unshakeable Faith, Weapon Training (Chain, Las *or* Solid Projectile, Flame, Low-Tech).
Specialist Equipment: Ecclesiarchy robes, Common Craftsmanship flamer, Common Craftsmanship chainsword, book of scripture.
Wounds: 9+1d5



Comrade Advances

These are Advances that may be purchased by the Ministorum Priest to enhance the abilities of his Comrade.

Curate

Type: Passive
Cost: 250 xp
Effect: Whenever the Ministorum Priest triggers Righteous Fury on a Melee Attack, and his Comrade is in Cohesion, his Comrade may grant a temporary Fate Point to any Player Character within communications range. This temporary Fate Point may be spent as normal (see page 33), but may not be burnt. If the temporary Fate Point has not been spent by the end of the encounter, it is lost.

Righteous Oration

Type: Order (Full Action)
Cost: 300 xp
Effect: The Ministorum Priest's Comrade forcefully recites litanies, inspiring all those who can hear him. All Player Characters within communications range may re-roll all Damage rolls for the next Round. The Comrade pours so much fervour and energy into his Oration that afterwards, he is exhausted, and may not use Righteous Oration again for the duration of the encounter.

Table 3-7: Ministorum Priest Recommended Advances

Advance	Type	Page	Prerequisites
Fellowship – Simple	Characteristic	102	
Fellowship – Intermediate	Characteristic	102	Fellowship – Simple
Strength – Simple	Characteristic	102	
Strength – Intermediate	Characteristic	102	Strength – Simple
Weapon Skill – Simple	Characteristic	102	
Weapon Skill – Intermediate	Characteristic	102	Weapon Skill – Simple
Charm†	Skill	118	
Charm +10	Skill	118	Charm
Common Lore (Ecclesiarchy) +10	Skill	120	Common Lore (Ecclesiarchy)
Forbidden Lore (Heresy) +10	Skill	121	Forbidden Lore (Heresy)
Inquiry†	Skill	122	
Inquiry +10	Skill	122	Inquiry
Parry	Skill	129	
Parry +10	Skill	129	Parry
Air of Authority	Talent	140	Fel 30
Counter Attack	Talent	142	WS 40
Crushing Blow	Talent	142	WS 40
Disturbing Voice	Talent	142	
Furious Assault	Talent	144	WS 35
Hammer Blow	Talent	145	Crushing Blow
Inspire Wrath	Talent	146	Air of Authority
Killing Strike	Talent	146	WS 50
Master Orator	Talent	148	Inspire Wrath
Mimic	Talent	148	
Polyglot	Talent	150	Int 40, Fel 30
Radiant Presence	Talent	150	Fel 45

†*These Advances may have already been granted by this Speciality during character creation.*

Ogryn

"Brute force not work? It because you not use enough of it!"

–Karg, Ogryn Bone'ead.

Ogryns are huge, powerful abhumans fielded by the Imperial Guard as shock troops. Standing heads taller than an average man, these savage, simple-minded creatures are thick with bulk and muscle, and are descended from humans who were stranded on cold, high-gravity worlds in a time long forgotten. Their thick frames are capable of lifting immense weight and protecting them from most small weapons fire, and their great strength is invaluable for fighting on the front lines.

Once the Ogryns were rediscovered, the leadership of the Departmento Munitorum was able to find appropriate uses for the big, dim abhumans. Carrying special, sturdily built, Ogryn-specific equipment like the brutal ripper gun and ripper saw, they are still utilised as shock troops, deployed on the front lines to smash enemy units and cause as much damage and havoc as possible in as short a time as possible. While not as common as they once were, there are many regiments who still field Ogryns, either in dedicated Ogryn squads, or mixed in with other Guardsmen, who can help guide them and keep an eye on them, to prevent them from hurting themselves and their comrades.

Conveniently for the Imperial Guard, Ogryn are incredibly loyal once befriended, and will go to any ends to fulfil the commands of someone they trust. They worship the God-Emperor with a child-like devotion, and are more than happy to charge into battle to keep the Imperium safe.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–8: Ogryn Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +10 Strength, +10 Toughness, –15 Intelligence, and –10 Agility.
Starting Aptitudes: Ballistic Skill, Defence, Offence, Strength, Toughness, Weapon Skill.
Starting Skills: Intimidate *or* Survival.
Starting Talents: Die Hard *or* Iron Jaw, Weapon Training (Heavy, Solid Projectile).
Starting Traits: Auto-Stabilised, But It Dark in Dere!, Clumsy, Size (Hulking), Sturdy, Unnatural Strength (+2), Unnatural Toughness (+2).
Specialist Equipment: Common Craftsmanship ripper gun, 1d5 frag grenades.
Wounds: 25 + 1d5



But It Dark in Dere!

Despite their fearsome and fearless nature, Ogryns are extremely claustrophobic. They will not enter caves, basements, ruins, infantry fighting vehicles like the Chimera, or even smaller than average buildings, of their own free will. Officers and Commissars can order them into such places, but suffer a –10 penalty to any Command Skill Tests to do so, and Ogryns suffer a –10 to all Skill Tests when so confined.

Clumsy

Ogryn's hands are not only much larger than those of a normal human, but also far stronger, and most Ogryn have a hard time using them to perform delicate, or even normal, tasks. Because of this, Ogryn cannot use most weapons made for humans, as they tend to break them when they try. Any weapon which doesn't have the Ogryn-Proof Trait cannot be used by a character with the Clumsy Trait.

Comrade Advances

These are Advances that may be purchased by the Ogryn to enhance the abilities of his Comrade.

Little 'un

Type: Passive
Cost: 250 xp
Effect: Those Guardsmen that choose to tolerate the presence of the Ogryn tend to be the ones of similar build. However, even the largest Guardsman is tiny in the eyes of an Ogryn, and gain the affectionate name "little 'uns." The Ogryn's Comrade gains an extra Wound State. He can now be either Healthy, Lightly Wounded, Heavily Wounded, or Dead.

Fierce Loyalty

Type: Passive
Cost: 300 xp
Effect: Ogryns become very attached to those around them, and can gain strong connections to their Comrades. If the Ogryn's Comrade is not in Cohesion with the Ogryn, or is within 10 metres of another Player Character and engaged in melee with an enemy, the Ogryn becomes Frenzied (see page 144) and gains an additional +10 Strength and +10 Toughness until his Comrade is either safe or dead. If the Comrade dies, the Ogryn becomes inconsolable for hours.

Table 3-8: Ogryn Recommended Advances

Advance	Type	Page	Prerequisites
Strength – Simple	Characteristic	102	
Strength – Intermediate	Characteristic	102	Strength – Simple
Toughness – Simple	Characteristic	102	
Toughness – Intermediate	Characteristic	102	Toughness – Simple
Athletics	Skill	117	
Athletics +10	Skill	117	Athletics
Intimidate†	Skill	123	
Intimidate +10	Skill	123	Intimidate
Survival†	Skill	132	
Survival +10	Skill	132	Survival
Berserk Charge	Talent	141	
Crushing Blow	Talent	142	WS 40
Die Hard†	Talent	142	WP 40
Frenzy	Talent	144	
Hammer Blow	Talent	145	Crushing Blow
Hardy	Talent	145	T 40
Iron Jaw†	Talent	146	T 40
Thunder Charge	Talent	152	S 50
True Grit	Talent	152	T 40

†*These Advances may have already been granted by this Speciality during character creation.*

Ratling

"Filthy little wretch ate all of my rations and skipped out on his duties, but damn is he a good shot."

–Captain Naia, 98th Eolith Highguard

Like their distant cousins the Ogryns, Ratlings are abhumans, humans who followed a different evolutionary path, descended from ancient settlers cut off from larger human society. This is where the similarity to Ogryns ends, however. While Ogryns are large, brutish creatures, Ratlings are incredibly short and round, and remarkably clever.

Despite their obvious unsuitability for military life, Ratlings are nevertheless drafted wholesale into the Imperial Army. While they cannot fill many of the human roles in the Imperial Guard, Ratlings still proved incredibly useful. Their small size allows them to infiltrate enemy territory much better than the average human, and, combine with their incredible eyesight, makes them excellent snipers. In addition, Ratlings have a reputation amongst the Guard for their incredible cooking, and often act as cook for the unit, in addition to their battlefield duties. Although, their love of food can often get them into trouble, as many Ratlings are known to "acquire" extra supplies to supplement their diets, a practice their Imperial Guard commanders frown upon.

In the field, Ratlings operate independently, with a second Ratling who acts as a spotter and back-up marksman, or in small squads. They are deployed behind enemy lines with the barest of supplies, where they immediately go to ground, secreting themselves, living off the land, and waiting as patiently as spiders for their quarry. They delight in causing confusion and havoc among their enemies, killing officers and key personnel from extreme ranges, with near impunity. Their proficiency and marksmanship may possibly be the Ratling's one saving grace, and despite being the butt of numerous jokes over the millennia, many a Guardsman owes their life to the sharp eyes and steady hands of a Ratling sniper.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–9: Ratling Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +10 Perception, +10 Fellowship, and –10 Toughness.
Starting Aptitudes: Agility, Ballistic Skill, Fellowship, Fieldcraft, Finesse, Perception, Social.
Starting Skills: Awareness *or* Stealth, Deceive, Trade (Cook).
Starting Talents: Deadeye Shot, Heightened Senses (Sight, Smell, Taste) *or* Light Sleeper, Weapon Training (Las, Solid Projectile).
Starting Traits: Size (Weedy).
Specialist Equipment: Good Craftsmanship long-las *or* Good Craftsmanship sniper rifle with telescopic sight, chameleoline cloak.
Wounds: 5+1d5



Comrade Advances

These are Advances that may be purchased by the Ratling to enhance the abilities of his Comrade.

Spotter

Type: Passive
Cost: 250 xp
Effect: The Ratling's Comrade carries magnoculars and other tools to help line up the perfect sniper shot. If the Ratling is using an Accurate weapon, and his Comrade is in Cohesion, the Ratling may use his Comrade to make an Aim Action, and gain the benefits himself.

Set-Up Shot

Type: Order (Half Action)
Cost: 300 xp
Effect: The Ratling's Comrade fires off a shot that distracts the Ratling's target from the real threat. The Ratling's next Ranged Attack cannot be Dodged. The Ratling's Comrade must be in Cohesion to enact this Order.

Table 3-9: Ratling Recommended Advances

Advance	Type	Page	Prerequisites
Agility – Simple	Characteristic	102	
Agility – Intermediate	Characteristic	102	Agility – Simple
Ballistic Skill – Simple	Characteristic	102	
Ballistic Skill – Intermediate	Characteristic	102	Ballistic Skill – Simple
Fellowship – Simple	Characteristic	102	
Fellowship – Intermediate	Characteristic	102	Fellowship – Simple
Perception – Simple	Characteristic	102	
Perception – Intermediate	Characteristic	102	Perception – Simple
Acrobatics	Skill	116	
Acrobatics +10	Skill	116	Acrobatics
Awareness†	Skill	118	
Awareness +10	Skill	118	Awareness
Deceive +10	Skill	120	Deceive
Sleight of Hand	Skill	131	
Sleight of Hand +10	Skill	131	Sleight of Hand
Stealth†	Skill	132	
Stealth +10	Skill	132	Stealth
Trade (Cook) +10	Skill	134	Trade (Cook)
Crack Shot	Talent	142	BS 50
Eye of Vengeance	Talent	144	BS 50
Heightened Senses (Sight)†	Talent	145	
Heightened Senses (Smell)†	Talent	145	
Heightened Senses (Taste)†	Talent	145	
Lightning Reflexes	Talent	147	Per 30
Light Sleeper†	Talent	147	
Marksman	Talent	147	BS 35
Mighty Shot	Talent	148	BS 40
Paranoia	Talent	149	
Rapid Reload	Talent	150	
Sharpshooter	Talent	151	BS 40
Target Selection	Talent	152	BS 50

†*These Advances may have already been granted by this Speciality during character creation.*

Sanctioned Psyker

"They have their uses, surely, but they can never be trusted. Their continued presence is a threat to our very souls, and no matter how useful they are, I fear that just by associating with them, we are already damned."

–Unnamed Imperial Guard officer

As feared by their allies as they are by their enemies, Psykers play a prominent role in the Imperial Guard. Snatched from their home worlds and shipped away in the mysterious Black Ships, they are taken to the Scholastica Psykana. There, they are tested and trained. Some are soul-bound to the Emperor, and become Astropaths, while others are trained to serve the Imperium among the ranks of the Imperial Guard, as Sanctioned Psykers. Those strong enough to survive these trials come out the other side more powerful, and are instructed in controlling their fickle powers and resisting the siren call of the Ruinous Powers, who are so attracted to the pliable minds of human psykers.

Sanctioned Psykers are trained as both warriors and advisors. With their natural gifts, they fight the enemies of Mankind all across the galaxy, under the flag of the Imperial Guard. In this capacity, they divine the future for enemy troop movements and attack the enemy with mind-destroying powers. They also serve as advisors to the Imperial Guard's officer corps, reading the Emperor's Tarot and using strategic prognostication to help plan battles and win wars. Unfortunately, Sanctioned Psykers do not have the breadth of training and conditioning of the powerful Librarians of the Adeptus Astartes. Constant battlefield use of their powers strains them to near breaking, and the stress of life in the Imperial Guard makes them perhaps more susceptible to Daemonic possession than others in their field. Commissars are trained to identify the signs of possession, or a psyker out of control and consumed by the Warp, and are always ready to deliver the God-Emperor's justice to those poor souls.

Life in the Imperial Guard can be solitary for the Sanctioned Psyker. They can never truly be part of their regiment, having been assigned from the Scholastica Psykana, and most likely hailing from somewhere half the galaxy away. Fear of psykers is pervasive across all levels of the Imperial Guard. They are seen as untrustworthy and dangerous, just a step away from ultimate corruption.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–10: Sanctioned Psyker Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Willpower.
Starting Aptitudes: Intelligence, Knowledge, Perception, Psyker, Strength, Willpower.
Starting Skills: Common Lore (Adeptus Astra Telepathica), Forbidden Lore (Psykers), Psyniscience, Scholastic Lore (Cryptology).
Starting Talents: Heightened Senses (Hearing), Up to 400 xp worth of Psychic Powers (see **Chapter VII: Psychic Powers**), Weapon Training (Las *or* Solid Projectile, Low-Tech).
Starting Traits: Psyker.
Specialist Equipment: Data-slate, psy focus, Best Craftsmanship staff.
Wounds: 8+1d5



Special Ability: Sanctioned Psyker

The character has undergone the Rite of Sanctioning, and wields the powers of the Warp. He begins play with the Psy Rating Trait, a Psy Rating of 2, and 1d5 Corruption Points. Additionally, the Sanctioned Psyker has access to an additional Advance, listed below:

Psy Rating

Cost: 200 xp x PR†
The character is a psyker. In game terms, his power is rated on a scale of 1 to 10, where Psy Rating 1 is the lowest necessary to tap into the Warp, and a Rating of 10 represents one of the most powerful beings in existence. See **Chapter VII: Psychic Powers** for detailed rules on the game mechanics of this ability. Increasing a character's Psy Rating represents that character unlocking more of his psychic potential, and becoming more and more powerful. A character may take this Advance multiple times. Each time this Advance is taken, the character's Psy Rating increases by 1, to a maximum of 10. An increase in Psy Rating in **Only War** does not give additional Psychic Powers.
†*The farther along a Psyker progresses, the harder it becomes for him to strain his limits and grow in power. Each time the Psyker purchases the Psy Rating advance, the xp cost is equal to 200xp multiplied by the Psy Rating he is advancing to. So, if a Sanctioned Psyker with a Psy Rating of 2 wishes to purchase the Psy Rating Advance and increase his Psy Rating to 3, he must pay 3 x 200xp, a total of 600 Experience Points.*

Comrade Advances

These are Advances that may be purchased by the Sanctioned Psyker to enhance the abilities of his Comrade.

Ultimate Sanction

Type: Passive
Cost: 250 xp
Effect: The Psyker's Comrade carefully watches him for any signs that he might be losing control of his powers, ready to step in with any means necessary. As long as his Comrade is in Cohesion, the Sanctioned Psyker may take 1d5 Wounds, ignoring Armour and Toughness, to re-roll any result on **Table 7–2: Psychic Phenomena** (see page 227).

Overseer

Type: Order (Full Action)
Cost: 300 xp
Effect: The Sanctioned Psyker's Comrade keeps him in check, but he also keeps him protected. If given this Command, the Comrade steps forward, protecting the Sanctioned Psyker from any incoming attacks. For the next Round, as long as the Comrade is in Cohesion, he is struck with any attacks that would have normally hit the Psyker. However, if the Weapon Skill or Ballistic Skill Test on the Attack result was a double, the Attack hits the Psyker, and is resolved as a normal hit.

Table 3-10: Sanctioned Psyker Recommended Advances

Advance	Type	Page	Prerequisites
Perception – Simple	Characteristic	102	
Perception – Intermediate	Characteristic	102	Perception – Simple
Willpower – Simple	Characteristic	102	
Willpower – Intermediate	Characteristic	102	Willpower – Simple
Common Lore (Adeptus Astra Telepathica) +10	Skill	120	Common Lore (Adeptus Astra Telepathica)
Forbidden Lore (Psykers) +10	Skill	121	Forbidden Lore (Psykers)
Psyniscience +10	Skill	129	Psyniscience
Bastion of Iron Will	Talent	140	PR, Strong Minded, WP 40
Favoured by the Warp	Talent	144	WP 35
Resistance (Psychic Techniques)	Talent	150	
Strong Minded	Talent	151	WP 30, Resistance (Psychic Techniques)
Warp Conduit	Talent	153	PR, Strong Minded, WP 50
Warp Lock	Talent	153	PR, Strong Minded, WP 50
Warp Sense	Talent	153	PR, Psyniscience, Per 30

Storm Trooper

"Storm Troopers work best under maximum pressure, maximum intensity, and maximum danger. When these things are shared with others, they help form a bond stronger than any tie known in the galaxy."

–Attributed to an unnamed Storm Trooper officer

Trained from their youth by the Schola Progenium in the arts of war, Storm Troopers are, perhaps, the finest soldiers ever to serve in the Imperial Guard. Equipped with the finest weapons and wargear in the Departmento Munitorum's arsenal, Storm Troopers are trained to carry out missions beyond the capabilities of the rank-and-file Guardsman. Deep strike assaults, reconnaissance, infiltration, sabotage, and airborne insertion are just a few of the special missions with which Storm Troopers are regularly tasked. They are the very best that the Imperial Guard has to offer, each man a perfect specimen of health and moral purity, forged by experience and training, not into a simple soldier, but into a one-man assault squad.

Unlike regular Guardsmen, Storm Troopers are organised into a single permanent regiment, a situation unique among the Imperial Guard. This regiment takes in newly forged Storm Troopers from the scattered Schola Progenium facilities across the Imperium, gives them further training to ensure readiness, then separates individual Storm Troopers and Squads and distributes them among the other, more standard Imperial Guard regiments. Thanks to the constant stream of new recruits needed to keep the regiment at full strength, and the fact that these warriors are culled from countless worlds across the Imperium, there is an incredibly rich and diverse breadth of training and experience among the Storm Troopers. This diversity forms a powerful alloy among these elite warriors, and allows their superiors to hone them into efficient killing machines.

There is often a lot of friction between regular Guardsmen and Storm Troopers. The special treatment and elite training given to Storm Troopers has created much resentment amongst the regular troop. Many Guardsmen resent the Storm Troopers' attitudes and finer equipment, calling them "Glory Boys" or "Toy Soldiers." Despite this history of animosity, the effectiveness of Storm Troopers cannot be disputed, and even the most embittered Guardsman thanks the God-Emperor when a Storm Trooper squad appears to turn the tide of battle and save the day.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–11: Storm Trooper Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Toughness.
Starting Aptitudes: Agility, Ballistic Skill, Fieldcraft, Finesse, Offence, Toughness.
Starting Skills: Awareness, Dodge *or* Parry, Intimidate *or* Security, Scholastic Lore (Tactica Imperialis), Stealth.
Starting Talents: Quick Draw *or* Rapid Reload, Takedown, Weapon Training (Las *or* Solid Projectile, Low-Tech).
Specialist Equipment: Good Craftsmanship hot-shot lasgun, storm trooper carapace armour.
Wounds: 12+1d5



Storm Trooper Advances

Like the Commissar, the Storm Trooper's Schola Progenium training makes him somewhat of a loner while operating in a Squad of normal Guardsmen. Because of this, the Storm Trooper does not get a Comrade, but instead may gain these Advances to allow him to assist the rest of the Squad with his elite training.

Mentor

Type: Full Action
Cost: 300 xp
Effect: The Storm Trooper has undergone extensive training in the Schola Progenium, and can often pass on small tricks to help the rest of the Squad thrive in the battlefield. Once per game session, the Storm Trooper may impart his training to his Squad. All Squad members in communications range (including Player Characters) may take all Skill Tests in a single Skill of the Storm Trooper's choosing as if they had the Storm Trooper's Skill Training. Once activated, this effect lasts until the end of the encounter, or ten minutes in narrative time.

Protector

Type: Passive
Cost: 300 xp
Effect: The Storm Trooper keeps a watchful eye on the less trained members of his Squad, keeping them safe with his superior training. Whenever any Comrade within 10 metres of the Storm Trooper would take a hit that would kill him, the Storm Trooper may take the hit instead, rolling Damage as normal.

Table 3-11: Storm Trooper Recommended Advances

Advance	Type	Page	Prerequisites
Ballistic Skill – Simple	Characteristic	102	
Ballistic Skill – Intermediate	Characteristic	102	Ballistic Skill – Simple
Toughness – Simple	Characteristic	102	
Toughness – Intermediate	Characteristic	102	Toughness – Simple
Weapon Skill – Simple	Characteristic	102	
Weapon Skill – Intermediate	Characteristic	102	Weapon Skill – Simple
Awareness +10	Skill	118	Awareness
Dodge†	Skill	121	
Dodge +10	Skill	121	Dodge
Intimidate†	Skill	123	
Intimidate +10	Skill	123	Intimidate
Parry†	Skill	129	
Parry +10	Skill	129	Parry
Scholastic Lore (Tactica Imperialis) +10	Skill	130	Scholastic Lore (Tactica Imperialis)
Security†	Skill	131	
Security +10	Skill	131	Security
Stealth +10	Skill	132	Stealth
Catfall	Talent	141	Ag 30
Eye of Vengeance	Talent	144	BS 50
Lasgun Barrage	Talent	146	Weapon Training (Las), BS 40
Lightning Reflexes	Talent	147	
Mighty Shot	Talent	148	BS 40
Quick Draw†	Talent	150	
Rapid Reload†	Talent	150	
Sprint	Talent	151	
Step Aside	Talent	151	Ag 40, Dodge Parry
Storm of Iron	Talent	151	BS 45, Weapon Training (any one ranged)

†*These Advances may have already been granted by this Speciality during character creation.*

Tech-Priest Enginseer

"The Tech-Priest tends his flock of Chimeras and lasguns as surely as his priestly brethren from the Ecclesiarchy tend the souls of their Guardsmen, and his ministrations are no less important to the continued success of the numerous campaigns of the Imperial Guard."

–Magos Aubrey Bessemer

Conspicuous among the regiments of the Imperial Guard in their red Mechanicus robes, their bodies twisted by the numerous holy augmetics that bring them closer to their Omnissiah, the tech mystics of the Priesthood of Mars maintain the Imperial Guard's vast store of weapons, fighting vehicles, and other various and sundry war materiel. They command armies of mono-task servitors, and bear with them arcane tools, and possess an abundance of knowledge of the sacred machine. Always, they move among their regiments' armouries, soothing machine spirits, and ensuring that all proper obeisance is made to the Omnissiah.

Many Tech-Priests carry incense burners and painstakingly prepared oils with which to soothe and prepare the myriad weapons, vehicles, and other machinery of the Imperial Guard. They serve all across the galaxy with the Imperial Guard at the regimental, company, and squad level, and are expected not only to tend to the machinery, but also to take up arms and, if so called upon, to lay down their lives in defence of the Imperium. They are often directly in harm's way, rushing into the thick of battle to salve the machine spirits of a wounded Chimera, for example, or bringing their copious engineering knowledge to bear on enemy fortifications and armour, to the great benefit of their squad-mates.

New Players: Rules on Aptitudes and spending experience to advance your character are provided on page 100 later in this chapter. To help you along, **Table 3–12: Tech-Priest Enginseer Recommended Advances** offers some suggestions on which Advances to initially work towards as you start your tour of duty in the 41st Millennium.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence.
Starting Aptitudes: Ballistic Skill, Intelligence, Knowledge, Strength, Tech, Toughness, Weapon Skill, Willpower.
Starting Skills: Common Lore (Adeptus Mechanicus, Tech), Forbidden Lore (Adeptus Mechanicus), Forbidden Lore (Archeotech) *or* Logic, Tech-Use.
Starting Talents: Cold Hearted *or* Technical Knock, Mechadendrite Use (Weapon, Utility), Weapon Training (Las *or* Solid Projectile, Power).
Starting Traits: Mechanicus Implants.
Specialist Equipment: Sacred unguents, dataslate, combi-tool, one utility or ballistic mechadendrite of choice.
Wounds: 8+1d5



Mechanicus

Tech-Priest Enginseers gain the Mechanicus Implants Trait, which can be found on page 156. Additionally, a Tech-Priest Enginseer character begins play with a Good Craftsmanship mind impulse unit and two additional Good Craftsmanship cybernetics of his choice.

Comrade Advances

After years of training with the Adeptus Mechanicus, and countless bionic surgeries and replacements, the Tech-Priest Enginseer no longer fits in with the rest of humanity. Instead of being paired with a Comrade, the Enginseer is accompanied by a Servitor that works with him on the battlefield. If anything ever happens to the Servitor that requires information from a profile, refer to the Servitor profile on page 372 of **Chapter XI: NPCs & Adversaries**.

Servo-Arm

Type: Passive
Cost: 250 xp
Effect: The Servitor assists in all repairs the Enginseer performs, acting as a natural extension of his will as he communes with vehicle machine spirits. When assisted by his Servitor, the Enginseer gains a +10 bonus to all Tech-Use Tests to make repairs, and halves the time any repair takes.

Field Repairs

Type: Order (Full Action)
Cost: 300 xp
Effect: On the battlefield, the Enginseer links to his Servitor, relaying complex data and instructions, and the Servitor enacts those commands with precision. As long as his Servitor is within range of communication, the Enginseer may perform Tech-Use Tests on anything next to the Servitor at a –10 penalty.

Table 3-12: Tech-Priest Enginseer Recommended Advances

Advance	Type	Page	Prerequisites
Intelligence – Simple	Characteristic	102	
Intelligence– Intermediate	Characteristic	102	Intelligence – Simple
Strength – Simple	Characteristic	102	
Strength – Intermediate	Characteristic	102	Strength – Simple
Toughness – Simple	Characteristic	102	
Toughness – Intermediate	Characteristic	102	Toughness – Simple
Common Lore (Adeptus Mechanicus) +10	Skill	120	Common Lore (Adeptus Mechanicus)
Common Lore (Tech) +10	Skill	120	Common Lore (Tech)
Forbidden Lore (Adeptus Mechanicus) +10	Skill	121	Forbidden Lore (Adeptus Mechanicus)
Forbidden Lore (Archeotech)†	Skill	121	
Forbidden Lore (Archeotech) +10	Skill	121	Forbidden Lore (Archeotech)
Logic	Skill	125	
Logic +10	Skill	125	Logic
Tech-Use +10	Skill	133	Tech-Use
Cold Hearted †	Talent	141	
Ferric Summons	Talent	144	
Luminen Blast	Talent	147	
Luminen Shock	Talent	147	
Maglev Transcendence	Talent	147	
Master Enginseer	Talent	148	
Orthoproxy	Talent	149	
Prosanguine	Talent	150	
Technical Knock †	Talent	152	
Weapon-Tech	Talent	153	

†*These Advances may have already been granted by this Speciality during character creation.*

Stage 3: Wounds, Fate, and Spending Experience

"There is no substitute for real-life experience in the field. No amount of book learning or Schola Progenium conditioning comes close to the real thing."

–Sergeant Philo Zane

Once the player chooses his character's Speciality, he can now truly get under the character's skin, as it were, and begin the process of final customisation. By the end of this stage, every Player Character should be quite distinctive, thanks to the myriad ways of tweaking Characteristics and the vast number of Skills and Talents available through Aptitudes, Specialities, and Regiments. The information presented in this section grants the players the ability to create truly unique Guardsmen and Specialists, ready to take part in the glorious struggle for the survival of the Imperium of Man.

Wounds

Wounds are a vital part of any character, and represent how much punishment he can take before suffering a grievous injury. To determine a character's Wounds, consult the character's Speciality, and follow the directions given there.

Fate Points

While the Guard is widely seen, and rightfully so, as a vast, faceless organisation of largely disposable conscripts, the characters in **Only War** stand out from their brethren, and are destined for greater glory. Fate represents this special destiny, and makes incredible feats of daring, heroism, and valour not only plausible, but eminently possible.

To determine starting Fate Points, each player rolls 1d10 and consults **Table 3–13: Starting Fate Points,** and his character then starts the game with the corresponding number of Fate Points. More information on Fate and its many uses can be found on page 33.

Table 3-13: Starting Fate Points

Dice Result	Fate Points
1–7	1
8–9	2
10	3

Starting Experience

All **Only War** characters begin their careers with a set number of starting Experience Points. These Experience Points, along with the player's choice of Regiment and Speciality, help define a Player Character, and ensure that he is unique and ready to face the challenges of the battlefield.

The amount of starting Experience for a Player Character is based primarily upon whether he is a Guardsman or a Support Specialist. Support Specialists such as Commissars and Tech-Priest Enginseers have fewer starting Experience Points than their Guardsman counterparts. This reflects the fact that while Support Specialists have strictly regimented training and education, and thus more set skills and abilities dictated by their role, their conscripted Guardsman squad-mates have more life experience and a varied range of skills from their former existence.

- Guardsmen Characters in **Only War** begin their careers in the Imperial Guard with 600 starting Experience Points to spend.
- Support Specialist Characters in **Only War** begin their careers in the Imperial Guard with 300 starting Experience Points to spend.

Starting Experience Points may be spent on Characteristic Advances, Skills, Talents, or Comrade Advances. There is no limit on how much of this starting Experience players may spend on their new character, and they may spend as much or as little of it as they see fit. If they wish to save some of their starting Experience for later on in the campaign, that is perfectly fine.

Aptitudes

When a regiment is founded from a planetary tithe, thousands of people are organized into companies, platoons, and squads, and are assigned specialities based on their strengths and weaknesses. Most planets are massive, and these newly recruited Guardsmen usually come from all different walks of life. One person may pick up a task with relative ease, while another struggles for weeks to figure it out. However, with enough hard work and training, almost any technique can be learned.

In **Only War**, this wide variety of aptitudes within the Imperial Guard is reflected by Aptitudes that are gained by characters during creation. Aptitudes reflect those tasks that the characters have a particular affinity for, and can learn with relative ease. Every Characteristic, Skill, and Talent Advance in **Only War** has two Aptitudes listed with it. Those Advances that a character shares Aptitudes with are easier for that character to learn, and thus cost fewer Experience Points to purchase. If a character shares one Aptitude with an Advance, he gains a small discount to purchasing it, and if he shares two Aptitudes with the Advance he gains a large discount. Players may still purchase Advances that they share no Aptitudes with, but they tend to be very expensive!

If, during creation, a character gains the same Aptitude from different sources, he does not gain it twice. He instead chooses an Aptitude that he does not already have and that shares a name with a Characteristic. He gains that chosen Aptitude instead.



General
Those Skills and Talents with the General Aptitude represent Advances that are simple to learn, regardless of the background or aptitude of the character gaining them. To represent this, all characters in **Only War** count as having the General Aptitude.

Characteristic-based Aptitudes
There are nine Aptitudes that share a name with the nine Characteristics each character possesses: Weapon Skill, Ballistic Skill, Strength, Toughness, Agility, Intelligence, Perception, Willpower, and Fellowship. These represent the character's ability to learn and improve the matching Characteristic, as well as all the Skills and Talents related to it.

Offence
Characters with the Offence Aptitude are those who prefer an all-out assault of brute force over a more careful, strategic approach. These characters may charge into melee in a blood-crazed frenzy, or hang back and unload massive amounts of firepower into their foes.

Finesse
While Skills and Talents with the Offence Aptitude focus on sheer, brute force, those with the Finesse Aptitude rely instead on precise skill and careful planning. Characters with the Finesse Aptitude easily pick up firing precise weapons from long distances, or wielding exotic weapons with deadly precision in melee.

Defence
Those with the Defence Aptitude quickly learn how to keep themselves alive amongst the deadly chaos of combat. Whether through skilful deterrence or sheer toughness, they weather the battlefield of the 41st Millennium, and live to tell the tale.

Psyker
Representing an affinity with the unstable powers of the Warp, only individuals with the rare ability to wield psychic powers gain the Psyker Aptitude.

Tech
Very few dare tamper with the mysteries of the Dark Age of Technology, and fewer still excel at it. Those characters with the Tech Aptitude might not understand the inner workings of machines, but they can easily learn to commune with the machine spirit, and seem at ease when dealing with the perplexing devices.

Knowledge
Amongst the countless worlds and labyrinthine organisations of the Imperium, there is more information than could be amassed in a million lifetimes. While the majority of citizens in the Imperium remain ignorant of the grand and mysterious workings of the Imperium, characters with the Knowledge Aptitude find it simple to acquire this information.

Leadership
The Imperial Guard is the single largest organised fighting force in the galaxy, and to keep its countless soldiers in line, it takes the best leaders the Imperium has to offer. Those characters with the Leadership Aptitude naturally step into the role of command, fearlessly leading their troops into battle.

Fieldcraft
Staying alive in the varied environments of the 41st Millennium can be as difficult as surviving battle. Characters with the Fieldcraft Aptitude easily adjust to, and thrive on, the battlefield. Whether sneaking through a dense jungle or navigating constantly shifting terrain, they easily adjust to any condition.

Social
Just as dangerous as any battlefield, the social landscape of the Imperium is filled with sinister hivers, righteous priests, and backstabbing nobles. Characters with the Social Aptitude easily adapt to the societal structures of any planet, using honeyed words or harsh intimidation to get their way.

Table 3-14: Characteristic Advances

Matching Aptitudes	Simple	Intermediate	Trained	Expert
Two	100 xp	250 xp	500 xp	750 xp
One	250 xp	500 xp	750 xp	1,000 xp
Zero	500 xp	750 xp	1,000 xp	2,500 xp

CHARACTERISTIC ADVANCES

A Characteristic Advance is an increase to a character's abilities. When players buy a Characteristic Advance, they add +5 to the existing Characteristic score on their character sheet. Characteristic Advances are divided into four progression levels:

- **Simple:** A small fulfilment of the character's potential.
- **Intermediate:** A significant improvement of the character's capabilities.
- **Trained:** Active, focused effort upon improving the character's prowess.
- **Expert:** The limit of a character's natural abilities.

As the players set about increasing their characters' Characteristics, they must progress through each of the progression levels in turn, starting out with Simple and ending with Expert. Prices for Characteristic Advances can be found in **Table 3–14: Characteristic Advances**.

As shown in **Table 3–14: Characteristic Advances**, if the Player Character has one matching Aptitude, then the first +5 to his Characteristic costs 250 xp; the next +5 Advancement (the Intermediate progression level) costs 500 xp, a further +5 improvement (the Trained progression level) costs 750 xp, and the final improvement (the Expert progression level) costs 1,000 xp.

The costs for Characteristic Advances are cumulative. For instance, a player could not simply pay 500 xp for a +10 increase for a Characteristic he has one Aptitude matched with. Instead, the player is required to buy the Simple Advance for 250 xp first, and then pay the 500 xp for the Intermediate Advance.

Table 3-15: Characteristic Aptitudes

Characteristic/Aptitude 1	Aptitude 2
Weapon Skill	Offence
Ballistic Skill	Finesse
Strength	Offence
Toughness	Defence
Agility	Finesse
Intelligence	Knowledge
Perception	Fieldcraft
Willpower	Psyker
Fellowship	Social

Example

Now that Katya has chosen her character's Speciality, a Tech-Priest Enginseer, and given her the name Levitica, it is time to flesh this new character out. Because Levitica is an Enginseer, and many of her Skills require a high Intelligence Characteristic to make the most of, Katya decides to purchase a Simple Characteristic Advance to start, for a +5 increase to her Intelligence. As she has both the relevant Aptitudes, this has a price of 100 xp. Later, after Levitica has spent some time in her unit, tending to the capricious machine spirits of her Squad's weapons and vehicles, Katya decides to purchase the Intermediate Intelligence Characteristic Advance. Since she already purchased the Simple Advance at character creation, she has access to the Intermediate Advance.

SKILL ADVANCES

Player Characters learn new Skills or improve existing Skills by selecting Skill Advances. The xp cost of Skill Advances depends on how many Aptitudes the character has in common with that Skill. Skill Advances are divided into four progression levels, which are as follows:

- **Known:** The character can use the Skill without the –20 penalty for untrained Skills.
- **Trained:** The character receives +10 on all Skill Tests when using this Skill.
- **Experienced:** The character receives a +20 bonus on all Skill Tests when using this Skill. This bonus replaces the bonus for being Trained.
- **Veteran:** The character receives a +30 bonus to all Skill Tests when using this Skill. This bonus replaces the bonus for being Experienced.

When improving a Skill, the character must progress through each of the progression levels in turn, starting with Known and ending with Veteran. So, for example, players cannot choose to pay for the Trained Skill Advance for their character without first purchasing the Known Skill Advance. Note that characters might have received the Known or Trained Skill Advance already through their Regiment or Speciality. **Table 3–16: Skill Advances** indicates the price of Skill Advances, based on both the progression level and number of matching Aptitudes.

Table 3-16: Skill Advances

Matching Aptitudes	Known	Trained	Experienced	Veteran
Two	100 xp	200 xp	300 xp	400 xp
One	200 xp	400 xp	600 xp	800 xp
Zero	300 xp	600 xp	900 xp	1,200 xp

Table 3-17: Skill Aptitudes

Skill	Aptitude 1	Aptitude 2	Page
Acrobatics	Agility	General	116
Athletics	Strength	General	117
Awareness	Perception	Fieldcraft	118
Charm	Fellowship	Social	118
Command	Fellowship	Leadership	119
Commerce	Intelligence	Knowledge	119
Common Lore†	Intelligence	Knowledge	120
Deceive	Fellowship	Social	120
Dodge	Agility	Defence	121
Forbidden Lore†	Intelligence	Knowledge	121
Inquiry	Fellowship	Social	122
Interrogation	Willpower	Social	122
Intimidate	Strength	Social	123
Linguistics†	Intelligence	General	124
Logic	Intelligence	Knowledge	125
Medicae	Intelligence	Fieldcraft	125
Navigate†	Intelligence	Fieldcraft	127
Operate†	Agility	Fieldcraft	128
Parry	Weapon Skill	Defence	129
Psyniscience	Perception	Psyker	129
Scholastic Lore†	Intelligence	Knowledge	130
Scrutiny	Perception	General	131
Security	Intelligence	Tech	131
Sleight of Hand	Agility	Knowledge	131
Stealth	Agility	Fieldcraft	132
Survival	Perception	Fieldcraft	132
Tech-Use	Intelligence	Tech	133
Trade†	Intelligence	General	134

†*Specialist Skill*

Example

After purchasing her Intelligence Advance, Katya decides that Levitica should also be a little better than the average Player Character at Tech-Use. Levitica already has Tech-Use as a Known Skill, thanks to her Speciality, and has the Intelligence and Tech Aptitudes as well. This allows Katya to purchase Tech-Use at the Trained level, and to do so at a reduced xp cost thanks to her Aptitudes. If, for example, Katya wished to purchase Parry instead, to give Levitica an added edge, she would have to purchase the Skill at Known, and at full xp price, since she does not have the right Aptitudes.

Refer to **Chapter IV: Skills** for more information on selecting Skills and Skill Descriptions.

TALENT ADVANCES

Talents are enhancements that permit a character to use his natural abilities in new fashions. These may provide a situational bonus to the use of a Skill or Characteristic, or provide specific and unusual ways for a character to take advantage of his equipment. Please refer to **Chapter V: Talents and Traits** for detailed descriptions of all Talents available in **Only War**.

Psychic Powers are also purchased using Talent Advances. Please refer to **Chapter VII: Psychic Powers** for more information on Psykers and their powers. Please note that the xp cost for Psychic Powers is variable, and each power's price is outlined in its description.

As with Characteristics and Skills, Talents each have two Aptitudes associated with them, and are discounted based on how many a character shares. Talents are also divided into three tiers. These tiers are simply a way of representing that some Talents are more powerful, and therefore cost more Experience Points, than others.

Talents also often have prerequisites that must be met before they can be purchased, no matter what tier they belong to. For this reason, players in **Only War** may find themselves needing to purchase lower tier Talents before they can purchase the Talent that they want. See **Table 3–18: Talent Advances** for information on the experience cost of Talents.

Specialist Talents

Some Talents are designated Specialist Talents. These Talents may be selected more than once, with a different speciality each time. Please refer to page 139 for more information on Specialist Talents.

Taking Talents Multiple Times

Some Talents may be taken multiple times, which will be noted in the Talent's description. There are only a few of these Talents, the most prominent being Sound Constitution, which increases a Player Character's Wounds each time it is taken. When taking these Talents multiple times, the player simply pays the experience cost each time.

It should be noted, however, that most Talents that can be taken multiple times have a hard limit—a maximum number of times they can be taken.

Table 3-18: Talent Advances

Matching Aptitudes	Tier One	Tier Two	Tier Three
Two	200 xp	300 xp	400 xp
One	300 xp	450 xp	600 xp
Zero	600 xp	900 xp	1,200 xp

Stage 4: Giving Characters Life

"Let us be clear about the Imperial Guard. First, all battles and all wars are won, in the end, by the Guardsman. Secondly, the Guardsman always bears the brunt. His casualties are heavier, and he suffers greater extremes of discomfort and fatigue than any other warriors. The Guardsman is more than his training, more than his lasgun, and it is in the Imperial Guard that the man himself is a weapon."

–Attributed to Saint Drusus

The raw data recorded by the player so far during character creation is just that: data. Mere numbers and lists of Aptitudes on a page cannot reveal the actual soul of a character. With the bones of the character assembled and properly arranged, it is now time to wrap them in living flesh and imbue them with a soul and personality that is both compelling, and enjoyable to play. The following section gives some rough guidelines on fleshing out a new Player Character.

NAME

Names in the 41st Millennium are as varied as the countless thousands of worlds which make up the Imperium of Man. As Mankind is both an inventive and contrary creature, there are no standard or universal conventions that govern the names people give themselves. In some places, a single name might indicate low birth or ignominy, while in others, it might act as a mark of extreme power, fame, and good breeding. When deciding on a name for a character, the player should feel free to mix and match any of the example names in the naming tables below. The idea, of course, is to create an auspicious and descriptive name that suits the character.

Types of Names

There are five general types of names found in the Imperium:

- **Primitive:** Filled with hard consonants and the occasional guttural noise mixed in, characters with primitive names typically hail from feral, death, or feudal worlds. They are, like their owners, often nasty, brutish, and short.
- **Low Gothic:** Debased forms of High Gothic names, Low Gothic names can be found among most regiments, typically owned by conscripts, non–commissioned officers, and low–born officers.
- **High Gothic:** Drawn from the ancient High Gothic tongue, these names are found among regiments from Hive and Imperial worlds, and carry with them a certain gravitas and air of authority.
- **Archaic:** Drawn from the ancient human tongues of the past, these names are quite auspicious, and are often carried by particularly lucky or doomed characters. They might be the names of mighty Imperial saints or heroes from Ministorum legends. Some are so ancient that all trace of their origin is lost to the dim past.
- **Informal:** Informal names are not unique to any one type of regiment or Imperial world. Instead, they reflect nicknames given to a character, usually by his squad-mates, earned through some outstanding physical or personality trait, or a particularly spectacular deed (or misdeed).

A player might decide that one or more of the names below are particularly well-suited to his character, especially if he already has a strong concept in mind. If this is the case, the player should simply pick his chosen names from the naming charts. Otherwise, he can roll randomly.

Table 3-19: Example Male Names

Roll	Primitive	Low Gothic	High Gothic	Archaic	Informal
01–06	Artho	Aubray	Aloysius	Aleksandr	Alt
07–12	Bron	Cort	Aphesius	Casmirre	Bane
13–18	Carno	Emil	Cornelius	Gilliam	Cutter
19–24	Hob	Harmon	Darrien	Haddon	Echo
25–30	Galt	Jace	Fortunus	Johnstonne	Gant
31–36	Jorn	Lucien	Godwinne	Kennoch	Hal
37–42	Keeghan	Malakai	Holt	Mordecai	Jak
43–48	Lok	Nathin	Ibram	Ossian	Mord
49–54	Marn	Piotr	Macharius	Patronius	Notch
55–60	Pak	Roland	Quinilli	Ramirez	Rook
61–66	Quin	Solar	Regiam	Sebastion	Sawyer
67–72	Stiehr	Teodor	Sarvus	Sigismund	Serge
73–78	Thale	Vorgen	Tristan	Torian	Stubbs
79–84	Vin	Yuriy	Victrus	Veknironth	Torque
85–90	Ziel	Zacharias	Xanatov	Yorke	Veche
91–00	Re–roll on **Table 3–20: Example Female Names**				

Table 3-20: Example Female Names

Roll	Primitive	Low Gothic	High Gothic	Archaic	Informal
01–06	Attie	Barbarella	Arnette	Anastasia	Astra
07–12	Bess	Cynthia	Carnelia	Boadicea	Blanche
13–18	Flur	Diane	Dominique	Cymbry	Ceile
19–24	Halia	Dorah	Faydra	Emilia	Flora
25–30	Jessee	Elisabeta	Inessa	Gillian	Jet
31–36	Kal	Faye	Jessilea	Loraynne	Katya
37–42	Marra	Genevie	Lucretia	Kaitlin	Luna
43–48	Narine	Isabella	Marcella	Miriam	Mae
49–54	Ovina	Jayne	Janine	Nyota	Poise
55–60	Ralle	Lidiah	Noelle	Pallas	Rosa
61–66	Salia	Natalia	Regina	Serafina	Sola
67–72	Tasso	Odette	Symonne	Samara	Trenne
73–78	Unna	Shandra	Ursulla	Undynne	Val
79–84	Vyn	Tandy	Wintre	Victrix	Xandra
85–90	Yasha	Zora	Yekaterina	Zephyr	Zel
91–00	Re–roll on **Table 3–19: Example Male Names**				

GENDER AND APPEARANCE

The ranks of the Imperial Guard are as varied as the countless worlds they hail from across the galaxy. All soldiers are equal in the eyes of the Departmento Munitorum and the Emperor. In **Only War,** players are free to choose the gender and appearance of their character as they wish. It is recommended, however, that each player considers the group's regiment when creating his character's appearance. The world a Guardsman comes from can have a great effect on his physical appearance; for example, a group of characters from Catachan would be made up of broad-shouldered, scarred, muscular people used to the punishing jungles of their home world, while a group from Vostoyans would be much more proper and well put together, likely wearing the fancy trimmings of their home world.

Handedness

Whether a Player Character is left-handed or right-handed can have an effect on the game, especially in instances of Critical Wounds or being bound or restrained. Players can either choose their handedness, or leave it up to chance and roll for it. Players choosing this route roll 1d10, and on a result of 10, the character is left-handed. Otherwise he is right-handed. It is important to note that handedness is less of an issue for characters with the Ambidextrous Talent.

Height and Weight

A Player Character's height and weight are determined by the player's choice, as opposed to referencing a chart and dice rolls. Full-blooded human Guardsmen, the majority of the men under arms in the Imperial Guard, are loosely restricted in size by their environment and physiology. While Mankind's basic sacred form has certainly become more diverse as he's spread among the stars over the past millennia, the basics of anatomy can only be stretched so far. Adult humans range in height from 1.2 metres to 2.1 metres. Anything outside of that range would be remarkable, and is quite rare. A healthy human adult has a weight proportional to his height. On the very low end of the scale, a very short person might have a healthy weight of 30 kilograms. At the opposite end of that scale, a very tall individual could tip the scales at over 100 kilograms without appearing obese. Of course, the ravages of war, illness, deprivation, environment, or simply the hard life of the Imperial Guard might well set a character's weight well outside of what is considered healthy.

The few abhumans among the ranks of the Imperial Guard, the tiny Ratlings and hulking Ogryn, have different physiologies, and therefore, different averages of height and weight. Ogryns are massive, brutish abhumans who range between 2.5 and 3 metres in height and weigh, on average, 250 kilograms. Ratlings are diminutive, fleet–footed abhumans, usually between .9 and 1.1 metres in height, and with a scant weight of between 15 and 25 kilograms.



NATURE

The character creation process provides the player with the basics of his alter ego. These numbers and assorted Talents and Skills are not the sum total of the character, however. The actual core of the character's being, his personality, quirks, ambitions, fears, and all of the tiny assorted details are what separate a unique individual from a simple archetype. These details come from within the player himself, and form the character concept upon which his Player Character is based.

Creating a character's personality and concept is quite personal, and there are as many different ways of going about it as there are players. Some come to the gaming table with a firm idea in mind, a character concept that includes all of the character's tiny and important details. Others prefer to develop their characters through game play, husbanding the character's personality, and allowing it to blossom and evolve as the events of his life unfold before him. For players such as these, it is enough to know that the character is a young recruit in a newly raised regiment, shipped to the other side of the galaxy to fight an enemy he doesn't know, on a planet he's never heard of.

The following four questions are provided as a guide for players. They are given to assist in fleshing out the different kinds of characters available for play in **Only War**. Answering these questions allows the player to focus his thoughts, and really get to the core of his emerging character.

What is the Character's Demeanour?

Perhaps the first thing to consider is the new Player Character's personality. What is he like? Is he fiery and passionate, or earthy and practical? Is he a perpetual pessimist, a man for whom the canteen is always half empty, or does he believe that no matter the odds, the best will always happen? Does he enjoy the company of his squad-mates and the varied throngs of the Imperium of Mankind, or is he a sardonic misanthrope who prefers his own company? What is the Player Character's instinctive reaction to threats, surprises, or professional and social pressures? The Demeanours presented in **Table 3–21: Demeanours** offer some different ideas upon which to build a Player Character's personality.

Each player must choose one Demeanour from **Table 3–21: Demeanours**. If he likes, he may roll randomly for one, but this is not required.

What Will the Character Sacrifice?

All too many people shy from their ultimate victories, scared by what it might cost to achieve them. How deep are the wounds the character is willing to suffer on his path to glory? How far will he go, and how many of his dearly held beliefs will he betray along the way? Is he willing to sacrifice his health, his limbs, or his very life, if duty dictates? Will he use his squad-mates, his subordinates, his

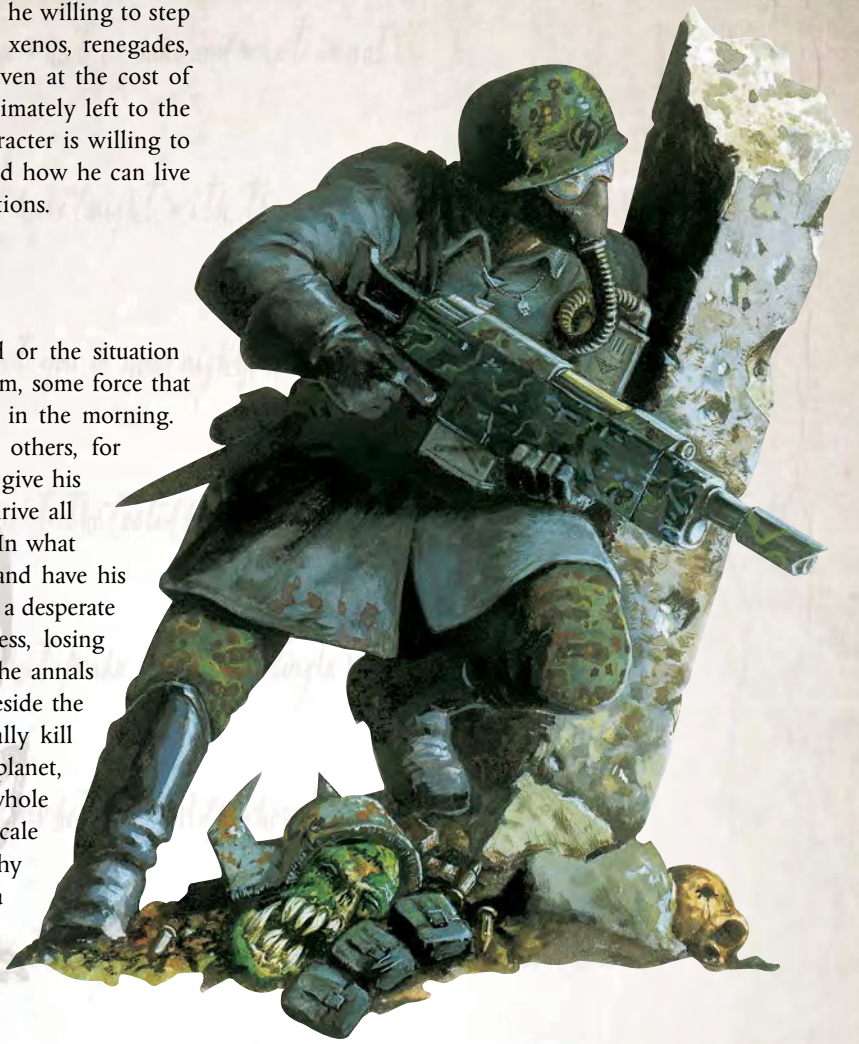
Table 3-21: Demeanours

Roll	Demeanour	Description
1–2	Addict	Whether it be Departmento Munitorum issue stimulants or deadly contraband substance, the character is addicted. If he goes for long without his fix, he become irritable and irrational, and will go to extreme means to sate his addiction.
3–4	Affable	Ever willing to offer a hand to even the surliest of his squad mates, this character makes a point of trying to understand and assist his comrades.
5–6	Backwater	While he hails from the same planet as his squad mates, the character is from a location relatively separate from the main society on their homeworld. He does not quite fit in with many of his comrades, often misunderstanding idioms the others readily grasp.
7–8	Heroic	This character is known for his deeds of unfailing heroism. Tales of his exploits have spread throughout the entire regiment and beyond, and his reputation almost inevitably precedes him.
9–10	Bilious	Caustic and spiteful, this character reacts to most things in the same way: with cutting remarks, and not a trace of sympathy. This character is rarely liked by his squad-mates, but few wish to incite his impressive ire.
11–12	Boisterous	Loud and energetic, the character is always talking and joking with the other members of his squad, even when it might not be entirely appropriate.
13–14	Braggart	Arrogant and self-centred, the character cannot resist boasting to his squad-mates. He has told so many grandiose tales of his own accomplishments, no one can tell what is true and what is pure exaggeration.
15–16	Cocky	The character is incredibly confident in his own abilities, often to his detriment. He is quick to volunteer for a task, and is personally offended when people don't share the same confidence in his abilities.
17–18	Cook	Loved by everyone in his squad for his talents, the cook is always attempting to make new and interesting food, despite the constraints of Departmento Munitorum issue rations.
19–20	Coward	The character was not bred for the battlefield, and is unable to handle the incredible pressures of war. He is jumpy, and ducks and covers at the first sign of danger.
21–22	Death-Wish	Either because of guilt, trauma, or the constant and unrelenting emotional wear and tear of life in the Imperial Guard, this character has developed a desire for personal annihilation. This does not extend so far as suicidal tendencies, and the character might or might not even be consciously aware of his wish to die, but it drives his actions nonetheless.
23–24	Dissenter	Contrary and argumentative, the character commonly disagrees with the decisions of his commander. If he isn't brave enough to speak out directly, he is often heard grumbling to his squad-mates about his problems with the commander.
25–26	Dreamer	The character's imagination often gets away from him, wandering off into daydreams and away from reality. He is an idealist, and seems slightly disconnected from the horror of the reality that surrounds him.
27–28	Gambler	To find this character in the camp, merely find the nearest group of guardsmen playing Tarot. This character is addicted to games of chance, and whether he is a perennial winner or loser, he will rarely pass up a chance to gamble.
29–30	Green	The character is young and optimistic, not yet prepared for the horrors that await him on the battlefield. He is blissfully naive, often asking obvious questions of his more experienced squad-mates.
31–32	Incompetent	Inept and bumbling, the character seems to always screw up any task he is given.
33–34	Jaded	The character has seen the horrors of war, and will never be the same. He sees his companions as nothing more than numbers on Departmento Munitorum forms, waiting to die on the battlefield.
35–36	Joker	Ready with a wisecrack for every situation, the character is always telling jokes, even in the most grim of situations. His squad mates have become so used to his constant quips and puns that all he gets in response are groans.
37–38	Lateral Thinker	Capable of impressive feats of ingenuity, especially under pressure, this character often offers unexpected solutions to the problems of the squad. Of course, some of his unorthodox ideas are better than others.
39–40	Loner	Quiet and introverted, the character prefers his own company to that of his squad-mates.
41–42	Loose Cannon	This character is always on the edge of behaving in ways that others deem "rash" or "unpredictable" in the name of success, and frequently ignores protocol in his pursuit of results.
43–44	Loyal	Dedicated to his friends, sometimes to a fault, this character places the utmost trust in one or more of his squad-mates, and gladly risks his life for their cause or well-being.
45–46	Lucky	This character has always been constantly (and sometimes infuriatingly) fortunate in at least one aspect of life. Whether this luck manifests itself in the character miraculously dodging falling shells, or merely in depriving his comrades of their lho sticks in games of Tarot, it has always been very consistent—at least so far.
47–48	Mentor	This character regards one or more members of the squad as his charges, and generally takes a parental, or at least supportive attitude towards those with less experience on the battlefield.
49–50	Leech	First to ask for a spare lho stick, last to offer one to a dying comrade, this character is a sponge, who leeches off of the rest of his squad for his material needs.
51–52	Never Bathes	Standards of cleanliness may vary from one contingent to another, but this character's personal hygiene is consistently below that stipulated by the official regulations of any known regiment of the Imperial Guard.

Table 3-21: Demeanours (Cont)

Roll	Demeanour	Description
53–54	Nihilist	This character embraces the emptiness that the Imperial Guard has worn in his soul. He cares little for whether he or his squad mates live or die, overwhelmed by their insignificance in the face of an uncaring universe.
55–56	Numb	Accumulated suffering has left this character unable or unwilling to feel intense highs and lows of emotion, instead seeking inner peace in quiet acceptance of the fickle hand of destiny.
57–58	Oblivious	The more obvious something is to the rest of his squad, the less likely this character is to notice it. From basic social cues to rampaging Orks, this character has a real gift for overlooking what is right in front of him.
59–60	Obsessive	This character is possessed of a keen attention to some sort of detail, and frequently becomes fixated on things that others find trivial. Whether this manifests in a need to keep his kit pristine, clean every part of his lasgun three extra times per day, or constantly check the ceiling for incoming Genestealers, this character's squad-mates know him for one or more signature obsessions.
61–62	Old	This character has been around the block a few times, and, impressively, survived the trip. He may be a veteran of the regiment or merely a late recruit, but he has experiences (and likely complaints) not shared by the younger members of the squad.
63–64	Optimist	This character has an unshakeable, positive outlook on life. He is quick to reassure his squad mates that the trials they face are not so terrible or insurmountable (even if they actually are).
65–66	Pessimist	The flask of amasec is always half empty for this character, for bitter experience has taught him that the Emperor rarely has pleasant tasks for those who do His holy work on the battlefield.
67–68	Pious	The Emperor is not some distant deity to this character, but a guiding beacon whose presence he sees everywhere he goes. This character makes no distinction between his religious and his military duties, and has little tolerance for the vices or doubts of his squad-mates.
69–70	Psycho	This character is, simply put, violently deranged. Whether he spends his idle hours speaking lovingly to his knives, or is known through the regiment for hacking off an Ork's arm and clubbing the xenos to death with its own limb, his squad-mates all worry that one day, he might cease to distinguish between friends and foes...
71–72	Quiet	This character speaks very infrequently. Whether this is stoicism or shyness, nobody is quite sure, and he has remained silent on the matter.
73–74	Reckless	No risk is too great for this character. He might be driven by his love of the Emperor, a desire for glory, or a love of adrenaline coursing through his veins, but whatever the reason, this character often takes unnecessary risks.
75–76	Sarcastic	This character is possessed of a biting wit, and for better or for worse, makes little effort to contain it. He rarely offers a direct answer when a snide remark will do.
77–78	Sensible	This character consistently makes quick, no-nonsense decisions, usually to his benefit and that of the squad. His squad-mates often seek his advice for their personal and practical problems.
79–80	Shell-Shocked	The trauma of war takes its toll on everyone, but some characters are more affected than others. Some past event left this character emotionally shattered, and while he might maintain a facade of normality, certain memories or triggers may cause his instability to bubble back to the surface.
81–82	Slacker	Hard work is anathema to this character, and despite the difficulty of maintaining a lazy lifestyle on the battlefield, this character is willing to try. While he cannot usually derelict his duties for fear of reprisal, this character is eager to pass on hard or unpleasant tasks to any squad-mates willing to take them up in his stead.
83–84	Slow	This character is does not jump to decisions quickly, and often spends a long time processing problems or challenges before taking any action. In the end, his decisions may be wise or they may be foolish, but his plodding pace might make his squad-mates wish he would simply make his choices faster.
85–86	Smooth	This character is more refined than many of his squad-mates. Most either admire this trait, or mock him for it.
87–88	Steely	This character has a piercing gaze, and is happy to let it do the talking for him most of the time. His squad-mates are exceptionally careful around him, for fear of his dark glare.
89–90	Strict	This character loves rules: the spirit, the letter, and everything in between. He is a stickler for the details of military regulations, and is quick to chastise his squad-mates for any laxity.
91–92	Superstitious	This character has a number of odd personal beliefs about the nature of the universe that diverge from those of his comrades, and is quick to see patterns in runs of bad luck, or offer explanations for strange phenomena that his squad-mates find outlandish.
93–94	Talkative	This character is extremely loquacious, and has trouble keeping silent. He voices his opinions and observations to anyone willing to listen.
95–96	Thief	According to this character, he merely partakes in "aggressive sharing," but most people would call him a thief, or any number of other names not suited to polite company. Any item left unattended is liable to mysteriously find its way into his kit bag.
97–98	Twitchy	For some reason, this character has trouble remaining still for long periods of time, short periods of time, or, in truth, any period of time.
99–100	Unlucky	This character has a history of extremely poor fortune, and he and his squad-mates have noticed this trend. Whether he accepts his fate with quiet resignation, complains vociferously, or cheerily denies it, nobody in the squad thinks that his luck is likely to improve any time soon.

allies, and contacts as mere stepping stones, trading their lives for a military or political victory? Is he willing to step from the righteous path and truck with xenos, renegades, and dark powers to achieve his goals, even at the cost of his immortal soul? These choices are ultimately left to the player, and he must decide what his character is willing to sacrifice for glory, honour, or victory, and how he can live with the ultimate consequences of his actions.



What is the Character's Greatest Ambition?

Every person, no matter his background or the situation of his birth, has something that drives him, some force that makes it worth getting out of his bunk in the morning. Ambition, the raw lust for power over others, for wealth, for glory, for mere survival, or to give his life to the God-Emperor—these things drive all Guardsmen, to greater or lesser degrees. In what ways will the character make his mark, and have his name echo through the ages? Will he lead a desperate last charge against an impregnable fortress, losing his life but gaining immortality among the annals of the regiment, and his rightful place beside the God-Emperor? Does he wish to personally kill the vile xenos leader that invaded his planet, destroyed his family, and turned his whole world upside down? Does he wish to scale the very heights of the Imperial hierarchy and become a grand general, and lead a campaign to reclaim some lost part of the Imperium?

Perhaps the character's ambitions are less lofty but no less noble. Does he desire the respect of an honoured officer or priest? Does he wish to keep his squad-mates alive, no matter the cost? Or does he simply want to escape the terrible privation and violent drudgery of life as a Guardsman through desertion, or even death?

What is the Character's Greatest Hatred?

The burning flame of hatred is an Imperial virtue. It sustains men against the terror inherent to life in the 41st Millennium, and it helps ease the horrors of war, the betrayals and rivalries rampant in the Imperial Guard, and even defeat, when it burns slow and cold. What hatreds sustain the character in his darkest hours, and drive him to acts of valour, destruction, or penitence? Does he loathe the mutant or the renegade, who has turned his back on his brothers and worships the Dark Gods? Does he wish fiery doom upon his officers or his Commissar, or desire to send the unwashed heathens of feral and death worlds to their ultimate demise, in an attempt to cleanse the Imperium of their stench? Perhaps he fosters a seething hatred of the vile Orks or treacherous Eldar, due to some encounter in his dim past? Has he been wronged by another Guardsman, squad, officer, or regiment? Or does he simply despise being proved wrong or embarrassed publicly, or to be in the presence of cheats and liars?

Matching Only War Characters with other Game Lines

Players who have played other Warhammer 40,000 Roleplay games such as **Rogue Trader** and **Black Crusade** might wonder how a Player Character from **Only War** matches up against characters from the other game lines. Since **Only War** characters do not use Career Ranks, and the cost of Skills and Talents varies quite a bit across different game lines, this comparison can be slightly tricky. Before spending Starting Experience, a Player Character from **Only War** is roughly equivalent to a 2,000 Experience character from **Dark Heresy**. For more information on using **Only War** with other Warhammer 40,000 Roleplay games, see page 310 of **Chapter IX: The Game Master**.

Stage 5: Generate Comrades

Imperial Guardsmen do not march onto the battlefield alone to face the countless enemies of the Imperium. They march in force, shoulder to shoulder with their comrades-in-arms. They fight and die alongside these men and women, trusting them with their lives.

In **Only War**, the Non-Player Character Imperial Guardsmen in the players' Squad are known as Comrades. Each Player Character—except for several Specialists—is accompanied by a Comrade who can fight alongside him in combat, aid him in vital tasks, and protect him from enemy fire. Each Comrade has his own name and persona, but all Comrades are still strictly supporting characters. Their role is to help support the Player Characters, to flesh out the Squad, and all too often, to die and be replaced by a fresh-faced recruit.

For more information on using Comrades in gameplay and combat, see page 269 of **Chapter VIII: Combat**.

Creating a Comrade

Generating Comrades occurs during character creation, and whenever the Squad needs to be restocked after a costly battle. Each Player who needs a new Comrade follows these steps:

- Roll once on either **Table 3–19: Example Male Names** or **Table 3–20: Example Female Names**, to generate the Comrade's name. The gender, age, and other physical characteristics of the Comrade are up to the player. However, the GM must approve all Comrades, and as with any other NPC, reserves the right to make any changes to a Comrade he deems necessary.
- Roll once on **Table 3–21: Demeanours** to generate the Comrade's personality.

Once the Comrade has been generated, fill out the appropriate space on the Squad Sheet with the relevant information.

Losing and Replacing Comrades

The battlefields of the 41st Millennium are dangerous places, and most Imperial Guardsmen are lucky to see the next fifteen hours, let alone the end of the battle. It is likely that sooner or later, a character's Comrade is going to give his life for the God-Emperor on the field of battle. When this happens, the character crosses off his Comrade's name on the Squad Sheet, records the cause of death, and no longer gains the benefits of any abilities or Orders that require a Comrade. To replace the lost Comrade, the Squad must request new recruits from Regimental Command or the Departmento Munitorum to replace their lost Squad members. This is not an instant process, however, and unless there are exceptional circumstances, as determined by the GM (such as coming across a lone member of their regiment, and bringing him into the Squad), the Squad will have to wait until they have downtime at an Imperial Guard base before they can replace their lost Comrades.

Once the Squad has the time to request new Comrades, each player who has lost their Comrade can generate a new one using the rules for Creating a Comrade above.





Skills

Using Skills

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Skill Ranks

•

Skill Descriptions



Chapter IV: Skills

"Lasguns and fancy pieces of technology are all well and good, but I will trust the skill of my men over those old hunks of metal any day."

–Last words of Sergeant Wilkins of the Tervalian 19th

To survive on the battlefields of the 41st Millennium, a Guardsman must be resourceful, insightful, and skilled. The ability to think fast under the pressure of combat marks the difference between a Guardsman destined to rise through the ranks, and one who is doomed to die in the trenches. A true commander leads his men unflinching into enemy fire and coolly deals with every problem that arises, guiding the troops to victory no matter the odds.

In **Only War,** these abilities are represented by Skills and are the basis for a character's capabilities and the ways in which he can interact with the Warhammer 40,000 universe. Skills form an integral part of all characters in measuring their ability and competence at tasks and allowing them unique options during game play. More often than not, when the GM asks a player to complete a task or overcome a challenge, the player's character will need to pass a Skill Test to determine the outcome.

Using Skills

Skills can be used in a wide variety of situations from navigating the surface of a treacherous death world to commanding troops in the midst of a raging battle. When a Skill Test is required, it will be set by the GM based either on the actions of the PC or as a response to the actions of NPCs and game events. The outcomes of successful or unsuccessful Skill Tests can vary widely and are covered in more detail in the individual descriptions of each Skill.

Skill Tests

All Skills are based on a Characteristic and when a character makes a Skill Test he is making a Characteristic Test. If he rolls equal or less than his Characteristic on a 1d100 then he has been successful, if he rolls higher, then he has failed. More details on Characteristics and Tests can be found in **Chapter I: Playing the Game**.

Example

Jeff's character Theleus is attempting to infiltrate a Severan Dominate outpost and must scale the outside wall. Since this presents a challenge, and success is not guaranteed, the GM asks Jeff to make an Athletics Skill Test for Theleus. Athletics is based on Strength and so Jeff notes Theleus has a Strength of 32. Jeff then rolls 1d100 and scores a 27. He has rolled less than his character's Strength and so has passed his Athletics Skill Test. Theleus successfully climbs into the outpost without incident.

Opposed Skill Tests

Sometimes the outcome of a Skill Test depends on the actions of others and how well they can spot, argue with, or hide from the character. In these instances, the GM can call for an Opposed Skill Test. In an Opposed Skill Test, both the PC and the NPC, or the force opposing him, make a Skill Test as detailed above. Both parties then work out how much they have passed (or failed) their Test by, with the largest margin of success indicating the winner. More details on Opposed Skill Tests can be found in **Chapter I: Playing the Game**.

Example

Having successfully entered the Severan Dominate outpost outer walls, Theleus must sneak past the watchful eyes of one of the guards. To see if the guard spots Theleus as he tries to sneak past, the GM calls for an Opposed Test between the Awareness Skill of the guard and Theleus's Stealth Skill. The guard then rolls 1d100 against his Perception (the base characteristic for Awareness) of 34 and scores a 11, while Theleus rolls 1d100 against his Agility (the base characteristic for Stealth) of 29 and scores a 28. Even though both the guard and Theleus passed their Test, the guard succeeded by a larger margin than Theleus and thus won the Opposed Test. The guard spots Theleus and sounds the alarm!

Guidelines on which Skills require Opposed Tests and the Skills which oppose them can be found in the individual Skill descriptions below.

Modifying Skill Tests

Quite often circumstances make a Skill Test either harder or easier, increasing or decreasing the character's chances for success. In these instances, the GM applies modifiers to the Skill Test to represent the difficulty or ease of the task, such as a bonus when trying to detect a large and obvious threat with Awareness or a penalty when trying to swim across a fast flowing river with Athletics. Modifiers to Skill Tests can also come from other sources such as Talents, Traits, and Gear and can be found in **Chapter V: Talents and Traits** and **Chapter VI: Armoury**. Characters can gain bonuses to their Skill Tests for having higher ranks in Skills as detailed in **Gaining Skills** below.

Note: Regardless of its source, no bonus can ever exceed +60 and no penalty ever exceed –60.

Example

Having fled the Severan Dominate Outpost in a stolen vehicle, Theleus drives into the jungle surrounding the outpost while being pursued by Severan forces. To keep away from the pursuers, the GM makes Theleus make an Operate (Surface) Skill Test, imposing a –10 penalty for driving through the rough jungle terrain. Theleus rolls a 1d100 against his Agility of 29 and scores a 25. Normally this would be a success. However, he must subtract 10 from the Characteristic due to the penalty for the jungle terrain, reducing it to 19 and thus resulting in a failure.

Multiple Modifiers

Sometimes there is more than one factor at play when making a Skill Test and multiple modifiers (both good and bad) apply. In this case, total up the modifiers to find the final penalty or bonus to the Skill Test, remembering that as with single modifiers, the total modifier can ever exceed +60 or –60.

A list of example modifiers for each Skill can be found in the individual Skill descriptions below.

UNTRAINED SKILL USE

It is unlikely that a character will be trained in the use of every Skill, instead focusing on the mastery of a few and a general knowledge of a handful of others. A character can, however, still use Skills in which he has no training when needs must, such as attempting to hide from a stalking group of Dark Eldar Wyches or trying to climb the walls of a fortress before being consumed by a horde of hungry battle squigs. In these instances, the character makes a Skill Test as normal but suffers a –20 penalty in addition to any other modifiers.

The only exception to this rule is Specialist Skills which require a level of ability that cannot be attempted by the untrained, such as knowledge of ancient rites of the Adeptus Mechanicus, commanding a Mars Class Cruiser, or speaking fluently with an Eldar Corsair in its own language. Which Skills are Specialist Skills is indicated both in the Skill list below and the individual Skill descriptions.

Special Uses

Several Skill entries have subsections that detail a specific, focused use outside its usual employment. These sections spotlight particularly creative or interesting uses of the Skill, allowing for greater variety of applications. Special Uses and their effects can be found at the end of each relevant Skill description.

SPECIALIST SKILLS

Some Skills are not just one Skill but many, representing a specialisation within the Skill itself. These are known as Specialist Skills and whenever a character learns a Specialist Skill, he must choose a particular specialisation within it. Specialisations represent such things as specific knowledge of places, people, and events; the ability to control, drive, or pilot particular types of vehicles and equipment; the ability to read and understand maps as well as the ability to plot a course across a world or the stars themselves; and the ability to speak, read, or understand one of the countless languages, codes, or glyphs used by the races of the 41st Millennium.

A character can take a Specialist Skill more than once, taking a new speciality each time he takes the Skill. If a character takes a Specialist Skill more than once (each with its own speciality), then for all intents and purposes these are treated as separate Skills and must be advanced in Rank individually.

A list of the individual specialities within each Specialist Skill can be found within the individual Skill descriptions.

Skill Descriptors

Some Skills fall into broad categories that use common rules. These descriptors allow both players and GMs to instantly identify the appropriate rules section from **Chapter I: Playing the Game** for their resolution. These categories include: Crafting, Interaction, Investigation, and Movement.

Crafting Skills

Skills with the Crafting descriptor allow characters to create things from parts or raw materials. These creations can vary from exotic drugs and custom weapons to disturbing works of art and fiendish traps. The GM sets up an appropriate Extended Test for the task, and its resolution follows the guidelines in the **Crafting** sidebar.

Interaction Skills

All Skills with the Interaction descriptor involve interplay with others. The difficulty of these Skill Tests depends on the individual's disposition towards the character, as defined by the GM in accordance with the circumstances of the encounter. See page 303 of **Chapter IX: The Game Master** for more information on NPC disposition.

Interaction Skills and Crowds

It is possible for a Skilled commander or masterful orator to influence or control groups of people at the same time. When a character uses a Skill with the Interaction descriptor, he can if he chooses affect a number of people up to ten times his Fellowship Bonus, provided they can all clearly hear and understand him. If it is an Opposed Test, then the character only makes one roll and compares the result to the rolls of each of the people he is trying to affect to determine success.

Investigation Skills

Most of the Skills with the Investigation descriptor allow characters to collect information from various sources, and also require Extended Tests as characters try to gather detailed intelligence on their foes or their mission. The GM sets up the proper time period for the Test, as it takes far longer to uncover the secret base of a rival cult than it does to spot the location of an armoured column.

Movement Skills

Skills with the Movement descriptor all relate to a character's mobility, anything from daring leaps across chasms to climbing up sheer cliffs. They involve the ability to move across, through, over, or between a character's environment. Movement Skills are all adversely affected by reductions to the character's mobility (such as crippling injuries to limbs) or environmental factors as detailed on page 34.

Using Alternative Characteristics

Every Skill has a base Characteristic indicated in its description which is used to test against when making a Skill Test. Most of the time this is the Characteristic a character uses to determine success of failure, though in some circumstances when setting a Skill Test, the GM might wish to substitute an alternative Characteristic which better suits the situation.

Gaining Skills

As characters survive adventures and develop during game play, they naturally become more competent and the range of their abilities grows and strengthens. A Player Character learns new Skills and improves existing ones, getting steadily better and gaining access to new options during play and new ways of overcoming challenges. Skills, like other kinds of Advances, are gained during character creation or bought during play by spending Experience Points. The amount of Experience Points a Skill costs depends upon its Rank and which Aptitudes a character has as detailed in **Chapter III: Character Creation**.

Skill Ranks

Simply knowing a Skill is very different from having mastered its use, and different characters are likely to be able to use different Skills at varying levels. To represent this, all of a character's Skills are ranked from 1-4, representing his level of ability. The benefits of having a Skill at a higher Rank is detailed on **Table 4-1: Skill Ranks**.

Table 4-1: Skill Ranks

Rank	Benefit
1 (Known)	Use the Skill without the –20 penalty for being untrained
2 (Trained)	+10 on all tests with this Skill†
3 (Experienced)	+20 on all tests with this Skill†
4 (Veteran)	+30 on all tests with this Skill†

†*Characters only use the highest bonus*



Crafting

It is possible with the right Skills and materials for a character to create his own items, such as crafting basic gear and equipment like spears or storm-cloaks, brewing up herbal remedies or even advanced drugs and medicines, or building advanced gear such as automatic rifles or grenades. To create an item, a character needs three things: the right Skill, materials, and time.

Crafting Skills

There are three different kinds of crafting Skills, each one covering the creation of different kinds of items.

Medicae: This Skill allows a character to create all manner of drugs and poisons as detailed on page 198 of **Chapter VI: Armoury**. With the GM's permission, players can even create new drugs and poisons based on the venom of slain creatures or to mimic the effect of certain worlds or environments. When creating drugs or poisons, a character always needs at least a small sample of the substance he is trying to create.

Survival: This Skill allows a character to create any kind of primitive device or basic items such as clothing or foodstuffs. Survival can be used to craft any item with the Primitive Special Quality or any Low-tech Weapon (see **Chapter VI: Armoury**). With the GM's permission, players can also create any simple item with this Skill provided it can be fashioned from unprocessed materials and lacks any complex moving parts (i.e. clothing, a cart, a hovel, etc.).

Tech-Use: This Skill allows a character to create complex or technical devices such as those commonly created within the forges of Imperial worlds. With the GM's permission, any weapon, armour, explosive, or piece of tech can be created using this Skill. Unlike Survival and Medicae, however, many items created using this Skill are fiendishly complex or their design a closely guarded secret and are only available to characters with the right knowledge and access to advanced workshops.

Materials

When creating an item, a character must have access to the right materials, otherwise he cannot make it. Whether or not these materials are on hand is up to the GM, though common sense should play a part (i.e. a character on a feral world is going to have access to lots of basic materials good for the Survival Skill but might have trouble finding the complex parts or manufacturing base needed to make an autogun). Once it has been determined whether or not the materials are on hand, the GM then decides if the character needs to expend any resources acquiring them. As a general rule when creating items using the Tech-Use Skill (or the Medicae Skill when creating advanced drugs such as those not occurring naturally), characters must always buy materials. Items crafted with Survival, on the other hand, can other be made from "found" materials, such as fashioning a bow when in a forest, or making a spear from scrap metal in an underhive.

When acquiring materials for crafting, determine the item's Availability and then decrease it by one step (i.e. Average items become Common, Common items become Plentiful, etc.). The character then makes a Logistics Test to acquire the materials just as if he were acquiring an item. Once he has the materials, he can then try to create the item.

Time

Creating an item takes time and is always an Extended Test set by the GM. The length of the Extended Test and the time it takes depends on the complexity of the item. While both these factors are up to the GM, he can use **Table 4-2: Crafting Items** as a guideline.

Table 4-2: Crafting Items

Type of Item	Time	Extended Test Successes
Chem-Use Items		
Natural Drugs/Poisons	1d5 hours	4
Synthetic Drugs/Poisons	2d10 hours	8
Survival Items		
Weapons	1d5 hours	5
Armour	1d10 hours	6
Gear	1d5 hours	3
Tech-Use Items†		
Weapons	1d5 days	8
Armour	1d10 days	12
Gear	1d5 days	8

†Note in the case of Tech-Use, characters cannot create items they do not have access to designs for.

The GM can also modify Crafting Tests depending on factors such as the presence of assistants, the workshop or lab available, or an excess of funding or materials.

Skill Descriptions

The following section provides in-depth descriptions of the Skills in **Only War**, their uses, and other valuable information.

Acrobatics (Agility)

Aptitudes: Agility, General

Acrobatics covers feats of agile movement, graceful motion, and mastery of balance and form. With this Skill, characters can leap nimbly across gaping chasms, maintain their balance on a pitching ship deck, or fall gracefully to the ground without snapping their limbs. In combat, a Skilled acrobat can summersault, flip, or cartwheel away from foes, twisting his body out of reach of his enemy or slipping past foes in a blur of motion.

Special Uses for Acrobatics

The following are special uses for the Acrobatics Skill.

Contortionist

A character can use his Acrobatics Skill to escape from bonds or the grip of a foe by twisting and turning his body. As a Full Action, a character may make an Acrobatics Skill Test to free himself from bonds, such as rope, manacles, or the like. This Test can only be attempted once to escape restraints; if the character fails to free himself the first time, then he is simply too tightly bound and unable to contort his way free. The GM can modify this Test depending on the quality of the bonds the character is trying to escape.

Characters may also use Acrobatics to escape from a grapple (see page 251) by using their Acrobatics Skill instead of their Agility or Strength when grappling.

Manoeuvring

In combat, a character capable of acrobatics can more easily avoid foes or retreat from combat without harm. The character may make a Disengage Action (see page 244) as a Half Action (rather than a Full Action) if they pass a **Challenging (+0) Acrobatics Skill Test**.

Jumping

A well trained acrobat excels at jumping, leaping, and lessening the effect of falls by folding their body as they hit the ground. When jumping or leaping (see page 35), a character may use the Acrobatics Skill in the place of Agility and Strength Tests. When determining falling Damage, a character can make an Acrobatics Skill Test to reduce the effective distance fallen by a number of metres equal to their Agility Bonus.

The GM can call on a player to use the Acrobatics Skill when:

- He must keep his balance or avoid falling over on unstable ground.
- He wishes to jump down from a height and land well.
- He wants to move over or around a foe or obstacle in his path without breaking his stride.

Example Modifiers

+30	Moving in an open environment with Earth-like gravity or completely unarmoured.
+20	Moving through an open forest or tall grass field, or with hands free of weapons or other objects.
+10	Moving in a low gravity environment, wearing armour only on torso.
+0	Moving across rubble or debris, or in loose and shifting sand.
–10	Moving in obstructed terrain or in heavy armour.
–20	Moving in zero gravity or with both hands tied behind one's back.
–30	Moving in an environment with gravity three times Terran standard.

Skill Use: Full Action unless otherwise noted.

Special Uses for Athletics

The following are special uses for the Athletics Skill.

Endurance

Trained athletes are extremely fit and can push themselves far beyond the ability of normal people. As a Free Action, a character with the Athletics Skill may make a **Difficult (–10) Athletics Skill Test** whenever he suffers a level of Fatigue (see page 257) as a result of running, swimming, or climbing to ignore its effects. The character may continue to take Tests and ignore Fatigue gained in this way indefinitely; however, as soon as he fails a Test, hemust rest for at least 4 hours and cannot use their Athletics Skill again in that time.

Heft

Athletes are also known for their strength and can lift great weights for short periods of time. As a Free Action a character may make a **Challenging (+0) Athletics Skill Test** to increase his carrying capability for a single encounter. For every Degree of Success the character achieves, his Strength is increased by 10 for the purposes of how much weight he can carry, lift, or drag (see page 36), to a maximum modified Strength of 100. Hefting can only be attempted once, and if the character fails the Test, he cannot try again until the next encounter.

Table 4-3: Skill List

Name	Aptitude 1	Aptitude 2	Descriptors
Acrobatics	Agility	General	Movement
Athletics	Strength	General	Movement
Awareness	Perception	Fieldcraft	—
Charm	Fellowship	Social	Investigation, Interaction
Command	Fellowship	Leadership	Interaction
Commerce	Intelligence	Knowledge	Investigation, Interaction
Common Lore†	Intelligence	General	Investigation, Interaction
Deceive	Fellowship	Social	Investigation, Interaction
Dodge	Agility	Defence	Movement, Combat
Forbidden Lore†	Intelligence	Knowledge	Investigation, Interaction
Inquiry	Fellowship	Social	Investigation, Interaction
Interrogation	Willpower	Social	Investigation, Interaction
Intimidate	Strength	Social	Investigation, Interaction
Linguistics†	Intelligence	General	—
Logic	Intelligence	Knowledge	Investigation
Medicae	Intelligence	Fieldcraft	—
Navigate†	Intelligence	Fieldcraft	—
Operate†	Agility	Fieldcraft	—
Parry	Weapon Skill	Defence	Combat
Psyniscience	Perception	Psyker	—
Scholastic Lore†	Intelligence	Knowledge	Investigation, Interaction
Scrutiny	Perception	General	Investigation, Interaction
Security	Intelligence	Tech	—
Sleight of Hand	Agility	Knowledge	—
Stealth	Agility	Fieldcraft	Movement
Survival	Perception	Fieldcraft	Crafting, Movement
Tech-Use	Intelligence	Tech	Crafting, Investigation
Trade†	Intelligence	General	Crafting, Interaction

†*Specialist Skill*

ATHLETICS (STRENGTH)

Aptitudes: Strength, General

Athletics is the ability to run long distances, climb sheer surfaces, and swim strongly without tiring or faltering. It encompasses all manner of strength and brawn based tasks that a character may undertake; a skilled athlete can run for miles, heft mighty loads, or cross fast flowing rivers with relative ease. Athletics also allows a character to push themselves to greater levels of endurance and shrug off the effects of fatigue when running, swimming, or climbing.

The GM can call on a player to use the Athletics Skill when:

- He must swim across a body of water or try to stay afloat.
- He wishes to push himself beyond his limits and keep going even when exhausted.
- He wants to climb a cliff or cross extremely rough ground.

A character's background might dispose him more towards certain types of athletics. Not all skilled climbers make excellent swimmers, though both may have similar upper body strength. A GM can keep this in mind when determining the difficulty of a Test. For example, a character from a desert world or an Enginseer with extensive augmetic parts could be required to make more difficult Athletics Tests to swim across a river than a character who grew up on an aquatic hive world.

Example Modifiers

+30	Climbing a ladder in a hurry or swimming in perfectly calm water.
+20	Climbing across a gantry or swimming with some method of staying afloat.
+10	Climbing the outside of a hive or swimming with specialised gear (i.e. flippers).
+0	Climbing a rough rock wall with protruding stones, or swimming across a deep lake.
–10	Climbing a brick wall or swimming a slow river.
–20	Climbing a ferrocrete wall without climbing aids or swimming against a current.
–30	Climbing up a slick plasteel bulkhead or swimming in a storm.

Skill Use: Full Action unless otherwise noted.

Special Uses for Awareness

The following is a special use for the Awareness Skill.

Lip Reading

Lip reading allows a character to effectively understand a conversation even though he cannot hear it. The character must have a clear view of the speaker's mouth and understand the language used by the target. The difficulty of this Test is modified -10 for every 10 metres of distance between the character and the speaker. The GM can assign other penalties for darkness, fog, or other factors affecting vision. However, magnoculars or other vision enhancing devices can help offset this penalty or provide a bonus. A successful Awareness Skill Test reveals the general gist of the conversation, such as talking about a sentry patrols or dissatisfaction with one's overlord. Additional Degrees of Success reveal correspondingly more information. The character need not make a Skill Test every Round, as one Degree of Success is enough to follow the conversation for the span of roughly one topic. The GM determines when a new Test is necessary.

AWARENESS (PERCEPTION)

Aptitudes: Perception, Fieldcraft

Awareness is a character's ability to understand and be aware of his surroundings, and is vital to all characters who wish to see danger coming. A character Skilled in Awareness is able to notice small details, sounds, or smells before others and interpret what they might be and where they might be coming from. Awareness is most often used when trying to spot hidden foes or ambushes, though it can also be used to find hidden objects.

In general, Awareness is used when trying to spot items or individuals that are either hidden or not easy to notice. Scrutiny is used to interpret hidden emotions, motivations, or other undercurrents. So while spotting someone hidden would be Awareness, telling when someone is lying would be Scrutiny (see page 132).

When Awareness is used against an opponent (such as to spot an ambush) it is an Opposed Test (see page 31). Awareness opposes and is opposed by Stealth.

The GM can call a player to use the Awareness Skill when:

- He is walking into an ambush or being spied upon by a hidden foe.
- He wants to search an area for clues or find a hidden item.
- He is trying to eavesdrop on a conversation or there is a chance of overhearing some pertinent information.

Example Modifiers

+30	Detecting the approach of a tank or spotting a jungle clearing containing a Marauder bomber from the air.
+20	Detecting a Hulking creature's passage or noticing a vehicle behind rubble.
+10	Detecting a small object in the open or spying a camouflaged artillery piece.
+0	Spotting someone in a crowd or searching a room.
–10	Detecting a well-laid ambush or searching a building for a specific document.
–20	Finding a specific spent bolt round on a battlefield.
–30	Noticing an assassin in a darkened room or searching through planetary records for a shipping manifest.

Skill Use: Free Action made in reaction to something.

CHARM (FELLOWSHIP)

Aptitudes: Fellowship, Social

Charm is the ability to sway the reactions of others or impress people with a smile and kind word. A character Skilled in Charm can turn a hostile situation into a friendly one or ingratiate their way into secure places past suspicious guards. Charm need not be used whenever a character speaks to someone in a pleasant manner, but should be used whenever he wishes to modify a character's disposition, opinions, or convince the other character to do something he might not have any interest or reason to do.

When Charm is used against an opponent (such as to change their mood) it is an Opposed Test (see page 31). Charm is opposed by Willpower.

The GM can call a player to use the Charm Skill when:

- He wants to make someone like him for whatever reason.
- He wishes to distract someone by drawing their focus away from others.
- He is gathering information from locals or strangers.

Example Modifiers

+30	Subject is already very friendly or loyal, or the character is obviously harmless.
+20	Subject is friendly or the character adds incentive such as a bribe.
+10	Subject is naturally talkative or the character is of a favoured gender or social class.
+0	Subject is ambivalent to the character, or has no prior reason to do what the character suggests.
–10	Subject doesn't want to be bothered or the character is rude or aggressive.
–20	Subject is suspicious of the character or the character is heavily armed.
–30	Subject is actively hostile or the character has wronged the subject previously.

Skill Use: 1 minute.

COMMAND (FELLOWSHIP)

Aptitudes: Fellowship, Leadership

Command is the ability to effectively lead men into combat and direct their actions against the enemy. This Skill allows a character to control the actions of his followers or change their standing orders in a combat situation quickly and accurately without the chance for misinterpretation or mistake. Command can also be used to inspire men to greater feats of courage as well as to counter the effects of fear through the threat of violence.

The GM can call a player to use the Command Skill when:

- He wishes to send his Comrade into an extremely dangerous situation.
- He needs to rally his Squad or organise them in the face of a surprise attack.

Example Modifiers

+30	Followers have high morale or commands are very simple to follow.
+20	Followers are performing well-known tasks or commands can be followed out quickly.
+10	Followers outnumber their foes or commands are familiar to the followers.
+0	Commands are complex or the commander is newly in charge of the subjects.
–10	Followers are outnumbered by their foes.
–20	Followers are performing unfamiliar tasks or commands need to be interpreted.
–30	Followers have very low morale or commands are very complex or hazardous.

Skill Use: Half Action for simple commands, Full Action for more involved direction.

Special Uses for Command

These are certain unique uses for the Command Skill.

Inspire

A charismatic commander can try to inspire his followers to greater efforts through praise, careful direction, or threats of violence. As a Full Action, the character can make a **Challenging (+0) Command Test** to inspire one or more of his followers. Inspired followers receive a +10 on their next Skill or Characteristic Test.

Terrify

A commander can use the Command Skill to terrify his followers into fearing him more than a Fear-causing foe. As a Reaction, a character can try to counter the effects of Fear (see page 305) in his troops should they fail their Willpower Test against a Fear-causing foe. Make a Command Skill Test opposed by the Willpower of the Fear-causing creature. Both the character and the creature add +10 to their rolls for each level of Fear they possess. If the character is successful, his followers ignore the effects of Fear from this creature for the encounter.

Special Uses for Commerce

The following is one of the special uses for the Commerce Skill.

Evaluate

A character can use the Commerce skill to determine the worth of an item or commodity. The GM should make this roll in secret, modifying the result depending on the Availability of the item or commodity in question (see below for example modifiers). A success tells the character the Availability of the item he is evaluating, while a failure tells him nothing. If he fails by more than 3 Degrees of Failure, the GM should give him a false Availability.

COMMERCE (INTELLIGENCE)

Aptitudes: Intelligence, Knowledge

Commerce is an understanding of trade, value, and exchange amongst the varying ranks of the Imperial Guard, how to barter for the best deal possible, and even acquire contraband gear. This Skill covers everything to do with deal making and exchange from swapping extra rations for a pack of lho-sticks to acquiring xenos tech while keeping out from under the watchful eyes of the Commisariat. Commerce also includes an understanding of the value of things and can be used to appraise items or evaluate something's potential worth.

When Commerce is used against an opponent (such as to gain a bonus on a Logistics Test) it is always an Opposed Test (see page 31). Commerce opposes, and is opposed by, either Commerce or Willpower.

The GM can call a player to use the Commerce Skill when:

- He wants to gain a bonus to a Logistics Test (see page 161)
- He wishes to track down a rare item in camp.
- He is trying to figure out how much an item or raw material might be worth

Example Modifiers

+30	Dealing with a highly-trusted requisition officer.
+20	Dealing with a trusted officer.
+10	Dealing with a familiar officer or one who owes the character a favour.
+0	Dealing with an unknown individual.
–10	Dealing with an officer who is suspicious of the character.
–20	Dealing with a merchant or trader from a non-Imperial culture.
–30	Dealing with an openly hostile officer.

Skill Use: 1 minute, or more for complex deals.

COMMON LORE (INTELLIGENCE)

Aptitudes: Intelligence, General

All Common Lore Skills represent the common knowledge an individual might know about the general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organisation, or race. This Skill differs from Scholastic Lore, which represents scholarly learning one might gain through study and research, and Forbidden Lore, which involves hidden or proscribed knowledge. Common Lore deals with basic information gained from prolonged exposure to a culture or area.

Unlike other Skills, Common Lore has multiple Specialisations. See page 113 for more information on how these Specialisations work. The Specialisations for this Skill are as follows:

Adeptus Arbites: Knowledge of the various arms and sub-sects of the Arbites, including details of rank structure, common procedures, and the basic tenants of Imperial Justice.

Adeptus Astra Telepathica: Knowledge of how psykers are recruited and trained, including how Astropaths are used throughout the Imperium, and the basics of astro-telepathy.

Adeptus Mechanicus: A general understanding of the symbols and practices of the Adeptus Mechanicus.

Administratum: Broad knowledge of the labyrinthine workings, rules, traditions, and dictates of the Adeptus Administratum.

Calixis Sector: Information concerning the basic layout of the Calixis Sector, including the workings of Sector Lord Hax and the other nobles on Scintila.

Ecclesiarchy: Understanding of the structure of the Adeptus Ministorum and its role in the worship of the Emperor.

Imperial Creed: Knowledge of the rites, practices, and personages of the Imperial Cult, the most common observances, festivals, and holidays in honour of the Emperor.

Imperial Guard: Basic information about the ranking system, logistics, structure, and basic tactical and strategic practices of the Imperial Guard, as well as particularly famed regiments.

Imperial Navy: Basic information about the ranks, customs, uniforms, and particular traditions of the Imperial Navy, as well as famous admirals and ships.

Imperium: Knowledge of the segmenta, sectors, and best known worlds of the Imperium.

Jericho Reach: Information concerning the basic layout of the Jericho Reach and the events taking place there.

Koronus Expanse: Information concerning the general astrography of the Expanse, including known warp passages, regions, and legends of what may be found there.

Screaming Vortex: Knowledge about the myriad worlds, factions, and stories of the Screaming Vortex.

Spinward Front: Information regarding the Severan Dominate, Waaagh! Grimtoof, and the Children of Thorns, as well as the movements of Imperial Guard forces in the Front.

Tech: An understanding of simple litanies and rituals to sooth and appease machine spirits.

War: Knowledge of great battles, notable commanders, heroes, and famous stratagems employed by those who fight for and against the Imperium.

The GM can call a player to use the Common Lore Skill when:

- The GM feels the Player Character might know something about a current situation, location, or individual.
- The character wants to know a specific detail about a common subject.

Example Modifiers

+30	Remembering the name of a broad region.
+20	Remembering generally known facts about a region.
+10	Learning general information about a specific planet.
+0	Remembering specific information about a specific planet or well-known location on a planet.
–10	Learning information about a large city.
–20	Learning information about a small settlement.
–30	Remembering information learned about a specific individual relatively unknown to most people.

Skill Use: Free Action.

DECEIVE (FELLOWSHIP)

Aptitudes: Fellowship, Social

The Deceive Skill is the art of lying or fooling others into believing something which is not true. A character with this Skill is adept at convincing others of falsehoods, hiding their true intent from those around them, or concealing some of the truth. The Deceive Skill can also be used to create a disguise, given the proper time and materials, which can be used to either hide their own appearance or even impersonate the appearance of another.

When Deceive is used against an opponent (such as to convince someone of a lie or fool them with a disguise) it is always an Opposed Test (see page 31). Deceive opposes, and is opposed by, Scrutiny.

The GM can call a player to use the Deceive Skill when:

- He wants to tell a convincing lie.
- He wishes to distract someone with rambling nonsense.
- He is trying to disguise himself.

Example Modifiers

+30	Telling a lie that is supported by what a person can see, creating a simple disguise meant to fool a stranger.
+20	Telling a lie which is partially true or only very slightly false.
+10	Telling a lie to someone who wants to believe it.
+0	Telling a lie to someone unknown to the character or creating a complex disguise with aid of props or kits.
–10	Telling a lie to someone who is already suspicious of the character.
–20	Telling a lie to someone who has been deceived by the character before.
–30	Telling a lie that contradicts what a person can see or disguising oneself as a close friend or loved one.

Skill Use: 1 minute, or more for complex deceptions.

Special Uses for Deceive

This is one of the special uses for the Deceive Skill.

Disguise

A character with the Deceive Skill can create a disguise for themselves given time and raw materials. The time taken depends greatly on the complexity of the disguise; simply putting on an enemy's uniform or covering the character's face with filth may take minutes, while trying to disguise gender, race, or mimic a specific individual may take hours, days, or longer. The GM decides how long formulating a disguise takes and if the character has the materials at hand. Once the disguise is donned, the GM then secretly Tests for the player (using his Deceive Skill and any appropriate modifiers) whenever the disguise comes under scrutiny (an opposed test against the Scrutiny of whoever is trying to see through the disguise). If a disguise passes this first Test, then the player need not Test again unless something changes (suspicion is cast on the character or a more observant NPC arrives).

DODGE (AGILITY)

Aptitudes: Agility, Defence

Dodge is the ability to avoid blows in melee, dodge away from incoming fire, or leap out of the way of falling debris. It combines nimbleness of movement with trained reflexes and an awareness of all kinds of danger. A character can use his Dodge Skill to dodge either melee attacks or ranged attacks. Dodging attacks is made as a Reaction to a foe's successful attack. A success indicates that the attack has been avoided and it does not hit the character. In the case of attacks which cause multiple hits (such as automatic fire) each Degree of Success a character achieves on his Dodge Test cancels one hit from the attack. Any excess hits not cancelled by Dodging are then applied to the character as normal..

The GM can call a player to use the Dodge Skill when:

- He is attacked in melee.
- He is attacked with a ranged weapon.
- He needs to avoid hazards such as falling wreckage or leap from a collapsing bridge.

Example Modifiers

+30	Character can easily detect the attack and has at least a Round to avoid it.
+20	Character has full cover between him and an attack.
+10	Character has half cover between him and an attack.
+0	Character is avoiding an attack in the open. This is the default modifier for Dodge in combat.
–10	Character is on loose ground, mud, or knee-deep water.
–20	Character is in waist-deep water.
–30	Character is unable to see the source of the attack.

Skill Use: Reaction.

FORBIDDEN LORE (INTELLIGENCE)

Aptitudes: Intelligence, Knowledge

All Forbidden Lore Skills represent knowledge forbidden or hidden to the average citizen of the Imperium of Man. In many cases, it is a heinous crime to even possess such knowledge and is often sufficient to warrant termination at the hands of the Inquisition, so a character must tread carefully when revealing what he knows.

Forbidden Lore has several different Specialisations. Specialisations are described in greater detail on page 113. The Specialisations are as follows:

Adeptus Mechanicus: An in-depth understanding of followers of the Machine God, including such things as their rituals, observances, beliefs, core philosophies, and specific knowledge of the Universal Laws.

Adeptus Astartes: Knowledge of the practices, organisation, and home worlds of the Imperial Space Marines and their Chapters including blasphemous knowledge of their rites, rituals, and beliefs.

Codex Astartes: Understanding and interpreting the Codex Astartes and how it relates to the organisation, deployment, and tactics of the Space Marine Chapters.

Archaeotech: Knowledge of the great, lost tech devices of past times and clues to their mysterious functions and purposes.

Daemonology: Lore about some of the most infamous warp entities and their twisted physical manifestations.

Heresy: Wisdom concerning acts and practices deemed heretical by the Imperium, the most contemptible heretics of history, and their acts.

The Horus Heresy and Long War: The origins and history of the 10,000 year long war between the forces of the Ruinous Powers and the Imperium of Man.

The Inquisition: Understanding this secretive organisation of the Imperium, its Ordos, common tenets, and famous Inquisitors.

Mutants: The study of stable and unstable mutations within humanity, their cancerous influence and mutagenic development over time, and some of the studies and books on the topic.

Navigators: Secret knowledge about the Navis Nobilite families, their breeding programs, common mutations, and prominent patriarchs.

Pirates: Knowledge of the scourge of the warp lanes, their tactics, infamous vessels, and notorious captains.

Psykers: Skill in identifying psykers, the physical effects of their powers, the danger they cause, and the general extent of their capabilities.

The Warp: An understanding of the energy of the warp, its interaction and interrelation with realspace, and how its tides and eddies affect travel between the stars.

Xenos: Knowledge of the minor and major alien species known to the Imperium, the threat they pose, and their general appearance.

A successful Forbidden Lore Test imparts information from the GM to the player. The GM may impart more information if the Test scores additional Degrees of Success.

The GM can call a player to make a Forbidden Lore Test when:

- He seeks information about potential cults active on an Imperial world.
- He wishes to learn about the dangers the Inquisition may pose to a potential undertaking.
- He wishes to learn more about the mysterious monoliths on a desert world.
- He seeks information on the operations of the dreaded Eldar.
- He desires to learn the True Name of a powerful Daemon.
- He seeks the proper procedure to summon a warp-spawn.
- He wishes to know more about psykers and psychic abilities.
- He must recall information about the Traitor Legions and their ongoing war against the Imperium.

Example Modifiers

+30	Learning of the existence of xenos races such as the Orks or Tyranids.
+20	Learning of the Warp and what it is.
+10	Remembering the existence of a heretical text.
+0	Learning of the nature and events of the Horus Heresy.
–10	Remembering obscure xenos races in local regions of space such as the Rak'Gol.
–20	Understanding details of the nature and motives of Daemons and Warp entities.
–30	Learning a Daemon's True Name.

Skill Use: Free Action.

INQUIRY (FELLOWSHIP)

Aptitudes: Fellowship, Social

Inquiry is used to gain information by asking questions, stimulating conversation, or simply eavesdropping. Unlike Charm or Intimidate, which focus on changing a character's disposition or influencing specific individuals, Inquiry focuses on gaining information from large groups, and may involve a great deal of time and effort. One or two Degrees of Success reveals basic information about an area, population group, or individuals, while additional Degrees of Success on a successful Inquiry Test allows the GM to impart more valuable or secretive information to his players.

The GM can call a player to make an Inquiry Test when:

- He is trying to track down a local crime lord in a hive.
- He attempts to learn the attitudes of the local populace towards their leaders.
- He seeks a specific type of location such as a shop or tavern.

Example Modifiers

+30	Subject is already very friendly or loyal, or answering the questions works towards the subject's best interests.
+20	Subject is friendly or the character adds incentive such as a bribe.
+10	Subject is naturally talkative or the character is of a favoured gender or social class.
+0	Subject is ambivalent to the character or has no prior reason to interact with the character.
–10	Subject doesn't want to be bothered or the character is rude or aggressive.
–20	Subject is suspicious of the character or the character is inquiring about information the subject wants secret.
–30	Subject is actively hostile or answering questions likely results in serious problems for the subject.

Skill Use: One hour or more, depending on the nature of the inquiries, the size of the group targeted, and information sought.

INTERROGATION (WILLPOWER)

Aptitudes: Willpower, Social

Interrogation allows a character to extract information from an unwilling subject. The application differs from torture, where a subject will frequently say anything to stop the ordeal. Rather, it represents skilled application of psychology, various devices, serums, and other techniques. The GM may modify the difficulty of the Test according to the availability of tools, facilities and other conditions. Interrogation is always an Opposed Test, pitting the character's Intimidation Skill against an opponent's Willpower. If the character wins the Opposed Test, he gets one answer for each Degree of Success. If his opponent wins the Opposed Test, he gets nothing of worth. Two or more Degrees of Failure inflict 1d10 plus the character's Willpower Bonus in Damage to the subject, and prevents any further interrogation for 1d5 days. If the character suffers four or more Degrees of Failure, he deals the same Damage and the subject gains a +30 bonus to Willpower Tests made to resist Interrogation at the character's hands or his allies. Each Interrogation Test inflicts one level of fatigue on the target.

The GM can call a player to make an Interrogation Test whe:

- He attempts to force an Imperial Adept to reveal information about his superiors.
- He is attempting to learn about battle plans from an Imperial Guard captain.



Example Modifiers

+30	Subject has no reason to resist the interrogator and actively cooperates.
+20	Subject is terrified of interrogator.
+10	Subject is frightened of the interrogator.
+0	Subject has a good reason to resist or sees himself as the interrogator's equal.
–10	Subject feels he is the interrogator's better.
–20	Subject is confident in an impending rescue.
–30	Subject would suffer far worse fate than what the interrogator would do if he answered questions.

Skill Use: One hour or more, depending on the invasiveness of the interrogation and the subject.

INTIMIDATE (STRENGTH)

Aptitudes: Strength, Social

Intimidate is a character's ability to frighten others into either doing what he tells them or giving up information. A character skilled in Intimidation can bully their way past guards, terrify locals into giving up their secrets, or even force foes to back down from a fight for fear of the consequences.

When Intimidation is used against an opponent (such as to scare them into doing the character's bidding or make them back down from a fight), it is an Opposed Test (see page 31). Intimidation is opposed by Willpower.

The GM can call a player to use the Intimidation Skill when:

- He wants someone to get out of his way.
- He wishes to extract information from a hostile or resisting NPC.
- He is trying to make an opponent back down from a fight.

Example Modifiers

+30	Opponent is obviously inferior to the character (i.e. a grot, a slave, etc.).
+20	Opponent is at a disadvantage to the character, such as being outnumbered or wounded.
+10	Opponent is weaker than the character (either in physical stature or social status).
+0	Opponent is the physical or social equal of the character.
–10	Opponent is stronger than the character (either in physical stature or social status).
–20	Opponent has an obvious advantage over the character, such as better weapons or more men.
–30	Opponent is considerably more powerful than the character, such as a planetary ruler or warlord.

Skill Use: Full Action.

LINGUISTICS (INTELLIGENCE)

Aptitudes: Intelligence, General

Linguistics covers all kinds of spoken and written languages. A character with the Linguistics Skill has learned to speak, read, and write (if it has a written form) a particular language, code, or cipher. No test is normally required to use Linguistics as it pertains to normal speaking, reading, or writing.

Any character who has Linguistics as a Skill knows how to read and write in their primary language (which for most Guardsmen is Low Gothic).

Linguistics is a Specialist Skill (see page 113) and requires a player to choose a speciality when first taken. The Linguistics Skill may be taken more than once, each time with a new speciality.

The GM can call a player to use the Linguistics Skill when:

- He must decipher an archaic version of his language.
- He wishes to write a moving piece of prose.
- He is trying to convey a message using subtext or a limited vocabulary.

Example Modifiers

+30	Deciphering a language with the aid of a lexicon.
+20	Deciphering a primitive language based on a known language.
+10	Deciphering a code in Low Gothic.
+0	Deciphering a code in High Gothic.
–10	Deciphering a code in a local language.
–20	Deciphering an ancient or forgotten language (i.e. ancient Terrian)/Understanding a language unknown to the character, but based on human language.
–30	Deciphering a completely alien language (i.e. Eldar)/Understanding a language both unknown to the character and without any relationship to known languages.

Skill Use: Free Action.

Different Languages

There are many different languages in the galaxy, and Linguistics does not automatically allow a Guardsman to know them all (although the Skill may make it easier to understand them a little). What languages a Guardsman knows is largely based on his background. All Guardsmen know Low Gothic and Imperial Codes, while some of the members of the Schola Progenium—such as Commissars and Storm Troopers—may know High Gothic.

If a character does not know a certain language, Linguistic Tests pertaining to that language should be much more difficult (or even impossible) than if he does know the language. However, Guardsmen can use Linguistics to learn new languages. Doing this requires an Extended Linguistics Test, with a difficulty based on the difficulty of the Language. The time required can be weeks or months, depending on the Guardsman's intelligence and diligence.

The following are some example languages.

Chapter Runes: Each Chapter of the Adeptus Astartes has its own form of ciphers used to communicate between its warriors. These are closely guarded secrets, and they are almost never taught to those outside the Chapter or Legion; and as such form a reliable way for those within the Chapter or Legion to quickly identify each other.

Chaos Marks: There are countless symbols and signs used by followers of the various Dark Powers, each with its own subtle meaning or specific purpose.

Eldar: Though no human can hope to capture the subtle nuances and sub-tones of this extremely complex and ancient language, it is enough to make one's meaning clear.

High Gothic: The official language of the Imperium, used by Imperial officials, nobility, members of the Ecclesiarchy, and those involved in high-level negotiations.

Imperial Codes: Both the Imperial Navy and the Imperial Guard employ a battle language which comprises mostly numbers and acronyms. Incomprehensible to those who do not know its meaning, it allows them to quickly signal for reinforcements, identify enemies, and call down fire support or artillery barrages.

Kroot: The native chirping language of the Kroot is almost impossible for a human to emulate, however, with training and a good ear it can be understood.

Low Gothic: The common tongue of the Imperium, used by the countless billions of ordinary citizens.

Mercenary Cant: Many mercenary companies operate across the Spinward Front, and each has an abbreviated, clipped battle language for orders and commands. Though there are some commonalities, each is essentially unique.

Ork: More grunts and physical violence than an actual language, it is possible for humans to speak and understand it, though it is doubtful they would be able to survive a conversation.

Techna-Lingua: The language of the Adeptus Mechanicus (and its dark counterpart), this binary language has been optimized for rapid communication of technical data and servitor commands.

Tau: The language of the Tau Empire, spoken by the Tau themselves and understood by their multitude of alien subjects.

Underworld: Crime lords have used ciphers for countless millennia, and their sophistication has only increased over time. Each organization uses their own to deter competition.

Xenos Markings: Many aliens make extensive use of symbolism and icons. Understanding these markings allows a broad understanding of their meaning such as where a tribe has marked its boundaries or areas they have marked as "dangerous."

Special Uses for Logic

These are some of the special uses of Logic.

Gambling

A character can use Logic when participating in games of chance rather than simply relying on blind luck. Each participant wagers an amount, though these are typically the same, and makes an Opposed Test with the Logic Skill. The character with the most Degrees of Success or fewest Degrees of Failure wins the pot.

However, this only covers Gambling if the character is attempting to win by playing the game correctly—analysing the odds and playing intelligently. Gamblers often use bluffing, deception, and outright cheating in order to win. In this case, Deceive may be used to bluff or trick an opponent, while Sleight of Hand may be used to palm cards or alter results. These would be opposed by Scrutiny and Awareness, respectively.

Ciphers and Decoding

A character can use the Logic Skill to decode ciphers and codes. This usually takes a great deal of time (days or weeks of prolonged work) and the difficulty depends greatly on whether the character has a key or the number of examples of the cipher available. In general, these Tests should be **Difficult (–10)** at the easiest, unless the cipher is already partially decoded or the character has a key available.

LOGIC (INTELLIGENCE)

Aptitudes: Intelligence, Knowledge

Logic is the ability to think logically, solve puzzles, and dissect information rationally and quickly. A character skilled in logic can detect patterns where others cannot, see how each piece fits together into a whole, and gather meaning from chaos. In addition to finding clues, solving riddles, or completing puzzles, logic can also be used to help a character in games and endeavours where chance plays a large part, such as gambling.

The GM can call a player to use the Logic Skill when:

- He must solve a riddle or puzzle.
- He is looking for a clue in a vast amount of unrelated information.
- He is trying to win at a game of chance.

Example Modifiers

+30	Puzzle or riddle is very basic with few possible solutions.
+20	Puzzle or riddle is already partially complete.
+10	Puzzle or riddle is similar to one the character has solved before.
+0	A straightforward but new puzzle.
–10	Puzzle or riddle is long or buried in excessive meaningless information.
–20	Puzzle or riddle is incomplete and requires the character to fill in the blanks.
–30	Puzzle or riddle is of alien origin or created by a completely inhuman mind.

Skill Use: 1 minute, or longer for particularly complex problems.

MEDICAE (INTELLIGENCE)

Aptitudes: Intelligence, Fieldcraft

Medicae is an understanding of the biologis sciences and how to set broken bones, heal wounds, or even perform complicated surgery such as attaching a bionic limb. A character with the Medicae Skill can apply first aid to his comrades, diagnose an illness, or remove an organ (and keep the patient alive given the right equipment). The Medicae Skill also relies heavily on certain tools (see **Chapter VI: Armoury**) for more complex procedures and even a simple medikit can make a significant difference to the effects of this Skill.

The GM can call a player to use the Medicae Skill when:

- He wants to apply first aid to a wounded comrade.
- He wishes to diagnose an affliction and work out a suitable treatment.
- He is trying to perform a surgical procedure such as the removal of a limb or organ.

Example Modifiers

+30	Healing a critical wound in a fully-stocked Surginarium with the aid of medical servitors.
+20	Healing a critical wound in a hive med-lab with well-trained assistants.
+10	Healing a critical wound in a field hospital with trained assistants
+0	Healing a non-critical injury in the field.
–10	Healing a critical wound without assistance.
–20	Healing a critical wound exposed to the elements.
–30	Healing a critical wound in the midst of a combat or battle.

Skill Use: Full Action.

Special Uses for Medicae

These are some of the special uses of Medicae.

First Aid

A character trained in Medicae can use this Skill to perform first aid, treating minor injuries suffered in the field of operations by suturing lacerations, bandaging abrasions, and plugging punctures.

To perform first aid, a character must make a **Challenging (+0) Medicae Test**, with a –10 penalty if his patient is Heavily Damaged or a –10 penalty for every point of Critical Damage that his patient is currently suffering from if he is Critically Damaged. If he succeeds, he removes an amount of Damage from his patient equal to his Intelligence Bonus plus one additional point of Damage per Degree of Success the healer scores on the Test (removing Critical Damage before normal Damage).

A given individual can only be treated with first aid once every 24 hours, and only so long as he is not also undergoing extended care.

Extended Care

A character trained in the Medicae Skill can also perform extended care, treating a number of patients equal to his Intelligence Bonus, plus one patient per assistant (trained or untrained) he has on hand. For each patient beyond this number, he suffers a –10 penalty on his Medicae Tests for extended care. For each assistant trained in the Medicae Skill assisting in the process, he gains a +10 bonus on these Tests.

At the end of each 24-hour period of extended care, the primary healer must perform an **Ordinary (+10) Medicae Test**. If he succeeds, his patients remove twice the normal amount of Damage normally recovered by their natural rates of healing (removing Critical Damage first). On top of this, each patient removes one point of Damage per Degree of Success the healer scores on his Test, and one additional point of Damage per consecutive day of extended care they have received beyond the first.

If he fails, none of his patients improve beyond their natural rate of healing. Further, he must choose a number of patients under his care equal to his Degrees of Failure, starting with the most gravely injured (first from among those who are Critically Damaged, then those who are Heavily Damaged, and then finally those who are only Lightly Damaged). Each of these patients must make a **Challenging (+0) Toughness Test** or suffer one point of Damage per Degree of Failure, not reduced my Armour or Toughness. If this results in any Critical Damage, the patient dies.

For additional information on Healing, see **Chapter VIII: Combat**.

Diagnose

The Medicae Skill can also be used to diagnose disease and other ailments, both on one's fellow characters and also on large groups. On individuals, a successful Skill Test yields the name of the ailment and basic treatments. When used on groups, a successful Skill Test can prevent the spread of disease or mitigate the effects of malnutrition as determined by the GM and dependent on the nature (and virulence) of the disease.

Chem Use

The Medicae Skill can be used to cover a character's understanding of drugs, poisons, chemicals, and toxins. A Skilled chymist can create and identify such compounds, as well as know how best to use them either for medicinal effects or in combat against their enemies. Chem-Use is also useful in diagnosing those suffering from toxins and poisons or finding antidotes to treat them.

Applying Poisons and Chemicals: Particularly virulent or dangerous chemicals might require a Medicae Test to administer or apply to a weapon. This test is usually challenging, and failure by four or more Degrees may indicate that something has gone seriously wrong with the dosage or application and the applicant suffers the adverse effects of the chemical or poison.

Crafting: Medicae can be used to make all kinds of drugs and poisons, from animal venom and healing unguents to Stimm and Spook. The time, difficulty, and materials it takes to create these items are greatly dependent on their complexity, the kind of lab the character has, and their access to recipes or assistance. See the **Crafting** sidebar on page 115 for the kinds of things that can be created using Medicae.

Antidotes: A chymist may manufacture an antidote if they can identify the poison or toxin and have the right materials on hand. To create an antidote, the character must have a sample of the poison in question or a sample of blood from the person he is trying to treat. The character must also have at least a basic medikit. He then makes an Extended Test requiring a number of Degrees of Success set by the GM depending on the strength of the poison; as a guideline this can be 4 for weak poisons, 7 for average poisons and 10 for strong poisons. Success nets 2d10 doses of antidote for that specific poison. Creating an antidote takes 1d10 hours. The GM can modify these Tests depending on the materials available (granting bonuses for labs and assistants).

NAVIGATE (INTELLIGENCE)

Aptitudes: Intelligence, Fieldcraft

Navigate is the ability to plot a course from one point to another, either on the surface of a planet or across the stars. A character with the Navigate Skill is able to find their way quickly and efficiently even when far from familiar landmarks; this could mean successfully navigating through a dense jungle or a crowded hive city. Navigate can also be used to guide a ship from world to world or through the maelstrom of the Warp.

Surface

Navigate (Surface) covers the ability to Navigate across terrestrial environments from frozen tundra to sweltering jungles as well as navigating man made environments such as hive cities or subterranean complexes.

The GM can call a player to use the Navigate Skill when:

- He wants to make a journey across unfamiliar terrain.
- He becomes lost or wakes up in a strange place and needs to get his bearings.
- He wishes to find the quickest route from one point to another.

Example Modifiers

+30	Navigating familiar or well travelled routes.
+20	Navigating with the aid of extensive charts or a guide.
+10	Navigating open terrain (i.e. lunar deserts or ash plains) with clear landmarks.
+0	Navigating in a forest during the day.
–10	Navigating at night or during bad weather.
–20	Navigating without the aid of any equipment or maps.
–30	Navigating a constantly-changing environment, such as shifting sand dunes.

Skill Use: 1 minute for simple location; 1d5 hours for plotting courses or routes.



Stellar

Navigate (Stellar) is the ability to plot a course across real space using stars, planets, and other celestial phenomena. This ability is primarily used aboard voidships.

The GM can call a player to use the Navigate (Stellar) Skill when:

- He wants to make a journey across a star system.
- He finds his ship stranded in an unknown region of space.
- He wishes to find the quickest route from one point to another

Example Modifiers

+30	Navigating familiar or well travelled routes in one star system.
+20	Navigating between star systems with the aid of extensive charts or a guide.
+10	Navigating between two planets in an open star system.
+0	Navigating between star systems without a guide.
–10	Navigating around stellar anomalies such as a pulsar.
–20	Navigating through an asteroid field or ice field.
–30	Navigating in a hazardous environment, such as a binary star system with a black hole and fractured planets.

Skill Use: 1 minute for simple location; 1d5 hours for plotting courses or routes.

Warp

Navigate (Warp) is the rare ability to navigate not reality, but the shifting and ever-changing vista of the Warp. This is most commonly used by those who must guide voidships with a warp engine through the immaterium.

The GM can call a player to use the Navigate (Warp) Skill when:

- He must guide a starship through the Warp.

Example Modifiers

+30	Navigating familiar or well travelled routes.
+20	Navigating with the aid of extensive charts or the Astronomicon.
+10	Navigating established Warp routes.
+0	Navigating between two nearby systems in the Warp.
–10	Navigating off established Warp routes.
–20	Navigating without the aid of any equipment or maps.
–30	Navigating in a Warp storm.

Skill Use: 1 minute for simple location; 1d5 hours for plotting courses or routes.

Operate (Agility)

Aptitudes: Agility, Fieldcraft

Operate encompasses the ability to control and direct all manner of vehicles and heavy equipment. This can include everything from void ships the size of cities or macro batteries to landspeeders or jump packs. A character with this Skill is adept at piloting, driving, or operating a particular type of vehicle or machine. No Test is normally required to pilot or drive a vehicle unless it is in a combat situation or other unusual circumstances (i.e. extremely rough terrain, high speed, etc.).

Surface

Operate (Surface) covers the ability to pilot any vehicle that primarily operates on the surface of a planet. Groundcars, walkers, treaded vehicles, boats, and skimmers (hovering or flying vehicles that must remain very low to the ground) can all be piloted using Operate (Surface).

The GM can call a player to use the Operate (Surface) Skill when:

- He is piloting or driving a vehicle in a combat situation.
- He wishes to push his vehicle or machine beyond its normal limits.
- He is overseeing the use of a massive weapon such as a macrobattery or orbital laser.

Example Modifiers

+30	Driving a standard civilian landcar.
+20	Operating a surface vessel with the aid an on-board cogitator/machine spirit.
+10	Driving with the aid of natives familiar with terrain.
+0	Operating a tank in combat but far from enemy fire.
–10	Manoeuvering a tank through enemy fortifications.
–20	Driving a tank in the midst of heavy enemy fire.
–30	Driving a damaged tank across heavily mined areas whilst under constant enemy fire.

Skill Use: Half Action.

Specialisations

These are some of the vehicles that can be piloted by Operate (Surface).

Bike: Powered bikes such as those used by the Adeptus Astartes or the Adeptus Arbites as well as any two wheeled powered vehicle.

Hover/Skimmer: Landspeeders, suspensor platforms, and vehicles which hold themselves aloft with rockets, jets, or anti-grav engines but are not true aircraft.

Tracked: Tracked vehicles from the humble Chimera to the mighty Land Raider; includes most kinds of tanks used by the Imperium.

Walker: Vehicles which use legs rather than wheels or jets to move such as Imperial Guard sentinels and Eldar War Walkers.

Aeronautica

Operate (Aeronautica) covers the ability to pilot any vehicle that operates in three dimensions. This primarily covers atmospheric fliers such as the Imperial Navy Thunderbolt or Chaos Hellblade and Hell Talon, but also includes small manoeuvrable voidcraft such as landers, shuttles, starfighters, and bombers. Piloting jump packs is also covered by this ability.

The GM can call a player to use the Operate Skill when:

- He is piloting a vehicle in a combat situation
- He wishes to push his vehicle or machine beyond its normal limits
- He is overseeing the use of a massive weapon such as a macro battery or orbital laser

Example Modifiers

+30	Flying in situation outside of combat and without danger of crashing.
+20	Flying with the aid of a dedicated cogitator/machine spirit.
+10	Flying with the aid of a navigator or co-pilot.
+0	Flying in combat but in open skies.
–10	Flying at high speeds, performing fast manoeuvres.
–20	Flying in bad weather such as storms or high winds.
–30	Flying in a damaged aircraft while in combat, performing high-gee manoeuvres while flying through a canyon.

Skill Use: Half Action.

Specialisations

These are some of the vehicles that can be piloted by Operate (Areonautica).

Flyers: Atmospheric aircraft such as Marauder Bombers or Thunderbolt fighters, also includes all manner of non-standard flyers whether they are driven by propellers, air balloons, or some other more esoteric methods.

Jump Pack/Grav Chute: The use and operation of personal equipment such as Jump Pack and Grav Chutes—when to deploy them, how to take off and land with them, and how to fight while wearing them.

Spacecraft: Small void craft such as fighters or shuttles (often also capable of entering a planet's atmosphere). Also includes boarding craft or man guided torpedoes.

Voidship

Operate (Voidship) covers the ability to pilot large void-faring vessels often kilometres long. Any space-going vessel that requires a captain and large crew and cannot be conceivably piloted by a single individual is operated by Operate (Voidship).

The GM can call a player to use the Operate (Voidship) Skill when:

- He is manoeuvring a voidship.
- He is overseeing the use of a massive weapon such as a macrobattery or orbital laser.

What is a Voidship?

A voidship is a large (often hundreds of metres or even several kilometres in length) starship, a vessel designed to travel in deep space. Some are capable of travelling through the Warp, and even those that are not are still massive vessels. Piloting such vessels is less about agility and reflexes, and more about the intelligence to make correct decisions and select proper manoeuvres.

Example Modifiers

+30	Piloting a voidship in clear space.
+20	Piloting a voidship in an open orbit around a moon.
+10	Piloting a voidship in a cluttered orbit around a large planet.
+0	Piloting a voidship in a formation with other vessels.
–10	Performing stressful combat manoeuvres.
–20	Piloting a voidship through an asteroid belt.
–30	Avoiding being caught in a Warp rift.

Skill Use: Half Action.

PARRY (WEAPON SKILL)

Aptitudes: Weapon Skill, Defence

Parry is the ability to block blows in melee, deflecting them using one's hands or weapons. A character targeted by melee attacks can deflect these attacks using the Parry Skill. Parrying is a Reaction (and as such can usually only be attempted once each Turn) and can only be used against close combat attacks from foes engaged with the character in melee. A success indicates that the attack has been parried and does not hit the character. In the case of attacks which cause multiple hits (such as those from a foe with the Lightning Attack Talent) each Degree of Success a character achieves on his Parry Test discounts one hit from the attack. Any excess hits not discounted by Parrying are then applied to the character as normal.

The GM can call a player to use the Parry Skill when:

- He is attacked in melee.

Example Modifiers

+30	Character can easily detect the attack and has at least a Round to avoid it.
+20	Character has a large obstruction between him and the attack.
+10	Character has partial cover between him and the attack.
+0	Character is avoiding an attack in the open. This is the default modifier for Parry in combat.
–10	Character is on unstable ground, or calf deep water.
–20	Character is in waist deep water.
–30	Character is unable to see the source of the attack.

Skill Use: Reaction.

PSYNISCIENCE (PERCEPTION)

Aptitudes: Perception, Psyker

Those with the Psyniscience Skill sense the currents and eddies of the warp and Immaterium. Characters can use the Skill to detect the presence or absence of Daemons and the use of psychic powers. The Skill also allows detection of psychic phenomena, disturbances, voids, or other areas where the flow of the Immaterium has been unsettled or disrupted. Unless otherwise noted, a character can use the Psyniscience Skill to detect entities, locales, and events up to a number of kilometres away equal to their Perception Bonus. A GM may increase this range for particularly powerful events or creatures. The general results of Psyniscience tests are summarized on **Table 4–4: Psyniscience**.

The GM can call a player to use the Psyniscience Skill when:

- He is hunting for the location of a Daemon.
- He wishes to determine whether a psyker has used his powers recently in the area.
- He is trying to find a weak point between the Materium and the Immaterium.

Example Modifiers

+30	Detecting the presence of a Greater Daemon.
+20	Detecting the presence of a major Daemonic incursion.
+10	Detecting the presence of a minor Daemonic incursion.
+0	Detecting the presence of a nearby Warp entity.
–10	Detecting the presence of a Daemon among a large group of psykers.
–20	Detecting the presence of a Daemon several kilometres away.
–30	Detecting the presence of a Daemon somewhere in the midst of a hive city.

Skill Use: Full Action.

Table 4-4: Psyniscience

Degrees of Success	Result
One	Awareness of Immaterium disruption or number of entities present.
Two	Approximate direction of the phenomena or creatures.
Three	Rough location of the Warp creatures or beings affecting the Immaterium.
Four	Exact position of the creatures or psykers present.

SCHOLASTIC LORE (INTELLIGENCE)

Aptitudes: Intelligence, Knowledge

All Scholastic Lore Skills represent information that a Guardsman would need to learn in a formal setting or institution of learning, whether from a knowledgeable mentor, an organisation, or even the careful study of rare tomes. Unlike Common Lore, this information is not readily available to the average inhabitant of a planet, while unlike Forbidden Lore, it is not forbidden or proscribed.

Scholastic Lore has several Specialisations (see page 113). These Specialisations are as follows:

Astromancy: A knowledge of stars, singularities, and the worlds around them, as well as theoretical understanding of how to use telescopes, astrolithic charts, and the like.

Beasts: An understanding of the genus and families of animals and familiarity with the characteristics and appearance of many semi-sentient creatures.

Bureaucracy: A familiarity with the rules and regulations involved with governments, particularly the Adeptus Administratum, and their many and varied departments, bureaus, and policies.

Chymistry: A knowledge of chemicals, their alchemical applications in a number of uses, and their prevalence or scarcity throughout the Imperium.

Cryptology: An understanding of codes, ciphers, cryptographs, secret languages, and numerical keys. This may be used to either create or decipher encryptions.

Heraldry: A grasp of the principles and devices of Heraldry, as well as a knowledge of the most common seals and heraldic devices used by the Imperium's most noble houses and families.

Imperial Warrants: Information concerning the establishment, legal scope, and use of the warrants granted to Rogue Traders, as well as the best known and dynastic warrants of the Imperium.

Imperial Creed: An understanding of the specific rituals and practices of the Ecclesiarchy, from the traditional construction of their temples to specific points from its texts. This information may be used to conduct the rituals for others.

Judgement: Knowledge of the proper punishments for the myriad of crimes and heresies punishable by Imperial law.

Legend: Going beyond archaic knowledge, this encompasses momentous portions of Imperial history, such as the Dark Age of Technology, the Age of Strife, the Great Crusade, and the Horus Heresy, retold in the form of epic, apocryphal fables.

Navis Nobilite: Lore concerning the family trees, contracts, and histories of the great houses of the Navigators.

Numerology: An understanding of the mysterious link between numbers and the physical universe, from catastrophe theory to the Sadleirian litany.

Occult: An understanding of occult rituals, theories, and superstitions, as well as the better-known mystical uses of occult items.

Philosophy: Knowledge concerning the theories of thought, belief, existence, and other intangibles. As it also includes logic and debate, it may be used for argument or creating philosophical works.

Tactica Imperialis: The theories of the Tactica Imperialis, as well as other systems of troop deployment and battle techniques used by the Imperium. This knowledge may be used to devise a battle plan or deduce the likely flow of war fought by Imperial forces.

The GM can call a player to use the Scholastic Lore Skill when:

- He wishes to recount legends from mankind's past.
- He wishes to know what a Standard Template Construct is.
- He wishes to understand an obscure ruling made by a Judge of the Adeptus Arbites.
- Decipher the complex legal relationship between an Imperial Governor and the local Administratum representative.
- He seeks to identify a rare beast.
- He is making a philosophical argument.

Example Modifiers

+30	Studying a broad history of the Imperium, focusing only on "approved" topics.
+20	Conducting research in a well-stocked library.
+10	Learning the particulars of the Imperial Creed.
+0	Researching a specific philosophical point.
–10	Studying occult rituals.
–20	Breaking down a particular chemical formula.
–30	Compiling a complete history of the Horus Heresy.

Skill Use: Free Action.



Special Uses for Security

This is one of the special uses for the Security Skill.

Traps

A character with the Security Skill can fashion and set traps, given enough time and raw resources. Traps can range from hiding a live grenade under a corpse (set to explode when rolled over) to elaborate spiked pits, dead falls, or rigged shotguns. The time, resources, and damage caused by these kinds of traps depends on the GMs discretion and the materials involved (see **Chapter VI: Armoury** and **Chapter VIII: Combat** for guidelines on weapon damage and perils). The chance that a trap will go off as planned or avoid the detection by its victims depends on the character's Security Skill. This is either a Skill Test (modified depending on circumstance or the complexity of the trap) made secretly by the GM to see if it works, or an Opposed Test against the victims Awareness to spot the trap before it goes off.

SCRUTINY (PERCEPTION)

Aptitudes: Perception, General

The Scrutiny Skill helps assess the people or objects a Guardsman encounters. The Guardsman can use Scrutiny to determine an individual's truthfulness, his motives, and appraise his personality and temperament. It can also be used to analyse an object or display in detail, determining information that may be hidden or simply not readily apparent.

In general, Scrutiny is used to interpret hidden emotions, motivations, or details unnoticeable unless subjected to a careful analysis. Awareness is used when trying to spot items or individuals. Thus, while spotting someone hidden would be Awareness (see page 118), telling when someone is lying would be Scrutiny.

The GM can call a player to use the Scrutiny Skill when:

- He wants to tell if someone's lying.
- He wants to discern information and conclusions from a complex report.
- He is interpreting augur or auspex readings and determining what they mean.

Example Modifiers

+30	Judging the mood of a close friend.
+20	Judging a comrade's mood.
+10	Judging the mood of someone you have met before.
+0	Judging the mood of someone you haven't met before.
–10	Judging an alien's mood.
–20	Judging a Tech-Priest's mood.
–30	Judging a servitor's mood.

Skill Use: Half Action.

SECURITY (INTELLIGENCE)

Aptitudes: Intelligence, Tech

The Security Skill deals with overcoming locks and safeguards, breaking into secure places or protecting them from intrusion. A character with the Security Skill is trained to bypass locks or hack codes, whether using cogitators and tech or simple mechanical devices. Characters with Security are also able to safeguard systems and locales by making their passive defences more secure, even setting traps for unwary intruders and thieves.

The GM can call a player to use the Security Skill when:

- He wants to open a locked door.
- He wishes to hack a cogitator and discover its secrets.
- He is trying to lay traps for an ambush or to protect a camp.

Example Modifiers

+30	Lock is very crude or simple in design.
+20	Hacking a simple cogitator security system with a powerful machine-spirit.
+10	Lock is poorly maintained or parts are not working.
+0	Deactivating a standard security system with basic but required tools.
–10	Lock is well made and maintained.
–20	Lock is well made and of a complex design with multiple parts.
–30	Lock is of alien manufacture or fiendishly complex.

Skill Use: 1 minute, reduced by 10 seconds for each Degree of Success.

SLEIGHT OF HAND (AGILITY)

Aptitudes: Agility, Knowledge

Guardsmen use the Sleight of Hand Skill for any task requiring a combination of deception and dexterity. Examples include palming small objects, picking pockets, or performing tricks. The GM sets the difficulty of the Test based on the size of the object and the intensity of observation. This is always an Opposed Test against the opponent's Awareness or Scrutiny.

The GM can call a player to use Sleight of Hand when:

- He attempts to steal something from the target's pocket.
- He must palm evidence at a crime scene.

Example Modifiers

+30	Stealing from a sleeping Ogryn.
+20	Picking an Ork's pocket.
+10	Palming a key on a table while others are not paying attention to you.
+0	Picking a human's pocket.
–10	Taking a data slate while speaking to someone.
–20	Stealing from a Departmento Munitorum station.
–30	Taking a knife from a Kroot's belt.

Skill Use: Half Action, or Free Action with an additional –10 penalty.

Stealth (Agility)

Aptitudes: Agility, Fieldcraft

Stealth is the ability to remain unseen, while moving through a crowd, the open croplands of an agri world, or the blast craters of no-man's-land. A character with the Stealth Skill can move silently or conceal themselves from others, either to escape from their foes or take them by surprise. Stealth also allows a character to conceal their actions when in plain sight, such as hiding weapons from someone searching their person.

When Stealth is used against an opponent (such as to hide from a foe or shadow a target) it is an Opposed Test (see page 31). Stealth opposes and is opposed by Awareness.

The GM can call a player to use the Stealth Skill when:

- He wants to scout an enemy force without being detected.
- He wants to sneak up on a foe and kill him quietly.
- He wishes to follow someone without arousing suspicion.

Example Modifiers

+30	Sneaking past a sleeping enemy without waking them.
+20	Sneaking past a foe with the aid of pitch darkness.
+10	Sneaking past a tired or distracted foe.
+0	Sneaking past a guard who has no reason to be suspicious.
–10	Sneaking past a suspicious or alert foe.
–20	Sneaking past a foe with no cover available.
–30	Sneaking past a suspicious foe with no cover in broad daylight.

Skill Use: Free Action as part of Movement.

Special Uses for Stealth

The following is a special use for Stealth.

Shadowing

Stealth can be used to shadow others and follow them unseen, either on foot, in vehicles, or even in shuttles and starships. On foot it might involve using physical cover or the press of bodies coming off mid-shift; in a vehicle techniques might include false turns or using a Cargo-8 as cover; aboard ships it can entail the use of asteroids or other stellar objects or busy space lanes around major systems. Stealth Skill Tests for shadowing are always Opposed Tests against the opponent's Awareness. A single Stealth Skill Test is sufficient to follow the opponent unseen for 5 minutes per Degrees of Success.

Survival (Perception)

Aptitudes: Perception, Fieldcraft

Survival is the mastery of one's environment away from the protection of dwellings, villages, or cities. A character with the Survival Skill can live off the land, ride beasts, and predict weather with only a minimum of equipment and without the need for resupply or support. Survival can be used to create primitive items such as bows or blades as well as basic clothing. Survival is also used to track prey (human or otherwise) across all kinds of terrain by following the tell-tale signs they leave on the environment around them.

Special Uses for Survival

The following are special uses for Survival.

Crafting

Survival can be used to make all kinds of primitive devices from cloaks and stone buildings to spears and traps. The time, difficulty, and materials it takes to create these items are greatly dependent on their complexity, the kind of workshop the character has and their access to designs or assistance. See the **Crafting** sidebar on page 115 for the kinds of things that can be created using Survival.

Tracking

A character can use the Survival Skill to follow the signs left by his quarry, allowing him to hunt them down. Following obvious tracks does not require a Skill Test, and is considered part of a character's movement. In instances where the time or elements have eroded the signs or where the very environment makes seeing them difficult, such as darkness or fog, Survival Skill Tests are required. The modifiers for this Test depend on the condition of the traces and the tracker's surroundings. A cunning or devious quarry might attempt to conceal or erase any tracks. In any case where an opponent has attempted to do this, make an Opposed Test made against the prey's Stealth.

Wrangling

Characters can tame, train, and potentially ride animals they encounter in their travels, from Spine-Hounds to the noble warhorse breeds. Both taming and training beasts are Extended Tests, the duration of which is determined by the nature and temper of the creature involved. Once an animal has been broken to its master's will—or at least formed a partnership for particularly strong-willed beasts—directing it or issuing commands is a Half Action. Wild animals, or those trained for hostility and aggression, can have their Disposition changed by one level for every two Degrees of Success, up to a maximum of three levels by a Full Action use of this Skill. GMs may impose penalties for animals that have been particularly well trained or those with uncommon Willpower and Intelligence. Wrangling is of no use against cyber or psy-bonded animals, nor against any xenos with true sentience.

The GM can call a player to use the Survival Skill when:

- He wants to find food or water in a hostile environment.
- He wishes to start a fire with no tools.
- He is trying to track a foe across the depths of the underhive.

Example Modifiers

+30	Tracking a bleeding foe or a Massive foe.
+20	Tracking a foe across soft dirt, ash, or mud.
+10	Tracking a foe only minutes after his passing.
+0	Tracking a foe through a forest.
–10	Tracking a foe while moving rapidly (i.e. running or force marching).
–20	Tracking a foe at night or during a storm.
–30	Tracking a foe days after their passing over hard rock or across shallow waterways.

Skill Use: Full Action.

TECH-USE (INTELLIGENCE)

Aptitudes: Intelligence, Tech

Tech-Use is the ability to use and interact with all manner of mysterious technological devices as well as create them. A character with Tech-Use can expertly operate common equipment such as Vox or Pic-Casters though they might not understand the inner working of such things. Tech-Use can also be used to build basic or complex technical devices with the right amount of time and materials. Tech-Use is more an understanding of the Blessing of the Omnissiah and the rites of the Machine Cult than it is an actual knowledge of the science behind technology—in the 41st Millennium, however, this amounts to the same thing.

The GM can call a player to use the Tech-Use Skill when:

- He wants to repair a broken weapon or vehicle.
- He wishes to push a piece of tech beyond its normal capabilities.
- He is trying to figure out how a piece of unknown tech works.

Example Modifiers

+30	Repairing a common device with ample parts available (i.e. changing the barrel of a lasgun).
+20	Repairing a device with few fine moving parts (i.e. carapace armour).
+10	Repairing a device with the aid of a Tech-priest or Mech-Servitor.
+0	Performing work on complicated devices.
–10	Repairing a severely damaged device with complex parts (i.e. a data slate with a bullet hole).
–20	Repairing an ancient device or fixing a device without all the pieces available.
–30	Repairing an alien device or one with a machine spirit (i.e. a cogitator).

Skill Use: 1 minute, or more for more complex systems.

Special Uses for Tech-Use

The following are special uses for Tech-Use.

Crafting

Tech-Use can be used to make all kinds of technical devices from simple clockwork and steam engines to advanced weaponry and armour. The time, difficulty, and materials it takes to create these items are greatly dependent on their complexity, the kind of workshop the character has, and their access to designs or Adeptus Mechanicus knowledge. See the **Crafting** sidebar on page 115 for the kinds of things which can be created using Tech-Use.

Demolitions

Tech-Use can be used to determine the effectiveness of explosive devices, which is greatly dependent upon the Skill with which they are placed. Success on a Tech-Use Skill Test indicates a character has successfully planted an explosive charge, set with the trigger of his choice. Possible triggers are only limited by a character's imagination, and can include trip wires, timers, proximity sensors, or remote activators. Failure indicates that the explosives will fail to go off when triggered, though the character does not know this until the time of activation. Four or more Degrees of Failure indicate the character has set the device off prematurely and it explodes while being set! Some tasks, such as rigging a building for demolition or bringing down a massive suspension bridge, require an Extended Test. The GM will set difficulty and duration depending on the extent of the undertaking. When placing explosives, make sure to note the total Degrees of Success and the die roll, as it might be used in an Opposed Test if someone attempts to defuse a character's hard work.

Defusing charges also falls under the Tech-Use Skill. Make an Opposed Test against the Tech-Use Skill Test of the individual who set the explosives. Winning the test indicates that the bomb has been diffused. Simple failure means that while the charge has not been disarmed, neither has it gone off. Four or more Degrees of Failure indicate the character has set off the device, suffering the consequences of the explosion. Defusing multiple charges or complex trigger mechanisms might require an Extended Test, as determined by the GM.

TRADE (INTELLIGENCE)

Aptitudes: Intelligence, General

Trade Skills allow the Guardsmen to create things, from contracts to starships. They can identify the work of particularly famous or infamous craftsmen, or recall information concerning items of their trade.

Trade Tests can represent the work of hours, weeks, or months depending on the complexity of the task at hand. However, Tests that involve the examination of an item to recall information require a Full Action.



Archaeologist: Used to locate, examine, and analyze ancient ruins and artifacts.

Armourer: Used to design, upgrade, and forge weaponry, from personal arms to starship batteries.

Astrographer: Used to create two and three-dimensional representations of stellar locations and warp routes.

Chymist: Used to create poisons, drugs, and a wide variety of other compounds.

Cryptographer: Used to create or decode ciphers, codes, and other puzzles.

Cook: Used to cook meals and determine if scavenged food is edible.

Explorator: Used in the exploration of unknown stellar regions.

Linguist: Used to learn or decipher new languages, both spoken and written.

Remembrancer: Used to recount events in a variety of art forms, from sculpture to poetry.

Scrimshawer: Used to inscribe patterns, text, and art onto materials.

Shipwright: Used to design, upgrade, and create void-capable vessels.

Soothsayer: Used to "foretell" the future by a number of interpretative arts, though its effectiveness is suspect.

Technomat: Used to maintain and repair technological devices, but through rote memorization rather than true understanding.

Voidfarer: Used in the day-to-day operation, logistics, and defence of starships.

Example Modifiers

+30	Making a simple product with plentiful tools.
+20	Making a more complex product, such as a scrimshawed design, but with good tools and plenty of time.
+10	Doing mediocre work quickly.
+0	Brewing a somewhat complex poison with basic supplies under a time limit.
–10	Constructing Good-Craftsmanship carapace armour.
–20	Constructing Good-Craftsmanship Power Armour.
–30	Constructing or working on ancient tech-relics, such as Terminator armour.

Skill Use: Variable depending on task and complexity.



Talents and Traits

Using and Gaining Talents

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Talent List

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Trait List



Chapter V: Talents and Traits

To survive and triumph on the battlefields of the Imperium requires truly exceptional individuals; men and women who stand head-and-shoulder above their peers to lead the Emperor's armies into glorious battle. It is not enough to merely know how to fire a lasgun or command a squad to charge into battle; a true commander must rise above the rank-and-file, showing himself to be unique and exceptional. This is the role that Talents play within **Only War**, marking the player characters as individuals amongst the endless ranks of the Imperial Guard.

Talents are special abilities and proficiencies that a character possesses either through their intrinsic nature or through the application of constant use and experience. This is in contrast to Skills which represent abilities gained by learning or training. A Talent is an ability which a character is either capable of or is not, whereas a Skill is something that they can be better at by degrees. When a character deflects an impossible blow with his power sword, falls from an extreme height without taking harm, or predicts the future using cold hard logic he is using Talents. On the harsh battlefields of the 41st Millennium, the right Talents can make the difference between a glorious victory for the Imperium or a crushing defeat at the hands of the enemies of man.

Using Talents

Talents differ from skills in that a player usually does not need to use an Action or Test to utilise the ability. They are always in effect, and many Talents give bonuses to Tests or allow Actions not available to the common man. In essence, once a character has a Talent, its benefits will always be applied to their Actions unless specifically noted otherwise.

Gaining Talents

Talents represent a myriad of special abilities for characters, reflecting their skill at arms, specific relationships and reputations they might have, or any number of other things that make them better than the average inhabitant of the 41st Millennium. Just like Skills, a character will start play with a number of Talents depending on their regiment and speciality (see **Chapter III: Character Creation**), and then acquire more as they improve during play by spending Experience Points. The amount of Experience Points required to purchase a Talent depends on its tier and which Aptitudes a character has, as detailed on page 103 in **Chapter III: Character Creation**.

Table 5-1: Tier 1 Talents

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Air of Authority	Fel 30	Fellowship	Leadership	Affect more targets with Command.
Ambidextrous	Ag 30	Weapon Skill	Ballistic Skill	Use either hand equally well—reduce penalties for using two weapons.
Berserk Charge	—	Strength	Offence	Gain an extra bonus to hit when charging.
Blind Fighting	Per 30	Perception	Fieldcraft	Suffer half usual penalties for obscured vision.
Catfall	Ag 30	Agility	Fieldcraft	Reduce falling damage.
Cold Hearted	—	Willpower	Defence	Immune to Seduction, resistant to Charm.
Combat Formation	Int 40	Leadership	Fieldcraft	Use intelligence bonus for Initiative.
Combat Sense	Per 30	Perception	Fieldcraft	Use Per bonus instead of Ag bonus for Initiative.
Deadeye Shot	BS 30	Ballistic Skill	Finesse	Reduce penalties for ranged called shots.
Die Hard	WP 40	Willpower	Defence	Improves chances of surviving Blood Loss.
Disarm	Ag 30	Weapon Skill	Defence	Force opponent to drop weapon.
Disturbing Voice	—	Fellowship	Social	+10 to Intimidate, –10 to Charm.
Double Team	—	General	Offence	Gain additional +10 for outnumbering opponent.
Enemy	—	General	Social	An organization or group particularly despises the character.
Ferric Summons	Ferric Lure Implants, Mechanicus Implants	Willpower	Tech	Can summon larger metallic objects.
Frenzy	—	Strength	Offence	Enter psychotic rage to gain combat bonuses.
Heightened Senses†	—	Perception	Fieldcraft	Gain +10 bonus to particular sense.
Iron Jaw	T 40	Toughness	Defence	Test Toughness to overcome Stunning.
Jaded	WP 40	Willpower	Defence	Ignore mundane horrors.
Leap Up	Ag 30	Agility	General	Stand as a Free Action.
Light Sleeper	Per 30	Perception	Fieldcraft	Count as awake even when sleeping.
Lightning Reflexes	—	Agility	Fieldcraft	Roll twice and take the highest for Initiative rolls.
Meditation	—	Willpower	Knowledge	Character may enter a trance to ignore Fatigue.
Mimic	—	Fellowship	Social	Character can copy voices.
Orthoproxy	—	Willpower	Tech	+20 bonus to resist mind control or interrogation.
Peer	Fel 30	Fellowship	Social	Character has good reputation amongst chosen group.
Polyglot	Int 40, Fel 30	Intelligence	Social	Character has innate grasp of languages.
Psychic Power†	Psyker	Willpower	Psyker	May take one psychic power.
Quick Draw	—	Agility	Finesse	Draw weapon as Free Action.
Radiant Presence	Fel 40	Fellowship	Leadership	Character has an inspiring aura.
Rapid Reload	—	Agility	Fieldcraft	Reduce reload time.
Resistance†	—	Toughness	Defence	Gain +10 bonus to particular resistance Test.
Sound Constitution	—	Toughness	General	Gain an additional Wound.
Street Fighting	WS 30	Weapon Skill	Offence	Add half WS to Critical Damage.
Sure Strike	WS 30	Weapon Skill	Finesse	Reduce penalties for melee Called Shots.
Takedown	—	Weapon Skill	Offence	Make special attack to stun opponent.
Technical Knock	Int 30	Intelligence	Tech	Un-jam gun as Half Action.
Total Recall	Int 30	Intelligence	Knowledge	Character can remember trivial facts and minor details.
Unarmed Warrior	WS 35, Ag 35	Strength	Offence	Improves unarmed attacks.
Unremarkable	—	General	Social	Character is easily forgettable.
Warp Sense	Psy Rating, Psyniscience, Per 30	Perception	Psyker	Allows Psyniscience Test as Free Action.
Weapon-Tech	Tech Use +10, Int 40	Intelligence	Tech	Increase potency of advanced weaponry.
Weapon Training†	—	General	Finesse	Use Weapon Group without penalty.

†*Denotes Specialist Talent.*

Talent Tiers and Categories

Not all Talents are created equal, and some are unashamedly better than others. For this reason all Talents are divided into three levels, or tiers, rated one to three, with one being the weakest and three being the most powerful. Tiers primarily exist to price Talents, as higher tier Talents have a greater cost. In addition, higher tier Talents are more likely to have prerequisites than lower tier Talents.

When selecting Talents, a character can choose any Talent from any tier. However, he should be mindful that some Talents have prerequisites. A character must meet the prerequisites before he takes the Talent.

Table 5-2: Tier 2 Talents

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Armour-Monger	Int 35, Tech-Use, Trade (Armourer)	Intelligence	Tech	Increase the efficacy of physical armour.
Battle Rage	Frenzy	Strength	Defence	Parry while frenzied.
Bulging Biceps	S 45	Strength	Offence	Remove bracing requirement from certain weapons.
Combat Master	WS 30	Weapon Skill	Defence	Opponents get no bonus for outnumbering the character.
Counter Attack	WS 40	Weapon Skill	Defence	May attack after successful Parry.
Crack Shot	BS 50	Ballistic Skill	Finesse	Add +2 to ranged Crit Damage.
Crippling Strike	WS 50	Weapon Skill	Finesse	Add +2 to melee Crit Damage.
Deflect Shot	Ag 50	Weapon Skill	Defence	Add WS Bonus to AP against Primitive ranged attacks.
Exotic Weapon Training	—	Intelligence	Finesse	Gain proficiency with one exotic weapon.
Foresight	Int 30	Intelligence	Knowledge	Contemplate to gain +10 bonus to next Test.
Furious Assault	WS 35	Weapon Skill	Offence	On a successful WS Test, gain a free second attack.
Hard Target	Ag 40	Agility	Defence	–20 to hit character when he Charges or Runs.
Hardy	T 40	Toughness	Defence	Character always heals as if lightly wounded.
Hatred†	—	Weapon Skill	Social	Gain +10 bonus to attack hated creatures.
Hip Shooting	BS 40, Ag 40	Ballistic Skill	Finesse	Characters may shoot when moving.
Hotshot Pilot	Ag 40, Operate (any)	Agility	Fieldcraft	Character can drive or fly anything.
Independent Targeting	BS 40	Ballistic Skill	Finesse	Fire at multiple targets more than 10 metres apart.
Inspire Wrath	Air of Authority	Fellowship	Leadership	Inspire crowd to hatred and anger.
Iron Discipline	Fel 30	Fellowship	Leadership	Comrades resist Pinning and Fear.
Killing Strike	WS 50	Weapon Skill	Offence	Spend Fate Point to make melee attacks unavoidable.
Luminen Shock	Luminen Capacitors, Mechanicus Implants	Weapon Skill	Tech	Character can discharge energy in melee attack.
Maglev Transcendence	Maglev Coils/ Mechanicus Implants	Intelligence	Tech	Character can hover for longer periods of time.
Marksman	BS 35	Ballistic Skill	Finesse	No penalties for firing at long or extreme range.
Mechadendrite Use†	Mechanicus Implants	Intelligence	Tech	Gain ability to use certain Mechadendrites.
Munitorum Influence	—	Fellowship	Social	+5 Bonus to Squad Logistics Rating.
Nerves of Steel	—	Willpower	Defence	Reroll Pinning Tests.
Paranoia	—	Perception	Fieldcraft	Character is always alert for danger.
Precise Blow	WS 40, Sure Strike	Weapon Skill	Finesse	Reduce penalty for melee called shots.
Prosanguine	Autosanguine Implant, Mechanicus Implants	Toughness	Tech	Test to heal 1d5 Damage.
Rapid Reaction	Ag 40	Agility	Fieldcraft	Test Ag to ignore surprise.
Sharpshooter	BS 40, Deadeye Shot	Ballistic Skill	Finesse	Decrease penalty for ranged called shots.
Strong Minded	WP 30, Resistance (Psychic Powers)	Willpower	Defence	May reroll failed WP Tests to resist Psychic Powers.
Storm of Iron	BS 45, Weapon Training (any one ranged)	Ballistic Skill	Offence	Allocate extra full-auto and semi-auto hits to additional targets within five metres.
Swift Attack	WS 30	Weapon Skill	Finesse	May make multiple melee attacks.
Two-Weapon Wielder†	—	Weapon Skill/ Ballistic Skill	Finesse	May fight with two weapons.
Unarmed Master	WS 45, Ag 40, Unarmed Warrior	Strength	Offence	Deadly fighter while unarmed.
Unshakable Faith	WP 35	Willpower	Defence	May reroll failed Fear Tests.
Warp Conduit	Psy Rating, Strong Minded, WP 50	Willpower	Psyker	Spend Fate Point to get +1d5 to Psy Rating.
Whirlwind of Death	WS 40	Weapon Skill	Finesse	Make one attack for each melee opponent.

†*Denotes Specialist Talent.*

Table 5-3: Tier 3 Talents

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Arms Master	WS 40, BS 40, Weapon Training (any two)	Weapon Skill	Ballistic Skill	Less penalty for using weapons untrained.
Assassin Strike	Ag 40, Acrobatics	Weapon Skill	Fieldcraft	After making melee attack, test Acrobatics to move.
Bastion of Iron Will	Psy Rating, Strong Minded, WP 40	Willpower	Psyker	Gain bonus to Opposed Tests when defending against psychic powers.
Blademaster	WS 30, Weapon Training (any melee)	Weapon Skill	Finesse	Reroll missed attack, once per Round.
Blade Dancer	WS 40, Two-Weapon Wielder (Melee)	Weapon Skill	Finesse	Reduced penalties for fighting with two melee weapons.
Crushing Blow	WS 40	Weapon Skill	Offence	Add half WS Bonus to Damage inflicted in melee.
Eye of Vengeance	BS 50	Ballistic Skill	Offence	Adds Damage and Pen to ranged attack.
Favoured by the Warp	WP 35	Willpower	Psyker	Roll twice for Psychic Phenomena and choose.
Fearless	Nerves of Steel	Willpower	Defence	Immune to Fear and Pinning.
Gunslinger	BS 40, Two-Weapon Wielder (Ballistic)	Ballistic Skill	Finesse	Reduce penalties for fighting with two pistols.
Hammer Blow	Crushing Blow	Strength	Offence	Make a thunderous strike with a melee weapon.
Infused Knowledge	Int 40, Lore (any one)	Intelligence	Knowledge	Know a little bit about everything.
Into the Jaws of Hell	Iron Discipline, Fel 50	Fellowship	Leadership	Comrades ignore Fear and Pinning.
Lasgun Barrage	Weapon Training (Las), BS 40	Ballistic Skill	Offence	Additional DoS when firing Las weapons.
Lightning Attack	Swift Attack	Weapon Skill	Finesse	Character may make many melee attacks with single roll.
Luminen Blast	Luminen Shock, Luminen Capacitors, Mechanicus Implants	Ballistic Skill	Tech	May discharge stored energy as a ranged attack.
Master Chirurgeon	Medicae +10	Intelligence	Fieldcraft	Perform advanced medical procedures.
Master Enginseer	Tech-Use +20, Mechanicus Implants	Intelligence	Tech	Gain +10 to Tech-Use Tests, and spend Fate Points to automatically succeed on Tech-Use Tests.
Master Orator	Inspire Wrath	Fellowship	Leadership	Affect larger groups with Charm and Intimidate.
Mastery†	Rank 4 in Selected Skill	Intelligence	Knowledge	May spend Fate Point to succeed on Test.
Mighty Shot	BS 40	Ballistic Skill	Offence	Add half BS Bonus to ranged Damage rolls.
Never Die	WP 50, T 50	Toughness	Defence	Ignore penalties from Critical Damage by spending Fate Point.
Preternatural Speed	WS 40, Ag 50	Agility	Offence	Double speed when charging.
Sidearm	WS 40, BS 40, Two-Weapon Wielder (Ballistic, Melee)	Weapon Skill	Ballistic Skill	Reduce penalties for fighting with pistol and melee weapon.
Sprint	—	Agility	Fieldcraft	Move more quickly in combat.
Step Aside	Agility 40, Dodge or Parry	Agility	Defence	May make additional Dodge or Parry attempt.
Target Selection	BS 50	Ballistic Skill	Finesse	May shoot into melee without penalty.
Thunder Charge	S 50	Strength	Offence	Break enemies with armoured charge.
True Grit	T 40	Toughness	Defence	Reduce Critical Damage taken.
Warp Lock	Psy Rating, Strong Minded, WP 50	Willpower	Psyker	Ignore Psychic Phenomenon once per session.

†*Denotes Specialist Talent.*

Specialist Talents

Several Talents are not one Talent but many, and require a character to select a specific specialisation when taking the Talent. Thus, when selecting the Peer Talent, a character would also choose a specific group or organization from those listed within the description, such as Peer (Schola Progenium). Each time a character gains the Talent, they are in effect taking a new Talent, and must choose a different specialisation, so the next time a character selected Peer he might opt for Peer (Adeptus Mechanicus). In many cases, group listings are representative as opposed to all inclusive, so even though groups like the Valhalan Ice Warriors are not specifically listed in the Peer specialisations, a character could still choose them with the approval of the GM.

Talent Prerequisites

Several Talents require the Player Character to possess a prerequisite before their selection. This represents a certain innate ability level required to employ specific Talents, or a Skill or other Talent necessary to access more advanced capabilities. These prerequisites may take the form of Skills, Talents, Aptitudes, Characteristic scores, or even special abilities.

Talents

Below is a listing of the Talents available to characters, presented on the previous three tables (divided by tier) along with a brief description. The full explanation of each Talent is then listed after these tables alphabetically.

Air of Authority

Tier: 1
Prerequisite: Fellowship 30
Aptitudes: Fellowship, Leadership
The character was born to command, either motivating or terrifying those under their charge. When making Command Skill Tests, the character may affect a number of targets equal to 100 times their Fellowship Bonus rather than just 10. If the character is giving an Order to his Squad, the order's range is increased by 100 metres. This Talent has no effect on hostile targets and only affects NPCs.

Ambidextrous

Tier: 1
Prerequisite: Agility 30
Aptitudes: Weapon Skill, Ballistic Skill
This Talent does not represent true ambidexterity so much as sufficient training with both hands to make the distinction moot. The character may use either hand equally well for any task, and does not suffer the –20 penalty for actions using their off hand.
Special: When combined with Two-Weapon Wielder Talent, the penalty for making attacks with both weapons in the same Turn drops to –10.

Armour-Monger

Tier: 2
Prerequisite: Intelligence 35, Tech-Use, Trade (Armourer)
Aptitudes: Intelligence, Tech
The character is a skilled armourer and constantly tinkers and improves his armour or keeps it in pristine shape by repairing the slightest damage it sustains. With years of training, the character has even learned to enhance the protection afforded by his armour and how to use it to its optimum. The character increases the Armour Points of any armour he wears by 1 on all locations it would normally cover, as long as he has at least an hour each day to clean and repair it or make minor modifications. This bonus applies only to armour when worn by the character, as it combines his training as much as his skill at armoury.

Arms Master

Tier: 3
Prerequisite: Weapon Skill 40, Ballistic Skill 40, Weapon Training (any two)
Aptitudes: Weapon Skill, Ballistic Skill
The character is a true master of weapons and there is practically nothing he cannot pick up and use with ease, from autoguns to plasma pistol or chainswords to shock mauls. When the character uses a weapon he is untrained in, he only suffers a –10 penalty, rather than a –20. The only exception to Arms Master are exotic weapons, which are so unusual or rare that they always require their own weapon training Talents to use without penalty, and gain no bonus when combined with this Talent.



Assassin Strike

Tier: 3
Prerequisite: Agility 40, Acrobatics
Aptitudes: Weapon Skill, Fieldcraft
The character's natural agility and graceful martial form turn him into a dervish of death on the battlefield. After making a melee attack, a successful Acrobatics Skill Test allows the character to move at half rate as a Free Action. The character's opponent does not receive a free attack resulting from this move. The character may only make this move once per Round.

Bastion of Iron Will

Tier: 3
Prerequisite: Psy Rating, Strong Minded, Willpower 40
Aptitudes: Willpower, Psyker
The character's sheer willpower and psychic focus have become one and the same over years of practice and training, such that their combined use is second nature. The character adds 5 x his Psy Rating to any Opposed Test involving defending against Psychic Powers.

Battle Rage
Tier: 2
Prerequisite: Frenzy
Aptitudes: Strength, Defence
Long experience and indomitable will have allowed the character to master the beast within, directing its rage while keeping his head, despite the howling bloodlust in his mind. The character may Parry while Frenzied. In addition, such is the character's control, he may re-roll a failed roll to snap out of Frenzy or resist entering Frenzy if he so chooses.

Berserk Charge
Tier: 1
Prerequisite: None
Aptitudes: Strength, Offence
The character has learned to put the whole force of their momentum behind their weapon blows and when the character charges into combat, few can stand before them. If the character uses the Charge Action, his Weapon Skill Test is **Easy (+30)** instead of **Routine (+20)**.

Blademaster
Tier: 3
Prerequisite: Weapon Skill 30, Weapon Training (any melee)
Aptitudes: Weapon Skill, Finesse
The character's mastery of bladed weapons and their martial disciplines has no peer. When attacking with any bladed weapon, including chainswords, axes, and power swords, the character may re-roll one missed attack per Round.

Blade Dancer
Tier: 3
Prerequisite: Weapon Skill 40, Two Weapon Wielder (Melee)
Aptitudes: Weapon Skill, Finesse
The character has mastered the difficult ability to wield a blade or other melee weapon in either hand, making expert simultaneous attacks as they weave a deadly pattern of steel. When armed with two single-handed melee weapons with the Balanced Quality, the character reduces the penalties for Two-Weapon Fighting (see page 252) by 10 (so –20 would drop to –10). If taken with the Ambidextrous Talent, this drops the penalty to +0.

Blind Fighting
Tier: 1
Prerequisite: Perception 30
Aptitudes: Perception, Fieldcraft
Years of practice and development of other senses allows the character to fight in close combat without the benefit of sight. This Talent reduces all penalties for fighting with a melee weapon while suffering from obscured vision by half (rounded up), permitting the character to fight in fog, smoke, or darkness more effectively. See (see page 253) for a full list of attack penalties based on lighting and vision. Note this Talent only improves a character's chances to hit with melee weapons and has no effect on ranged weapon attacks.

Bulging Biceps
Tier: 2
Prerequisite: Strength 45
Aptitudes: Strength, Offence
Whereas a weaker man might be sent flying by the recoil of a heavy weapon, this character's strong physique allows him to remain standing. The character can fire heavy weapons using Semi-Auto Burst or Full Auto Burst without bracing, and he does not suffer the –30 penalty for failing to brace. In addition, whenever the character uses the Athletics Heft Special Skill Use (see page 117) he may add +20 to his Athletics Skill Test to reflect his massive muscles.

Catfall
Tier: 1
Prerequisite: Agility 30
Aptitudes: Agility, Fieldcraft
Gymnastic ability and natural balance enables the character to fall great distances without harm. The character automatically reduces the distance of all falls by a number of metres equal to his Agility Bonus, ignoring this distance as if it did not exist. In addition, the character adds +20 to their Acrobatics Skill Tests when using the Jump Special Skill Use as it pertains to reducing Damage from falling.

Cold Hearted
Tier: 1
Prerequisite: None
Aptitudes: Willpower, Defence
Either chemical and surgical treatments or sheer will has rendered the character immune to most mundane temptations. Seduction attempts against him automatically fail and Charm Tests increase their Difficulty by one level. Taking this Talent causes one Insanity Point.

Combat Formation
Tier: 1
Prerequisite: Intelligence 40
Aptitudes: Leadership, Fieldcraft
The character makes sure the Squad is constantly alert and prepared for danger, planning out their actions for many contingencies if attacked. All members of the Squad (including the character) add +1 to their Initiative rolls. Any member of the Squad may also choose to use the Intelligence Bonus of this character for their Initiative roll rather than their own Agility Bonus.

Combat Master
Tier: 2
Prerequisite: Weapon Skill 30
Aptitudes: Weapon Skill, Defence
The character's weapon seems to be everywhere at once, keeping many more opponents at bay in close combat than would seem possible. Opponents fighting the character in hand-to-hand combat gain no bonuses for Ganging Up (see page 253).

Combat Sense
Tier: 1
Prerequisite: Perception 30
Aptitudes: Perception, Fieldcraft
The character has the ability to consciously recognise the proddings of his subconscious as it reacts to his preternaturally sharp senses, giving him an edge that mere speed cannot match. The character may use his Perception Bonus in place of their Agility Bonus when rolling Initiative.

Counter Attack
Tier: 2
Prerequisite: Weapon Skill 40
Aptitudes: Weapon Skill, Defence
The character's lightning ripostes are things of deadly beauty; swift and invisible as the wind. After successfully Parrying an opponent's attack, the character may immediately make an attack against that opponent using the weapon with which they parried as a Free Action, even though it is not their Turn. This attack suffers a –20 penalty and may not be combined with any ability which allows more than one hit or attack such as Lighting Attack or Two-Weapon Fighting. This ability may only be used once per Turn, even if the character makes more than one Parry attempt.

Crack Shot
Tier: 2
Prerequisite: Ballistic Skill 50
Aptitudes: Ballistic Skill, Finesse
The character can place his shots where they will inflict more harm, such as at creases, gaps, or joints in armour. When the character's ranged attack causes Critical Damage, add +2 to the Damage result.

Crippling Strike
Tier: 2
Prerequisite: Weapon Skill 50
Aptitudes: Weapon Skill, Finesse
The character can land their blows precisely where they will inflict the most harm, cutting into seams or hammering at weak points. When the character's melee attack causes Critical Damage, add +2 to the Damage result.

Crushing Blow
Tier: 3
Prerequisite: Weapon Skill 40
Aptitudes: Weapon Skill, Offence
The character has the ability to focus their entire body into close combat attacks. The character adds half their Weapon Skill Bonus rounded down to Damage they inflict in melee.

Deadeye Shot
Tier: 1
Prerequisite: Ballistic Skill 30
Aptitudes: Ballistic Skill, Finesse
The character's rock-steady hand and hawk-like eyesight make him a dreaded marksman. No target, however agile or small, can escape his crosshairs. When making a Called Shot (see page 244) ranged attack, the character reduces the penalty by 10 (so a –20 becomes a –10 instead).

Deflect Shot
Tier: 2
Prerequisite: Agility 50
Aptitudes: Weapon Skill, Defence
The character's weapons move with such speed that they can deflect thrown weapons and shots fired from primitive weapons. When the character is armed with a readied melee weapon, they add their Weapon Skill Bonus to their Armour Points on all locations (even unarmoured locations) when calculating Damage from hits from ranged weapons with the Primitive Special Quality or Thrown weapons.

Die Hard
Tier: 1
Prerequisite: Willpower 40
Aptitudes: Willpower, Defence
Through either willpower or sheer stubbornness, the character refuses to die. When he suffers from blood loss, he may roll twice to avoid death.

Disarm
Tier: 1
Prerequisite: Agility 30
Aptitudes: Weapon Skill, Defence
The character can wrest weapons from their opponent's hands through practised technique or brute force. If in close combat, the character may use a Full Action to disarm his foe by making an **Opposed Weapon Skill Test**. If the character wins the Test, the enemy drops his weapon at his feet. Should the character obtain three or more Degrees of Success, he may take the enemy's weapon from him.

Disturbing Voice
Tier: 1
Prerequisite: None
Aptitudes: Fellowship, Social
The character's voice has particularly baleful or menacing qualities, causing others to quail before it. The character gains a +10 bonus to all Intimidate Skill Tests, but suffers a –10 penalty to Fellowship Tests when dealing with others in a non-threatening manner, such as animals, children, or the easily startled. In addition, the character is more adept as instilling fear in his followers and when using the Command Terrify Special Skill Use (see page 119), and adds +10 to his Command Skill Test to counter the effects of Fear.

Powers Within and Without

The Spinward Front is a complex warfront, where many different multi-facetted factions vie for power. The Imperium alone is a vast machine made up of many divisions and sub-divisions of authority, power, and responsibility. In addition to the many layers of organisation within the Imperium, there are countless more that exist outside the official architecture of power, or only within particular locales.

Administratum: The vast bureaucracy of the Imperium that administers its domains.
Adeptus Arbites: The keepers of Imperial law and enforcers of loyalty to the Golden Throne.
Adeptus Astartes: The genetically enhanced, power armour clad angels of death.
Astra Telepathica: The organisation that trains and sanctions Imperial Psykers.
Adeptus Mechanicus: The Tech-priests who are the preservers and fabricators of technology.
Adepta Sororitas: The female holy orders who include the Sisters of Battle.
Adeptus Titanicus: The Titan Legions whose vast war machines shake planets when they walk.
Astropaths: The telepaths who unite the Imperium through telepathic communication.
Chartist Captains: The masters of space craft who voyage within the bounds of the Imperium.
Ecclesiarchy: The keepers of faith in the Emperor's divinity.
Heretical Cults: The many heretical cults operating in the Spinward Front and Calixis Sector.
Imperial Guard: The Imperium's vast armies of men and women.
Imperial Navy: The forces of warships that defend the worlds of the Imperium.
Inquisition: The secretive protectors of the Emperor's dominion.
Navigators: The mutants whose abilities allow starships to pass through the warp.
Officio Assassinorum: The secret bringers of death.
Planetary Defence Force: The military forces raised on planets to defend against invaders.
Rogue Trader: One of those who voyage beyond the bounds of the Imperium.
Schola Progenium: The schools that teach orphans of Imperial officials.
Scholastica Psykana: The organisation that trains and sanctions Imperial Psykers.
Traitor Legions: Fallen brothers of the Adeptus Astartes filled with hate and dark purpose.
Warlords: Leaders who have fallen from the light of the Imperium, ranging from planetary masters to petty chieftains.

Double Team

Tier: 1
Prerequisite: None
Aptitudes: General, Offence

The character has experience of fighting in paired teams that work together to take down their enemies. When ganging up on an opponent, the character gains an additional +10 bonus to Weapon Skill Tests. If both the characters that outnumber the enemy have this Talent then both gain an additional +10 bonus, for a total of +20. This bonus is in addition to the normal bonus gained from Ganging Up on an opponent (see page 253).

Enemy

Tier: 1
Prerequisite: None
Specialisations: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Dark Mechanicus, Daemon Prince, Ecclesiarchy, Chartist Captains, Heretical Cult, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, Planetary Defence Force, Planetary Governors or Warlords, Rogue Traders, Schola Progenium, Scholastica Psykana, Traitor Legions
Aptitudes: General, Social

The opposite of Peer; the character is particularly despised and possibly hunted by a specific social group or organisation. The character suffers an additional –10 penalty to Fellowship Tests when dealing with this group, and the GM may use them to complicate his life from time to time.

Unlike other Talents, this Talent does not cost any experience points to purchase and cannot be taken as an advance. Instead the GM and player may agree to award this Talent when appropriate to the adventure or campaign. This Talent can be removed with an Elite Advance and the approval of the GM, if the character has redeemed himself with the group in question.

This Talent may be awarded multiple times for the same group, in which case it should be listed as Enemy (X), with X equalling the number of times the Talent has been awarded. This can be used to represent groups who particularly hate the character and want to see him dead. In game terms, the penalty to Fellowship Tests increases to –10 times X, with X being the number of times the Talent has been awarded.

Exotic Weapon Training

Tier: 2
Prerequisite: None
Specialisations: (each single exotic weapon)
Aptitudes: Intelligence, Finesse

The character is trained to use a particularly obscure type of weapon, allowing them to use armaments few others have ever seen. Weapons requiring this unique Talent are noted in their armoury descriptions. When a character attempts to use a weapon for which he does not have the correct Weapon Training Talent, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test. Unlike other kinds of weapons training, this Talent applies only to a single weapon and not a class of weapons.

Eye of Vengeance
Tier: 3
Prerequisite: Ballistic Skill 50
Aptitudes: Ballistic Skill, Offence
The character can focus their intent on where it is likely to do most damage to their enemy and then strike them down with a single shot. Before making a ranged Standard Attack Action, the character may spend a Fate Point. If he does so, his attack deals +X Damage and gains +X Pen, where X equals the number of Degrees of Success scored on the attack roll.

Favoured by the Warp
Tier: 3
Prerequisite: Willpower 35
Aptitudes: Willpower, Psyker
Whenever a Power Roll results in Psychic Phenomena, the character may roll one additional time on that table and take the more favourable result. Perils of the Warp affect him as normal.

Fearless
Tier: 3
Prerequisite: Nerves of Steel
Aptitudes: Willpower, Defence
Through hard experience with horrifying situations, fear no longer commands the character's actions. The character is immune to the effects of Fear and Pinning, but disengaging from combat or backing down from a fight is difficult for them to stomach, and as such requires a successful Willpower Test.

Ferric Summons
Tier: 1
Prerequisite: Ferric Lure Implants, Mechanicus Implants
Aptitudes: Willpower, Tech
The character can call an unsecured metal object to his hand as with Ferric Lure Implants (see page 206). He may summon objects of up to 2 kilograms per point of his Willpower Bonus and may summon objects up to 40 metres distant.

Foresight
Tier: 2
Prerequisite: Intelligence 30
Aptitudes: Intelligence, Knowledge
Logic and analysis do for the character what animal entrails and the bones claim to do for the superstitious masses. By careful consideration of all the possible consequences and examination of all evidence and information, the character can identify the best path for success. By spending ten minutes studying or analysing a problem, the character gains a +10 bonus to his next Intelligence Test or a Skill Test based on Intelligence.

Frenzy
Tier: 1
Prerequisite: None
Aptitudes: Strength, Offence
The character's temper and passion boil just below the surface of his psyche, mostly held in check by his rational mind, but easily released when needed. If the character spends one full Round fuelling his anger—by flagellation, drugs, or other means—on the next Round he goes into an uncontrolled rage, gaining a +10 bonus to Weapon Skill, Strength, Toughness, and Willpower, but suffering a –20 penalty to Ballistic Skill, Intelligence, and Fellowship—note that Characteristic penalties are different from Characteristic Damage (see page 188), and cannot reduce a Characteristic below 1. While Frenzied, the character must attack the nearest enemy in melee combat if possible. If he is not engaged with the nearest enemy, he must move towards that enemy and engage it if possible. The character will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but he will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy.

While Frenzied, he is immune to Fear, Pinning, stunning effects, the effects of Fatigue, and he may not Parry, retreat, or flee. He remains Frenzied for the duration of the combat. Characters may not use psychic powers while Frenzied. After combat ends, or if there are no more eligible enemy targets for the character to attack, he can make a Willpower Test to snap out of his Frenzy. If he fails, he must continue to attack, favouring NPCs over PCs. Each successive Round, however, he may make another Willpower Test, with a cumulative +10 bonus to return to a stable state of mind and come out of Frenzy. After Frenzying, a character may not Frenzy again for at least an hour as he recovers his mental and physical strength.

Furious Assault
Tier: 2
Prerequisite: Weapon Skill 35
Aptitudes: Weapon Skill, Offence
The character's speed and martial prowess allow him to land several blows where lesser combatants land one. If the character successfully hits his target using the All Out Attack Action, they may spend their Reaction (and thus cannot Parry or Dodge until their next Turn) to make an additional Attack using the same bonuses or penalties as the original attack.

Gunslinger
Tier: 3
Prerequisite: Ballistic Skill 40, Two-Weapon Wielder (Ranged)
Aptitudes: Ballistic Skill, Finesse
The character has trained with pistols for so long that they are like extensions of their own body, barely requiring conscious thought to aim and fire. When armed with two pistol class weapons that he can use single handedly, the character reduces the penalty for Two-Weapon Fighting by 10 (so –20 would drop to –10). If taken with the Ambidextrous Talent, this drops the penalty to +0.

Hammer Blow
Tier: 3
Prerequisite: Crushing Blow
Aptitudes: Strength, Offence
The character strikes a single blow with such focus and force that it breaks armour and pulps flesh as it strikes. When the character uses an All Out Attack manoeuvre to make a single melee attack, they may add half their Strength Bonus to the weapon's Armour Penetration. The attack also counts as having the Concussive (2) Special Quality to represent the shocking force of the blow's impact

Hard Target
Tier: 2
Prerequisite: Agility 40
Aptitudes: Agility, Defence
Light on his feet, the character dodges and weaves as he moves, skills learned from long years in the line of fire. When the character performs a Charge or Run action, opponents suffer a –20 penalty to Ballistic Skill Tests made to hit the character with a ranged weapon. This penalty continues until the start of the character's next Turn.



Hardy
Tier: 2
Prerequisite: Toughness 40
Aptitudes: Toughness, Defence
The character's constitution rebounds quickly from shock or injury. When undergoing medical treatment or healing from injuries, the character always recovers Damage as if lightly wounded regardless of the level of Damage they have sustained.

Hatred
Tier: 2
Prerequisite: None
Specialisations: Chaos Space Marines, Daemons, Mutants, Psykers, Xenos (specific), other
Aptitudes: Weapon Skill, Social
A group, organisation, or race has wronged the character in the past, fuelling this animosity. When fighting opponents of that group in close combat, the character gains a +10 bonus to all Weapon Skill Tests made against them. The character also finds it difficult to back down from a fight with his hated foe and must make a Willpower Test to retreat or surrender when fighting them, unless massively outnumbered or outclassed.

Heightened Senses
Tier: 1
Prerequisite: None
Specialisations: Sight, Sound, Smell, Taste, Touch
Aptitudes: Perception, Fieldcraft
Either genetics or augmetics have made one of the character's senses superior to others. When the character gains this Talent, select one of the five senses: The character gains a +10 bonus to any Tests specifically involving this sense. Thus, Heightened Senses (Sight) would apply to an Awareness Test to see a distant flock of Shale Crows, but not to a Ballistic Skill Test or a Weapon Skill Test because the character is not just using their eyes.

This Talent may be taken more than once, each time with a different specialisation.

Hip Shooting
Tier: 2
Prerequisite: Ballistic Skill 40, Agility 40
Aptitudes: Ballistic Skill, Finesse
The character's prowess with ranged weapons is such that they can still fire accurately without their eye behind the sights. As a Full Action, the character may both move up to their Full Move rate and make a single attack with a ranged weapon. This attack can only be a single shot and may not be a semi- or full-automatic ranged attack. Characters with the Two-Weapon Fighting Talent may use this Talent with Hip Shooting to make two single shots, if they are armed with a ranged weapon in either hand.

Hotshot Pilot
Tier: 2
Prerequisite: Agility 40, Operate (any one)
Aptitudes: Agility, Fieldcraft
The character can pilot or drive vehicles as if they were extensions of his own body and has a natural understanding of anything that needs steering. The character counts as having all Operate Skills at Rank 1 (Known) (basically they can drive or fly anything). If they wish to later improve their Operate Skills, these Advances must be bought using Experience Points (from Rank 1) as normal. Such is their skill they also add one Degree of Success to any successful Operate Tests.

Infused Knowledge
Tier: 3
Prerequisite: Intelligence 40, Lore (any one)
Aptitudes: Intelligence, Knowledge
The character has been infused with a great wealth of lore and knowledge, either through punishing noetic techniques or by arcane methods kept secret by the guardians of technology and learning. The character counts as having all Common Lore and Scholastic Lore Skills at Rank 1 (Known) (basically they know something about everything). If they wish to later improve their Lore Skills, these advances must be bought using Experience Points (from Rank 1) as normal.

Such is their skill, they also add one Degree of Success to any successful Common or Scholastic Lore Tests.

Independent Targeting
Tier: 2
Prerequisite: Ballistic Skill 40
Aptitudes: Ballistic Skill, Finesse
The character has developed their situational awareness to a point where they can fire in two directions within a split second. When firing two weapons as part of a single action (using the Two-Weapon Fighting Talent, for example), the targets do not have to be within 10 metres of each other.

Inspire Wrath
Tier: 2
Prerequisite: Air of Authority
Aptitudes: Fellowship, Leadership
The character's personal vitriol and bitter hatred is so ingrained in his being that he can inspire the same hate in others. As a Full Action, the character can make a Charm Test to grant the effects of the Hatred Talent to their Squad, or any people in their immediate vicinity. Success on the Test grants the Hatred Talent to the listeners (with the object of hate chosen by the character) for the duration of an encounter. Listeners can resist the effects of the character's speech (and therefore not be burdened with his chosen hatred) by passing an Opposed Willpower Test against the character's Charm Skill Test. Inspire Wrath affects a number of people up to 10 times the character's Fellowship, which can be increased with the use of the Master Orator Talent as normal. Both players and GMs should bear in mind, however, that once a crowd has been inspired to hatred or mindless anger, the effects can be unpredictable and are seldom exactly as the character intends.

Into the Jaws of Hell
Tier: 3
Prerequisite: Iron Discipline, Fellowship 50
Aptitudes: Fellowship, Leadership
The character's cool demeanour and faith in the Emperor inspire those around him to great feats. Comrades become immune to the effects of Fear and Pinning as long as they are within 10 metres of him.

Iron Discipline
Tier: 2
Prerequisite: Fellowship 30
Aptitudes: Fellowship, Leadership
Iron sharpens iron. The character does not coddle his squad-mates nor motivate them through kindness. The character's stalwart example and stern leadership exhorts them with steel instead of praise. If the Player Character fails a Fear or Pinning Test, his Comrade only fails if the roll was a double.

Iron Jaw
Tier: 1
Prerequisite: Toughness 40
Aptitudes: Toughness, Defence
The character has taken blows from Orks and given back as good as they got. The character can bounce back from most strikes without ill effects. If ever Stunned, a successful Toughness Test allows the character to ignore the effects.

Jaded
Tier: 1
Prerequisite: Willpower 40
Aptitudes: Willpower, Defence
The character's wide travels have shown them both wonders and horrors beyond the ken of most. The galaxy has thrown its worst at the character and they have yet to flinch. Mundane events, from death's horrific visage to xenos abominations, do not force the character to gain Insanity Points or make Fear Tests. Terrors of the Warp still affect the character normally.

Killing Strike
Tier: 2
Prerequisite: Weapon Skill 50
Aptitudes: Weapon Skill, Offence
With expert precision, the character can land blows which defy their opponent's ability to counter, slicing through their defences as surely as a powerblade cuts flesh. At the start of any of his combat, the character may spend one Fate Point to choose to make all their melee attacks for that Round unavoidable with Parry or Dodge Skills. These effects last only for the Round, though they apply to all the character's attacks (i.e. such as extra attacks gained with Talents such as Two-Weapon Fighting or Furious Assault), and only stop the use of evasion (i.e. Parries and Dodges) to counter them. Other means of stopping attacks (such as Shadow Fields or Displacement Fields) are unaffected.

Lasgun Barrage
Tier: 3
Prerequisite: Weapon Training (Las), BS 40
Aptitudes: Ballistic Skill, Offence
Through years of practice drills and battlefield experience, the character has become a master of the lasgun. The character can use lasguns of all types to unleash devastating volleys of disciplined fire that can cut down his enemies like the sweep of a scythe. When firing any class of Las weapon on full or semi-auto, the character may score one additional Degree of Success (provided the Test is successful) if he does not take a Move Action in his Turn.

Leap Up
Tier: 1
Prerequisite: Agility 30
Aptitudes: Agility, General
A combination of athletic ability and speed allow the character to spring to their feet in virtually any circumstance. The character may stand up as a Free Action.

Light Sleeper
Tier: 1
Prerequisite: Perception 30
Aptitudes: Perception, Fieldcraft
The slightest change in conditions or disturbance brings the character from sleep to full awareness, remaining alert even in slumber. The character is always assumed to be awake, even when asleep, for the purposes of Awareness Tests or surprise. Unfortunately, the character's sleep is not deep and can be frequently interrupted, resulting in a less-than-cheery disposition when awake.

Lightning Attack
Tier: 3
Prerequisite: Swift Attack
Aptitudes: Weapon Skill, Finesse
The character's speed with weapons is unmatched, allowing him to launch flurries of attacks in melee. A Player Character with this Talent may make the Lightning Attack Combat Action (see page 246).

Lightning Reflexes
Tier: 1
Prerequisite: None
Aptitudes: Agility, Fieldcraft
The character always expects trouble, even in the most innocuous situations, allowing them to act quickly when needed. When making an Initiative roll, the character may roll twice and add the higher of the two dice results to his Agility Bonus.

Luminen Blast
Tier: 3
Prerequisites: Luminen Shock, Luminen Capacitors, Mechanicus Implants
Aptitudes: Ballistic Skill, Tech
The energies charged in the character's Luminen Capacitors can be expelled in a ranged attack with a Ballistic Skill Test, directing this energy against a single target within 10 metres, inflicting 1d10 plus twice the character's Willpower Bonus in Energy Damage, with the Shock Quality. The attack uses a Half Action to accomplish (counting as a Single Attack Action) and the character must pass a Toughness Test when they use this ability or gain a level of Fatigue.

Luminen Shock
Tier: 2
Prerequisites: Luminen Capacitors, Mechanicus Implants
Aptitudes: Weapon Skill, Tech
The energies charged in the character's Luminen Capacitors can be expelled as he grapples with an opponent. By making a successful melee attack (without penalties for being unarmed) or instead of doing Damage during a grapple, the character may deal 1d10 plus his Willpower Bonus in Energy Damage, with the Shock Quality. After use, the character must pass a Toughness Test or gain a level of Fatigue.

Maglev Transcendence
Tier: 2
Prerequisite: Maglev Coils/Mechanicus Implants
Aptitudes: Intelligence, Tech
The character has learned how to better use his inbuilt maglev coils. He may hover for a number of minutes equal to 1d10 plus twice his Toughness Bonus. He may move his Run speed when making a Half Move Action and suffers no Damage from falling if the coils are active. Each use drains half the power stored in the coils (therefore he may use the coils twice before recharging them).

Marksman
Tier: 2
Prerequisite: Ballistic Skill 35
Aptitudes: Ballistic Skill, Finesse
The character's steady hand and eagle eye allows him to keep crosshairs steady on any target, regardless of range. Distance is no protection against the character's marksmanship and he suffers no penalties for Ballistic Skill Tests at long or extreme range.

Master Chirurgeon
Tier: 3
Prerequisite: Medicae +10
Aptitudes: Intelligence, Fieldcraft
The character's advanced medical skills enable him to knit flesh with deft mastery. The character's exceptional education in use of the Narthecium, Med-Slate, and supplemental drugs give their patients an enormous advantage. The character gains a +10 bonus on all Medicae Skill Tests. If the character fails his Medicae Test while performing Extended Care, he reduces the amount of Damage suffered by his patience due to his failure by an amount equal to his Intelligence Bonus. If their patient is in danger of losing a limb from a Critical Hit (see **Chapter VIII: Combat**), the character provides the patient with a +20 bonus to the Toughness Test to prevent limb loss.

Master Enginseer
Tier: 3
Prerequisite: Tech Use +20, Mechanicus Implants
Aptitudes: Intelligence, Tech
The character's knowledge of engines and their machine spirits surpasses all but the most venerable servants of the Machine-God. The character can feel the plasma pulsing through a reactor's conduits as if it was in his own veins. The character gains a +10 bonus on Tech-Use Skill Tests. The character may spend a Fate Point to automatically succeed on a Tech-Use Skill Test for enhancement, repair, or upgrade of a machine's system, taking the minimum amount of time possible on the task. In addition, at the GM's discretion, the character may repair objects without all the parts to hand, jury-rigging a working device as good as the original.

Master Orator
Tier: 3
Prerequisite: Inspire Wrath
Aptitudes: Fellowship, Leadership
The character has learned the techniques required to influence large audiences. When the character uses the Charm or Intimidate Skill to affect more than one person, they may affect a number of people up to a 100 times their Fellowship Bonus rather than just 10.

Mastery
Tier: 3
Prerequisite: Rank 4 in Selected Skill
Specialisations: Any Skill
Aptitudes: Intelligence, Knowledge
The character has become a consummate master of a single Skill and can perform feats with it that would baffle lesser men. The character may spend a Fate Point to automatically pass a Skill Test with his chosen Skill, provided the final modifier to his Skill Test is 0 or better. In addition to simply passing the Test, the character will pass it by a number of Degrees of Success equal to the Characteristic Bonus of its associated Characteristic. This Talent may be taken more than once, each time for a different Skill.

Mechadendrite Use
Tier: 2
Prerequisite: Mechanicus Implants
Specialisations: Weapon, Utility
Aptitudes: Intelligence, Tech
The character is trained in the use of a particular kind of Mechadendrite (extra mechanical arms often sprouting from a cyber mantle mounted on the character's back) in much the same way as Weapon Training allows the use of weapons. Though there are many different types of Mechadendrite, this Talent divides them into two categories:
- **Weapon:** Mechadendrites of this type end in either ranged or close combat weapons, and have the supplemental support and strength necessary for combat.
- **Utility:** Including such varied types as Machine Spirit Interface, Manipulator, Medicae, Utility, Optical, and countless others, these Mechadendrites generally require less hardy mountings, but all interface with the Cyber Mantle in a similar manner.

Meditation
Tier: 1
Prerequisite: None
Aptitudes: Willpower, Knowledge
The character has mastered their body and its reactions by the practice of meditative techniques, shutting down unnecessary functions and enabling them to refresh both body and mind. Success on a Willpower Test and ten minutes without interruptions removes one level of Fatigue.

Mighty Shot
Tier: 3
Prerequisite: Ballistic Skill 40
Aptitudes: Ballistic Skill, Offence
The character knows the weak points in every armour and material, and has the skill to ensure that his shots land exactly where they will do the most damage. The character adds half his Ballistic Skill Bonus to Damage inflicted with a ranged weapon.

Mimic
Tier: 1
Prerequisite: None
Aptitudes: Fellowship, Social
Vox synthesisers, training, or innate abilities allow the character to accurately mimic the voice of another. For proper imitation, the character must study the voice patterns of their intended target for at least one hour and speak the same language. The character cannot accurately copy the voice of a xenos due to the difference in physiology and the subtle complexities of most alien languages. Listeners must succeed on a Scrutiny Skill Test with a –10 penalty to penetrate the deception. If the character's study used vox recordings or comm-link conversations rather than in-person observation, then there is no penalty to the Scrutiny Skill Test to see through it. The character's deception automatically fails if the listener can clearly see them.

Munitorum Influence
Tier: 2
Prerequisite: None
Aptitudes: Fellowship, Social
Whether through contacts in the Departmento Munitorum or simple fame amongst the ranks of the Imperial Guard, the character has an easier time acquiring equipment for his Squad. The Squad's Logistics Rating increases by +5. This bonus is permanent, and is not removed even if the character who purchased this Talent is killed or removed from the Squad.

Purchasing this Talent costs an additional amount of XP equal to 5 times the Squad's current Logictics Rating.

Nerves of Steel
Tier: 2
Prerequisite: None
Aptitudes: Willpower, Defence
Long years on the battlefield enable the character to remain calm as fire impacts all around them. The character may re-roll failed Willpower Tests to avoid or recover from Pinning. In addition, he is seldom impressed by the aggressive displays of his enemies and gains a +10 to Willpower Tests when resisting the effects of enemy Intimidation Skill attempts.



Never Die
Tier: 3
Prerequisite: Willpower 50, Toughness 50
Aptitudes: Toughness, Defence
The character's will or devotion to the Emperor can sustain him when his mortal body fails him. The character can spend one Fate Point to ignore the effects of injury, Fatigue, and Stunning for a single combat. This Talent does not prevent the Damage, but allows the character to temporarily ignore its effects for the duration of the combat. Death still affects him normally.

Orthoproxy
Tier: 1
Prerequisite: None
Aptitudes: Willpower, Tech
Either part of the character's brain has been removed or an inhibitor such as a reason inhibitor circuit has been implanted within the character's skull, allowing him to ignore the mental strain that would affect a more "complete" person. The character receives a +20 bonus to Willpower Tests made to resist mind control or interrogation. However, he tends not to get jokes.

Paranoia
Tier: 2
Prerequisite: None
Aptitudes: Perception, Fieldcraft
The character knows that danger lurks behind every corner and that the galaxy will hit him as soon as he lets his guard down. The character gains a +2 bonus on Initiative rolls and the GM may secretly Test using the character's Perception to notice hidden threats. The price of this eternal vigilance is a twitchy disposition and the inability to relax.

Peer
Tier: 1
Prerequisite: Fellowship 30
Specialisations: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Ecclesiarchy, Chartist Captains, Imperial Guard, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, Planetary Defence Force, Planetary Governors or Warlords, Rogue Trader, Schola Progenium, Scholastica Psykana
Aptitudes: Fellowship, Social
The character knows how to deal with a particular social group or organisation. The character gains a +10 bonus to all Fellowship Tests when interacting with this chosen group and at the GM's discretion may call upon them for favours from time to time. The GM and player may agree to award this Talent when appropriate to the adventure or campaign, though the character must still pay the experience cost for the Talent as normal.

This Talent may be awarded multiple times for the same group, in which case it should be listed as Peer (X), with X equalling the number of times the Talent has been awarded. This can be used to represent groups who particularly like the character and may even be staunch allies. In game terms, the penalty to Fellowship Tests increases to +10 times X.

Polyglot
Tier: 1
Prerequisite: Intelligence 40, Fellowship 30
Aptitudes: Intelligence, Social
The character has an innate ability to derive meaning from unknown languages and can make himself understood using this intuitive grasp. The character can make untrained Skill Tests with the Linguistics Skill even though it is a Specialist Skill. Being a Polyglot is not the same as having a true knowledge of a language, and characters must make a Linguistics Skill Test (with the –20 for being untrained) to have more than the most basic conversations or exchanges of ideas.

Precise Blow
Tier: 2
Prerequisite: Weapon Skill 40, Sure Strike
Aptitudes: Weapon Skill, Finesse
The character's eye, hand, and weapon act seamlessly together, placing his blows where he intends. When making a Called Shot (see page 244) melee attack, the character reduces the penalty by 10 (so a –20 becomes a –10 instead). If combined with Sure Strike, this reduces the penalty to 0.

Preternatural Speed
Tier: 3
Prerequisite: Weapon Skill 40, Agility 50
Aptitudes: Agility, Offence
The character is a swift moving bringer of death; a living, bloody scythe before whom foes die like corn before the reaper. When making a Charge Move, the character doubles his normal charge movement (i.e. a character with an AB of 3 has a charge movement of 9 metres, which is then doubled to 18 metres by the Preternatural Speed Talent).

Prosanguine
Tier: 2
Prerequisite: Autosanguine Implants, Mechanicus Implants
Aptitudes: Toughness, Tech
Through the character's iron will, he is able to speed the function of his Autosanguinator. He must spend 10 minutes in mediation and make a Tech-Use Test. If he succeeds, he heals 1d5 points of Damage. If he rolls a 96 or higher, he loses the ability to use his Autosanguinator for one week.

Psychic Power
Tier: 1
Prerequisite: Psyker
Specialisations: See **Chapter VII: Psychic Powers**
Aptitudes: Willpower, Psyker
Either through training or natural development, the character has learned an additional Psychic Power. This power must be selected from one of the powers presented in **Chapter VII: Psychic Powers**. The Experience cost and requirements for Psychic Powers are not the same as other Talents, and can instead be found in the individual Psychic Power entries in **Chapter VII: Psychic Powers**.

Quick Draw
Tier: 1
Prerequisite: None
Aptitudes: Agility, Finesse
The character has practised so frequently with his weapons that they practically leap into his hands in response to a simple thought. The character can draw and ready a weapon as a Free Action when the character is armed with a Pistol or Basic class ranged weapon, or a melee weapon that can be wielded in one hand.

Radiant Presence
Tier: 1
Prerequisite: Fellowship 40
Aptitudes: Fellowship, Leadership
There is something strong and inspiring about the character, the way he holds himself and the look in his eyes, that puts people at ease, filling them with confidence. Everyone within 20 metres that can see the character feels inspired just by being near them and suffers lessened effects from things that would upset or distress them. Those affected gain a +10 to Willpower Tests to resist Fear or against Intimidation attempts. This ability affects all allies close to the character, though not the character himself.

Rapid Reaction
Tier: 2
Prerequisite: Agility 40
Aptitudes: Agility, Fieldcraft
The character has honed his reactions to a razor's edge, allowing him to act while most stand dumbfounded. When surprised or ambushed, a successful Agility Test allows the character to act normally.

Rapid Reload
Tier: 1
Prerequisite: None
Aptitudes: Agility, Fieldcraft
The firing ranges and weapon drill chambers are the character's constant abode, and hours of reloading countless magazines or power cells means that he can replace them without looking and without thinking. The character halves all reload times, rounding down. Thus, a Half Action reload becomes a Free Action, a Full Action reload becomes a Half Action, and so on.

Resistance
Tier: 1
Prerequisite: None
Specialisations: Cold, Fear, Heat, Poisons, Psychic Powers, Other
Aptitudes: Toughness, Defence
The character's background, experience, training, exposure or plain stubbornness has developed a resistance within him. Each time the character selects this Talent, choose one area of resistance. The character gains a +10 bonus when making Tests to resist effects of this type. The GM may wish to approve certain choices or have them justified by the character's past.

Sharpshooter
Tier: 2
Prerequisite: Ballistic Skill 40, Deadeye Shot
Aptitudes: Ballistic Skill, Finesse
The character's steady hand and eagle eye allow him to place shots or strikes exactly where he wants. When making a Called Shot (see page 244), the character reduces the penalty by 10 (so a –20 becomes a –10 instead). When combined with Deadeye Shot, this reduces the penalty to 0.

Sidearm
Tier: 3
Prerequisite: WS 40, BS 40, Two Weapon Wielder (Ranged *and* Melee)
Aptitudes: Weapon Skill, Ballistic Skill
Many Sergeants among the ranks of the Imperial Guard favour fighting with both blade and pistol. When armed with a pistol in one hand and melee weapon in the other (both of which the character could normally use single-handed), the character reduces the penalty for Two-Weapon Fighting by 10 (so –20 would drop to –10). If taken with the Ambidextrous Talent, this drops the penalty to 0.

Sound Constitution
Tier: 1
Prerequisite: None
Aptitudes: Toughness, General
The character gains an additional Wound. The character may purchase this Talent multiple times up to twice their Toughness Bonus. When a character has gained this Talent multiple times, note the number of times it has been taken after the Talent, such as Sound Constitution (3).

Sprint
Tier: 3
Prerequisite: None
Aptitudes: Agility, Fieldcraft
The character can move at great speeds. When taking a Full Move Action, the character can move an extra number of metres equal to their Agility Bonus. When taking the Run Action, the character may double their movement for one Round. The character gains one level of Fatigue if they use this Talent two Turns in a row.

Strong Minded
Tier: 2
Prerequisite: Willpower 30, Resistance (Psychic Powers)
Aptitudes: Willpower, Defence
The character's mind acts as a fortress against psychic attacks. He may re-roll failed Willpower Tests to resist any Psychic Powers that affect his mind. Psychic Powers that have a physical effect, such as Engulf, are unaffected by this Talent.

Step Aside
Tier: 3
Prerequisite: Agility 40, Dodge or Parry
Aptitudes: Agility, Defence
The character can sway their body out of the path of an attack, causing it to pass through thin air or turn their blade in mid swing to deflect a blow. The character may make an additional Evasion attempt (either a Dodge or a Parry) once per Round. In effect, this gives the character a second Reaction that may only be used for Dodge or Parry attempts, allowing two Dodges, two Parries, or a Dodge and a Parry in each Turn. However, the character may still only attempt a single Dodge or Parry against each individual attack.

Storm of Iron
Tier: 2
Prerequisite: Ballistic Skill 45, Weapon Training (any ranged)
Aptitudes: Ballistic Skill, Offence
When facing massed enemies on the battlefield, the character lays down a storm of firepower that even the most foolhardy cannot push through. When the character deals Damage to a target with a semi-auto burst or a full-auto burst, the character may allocate his extra hits to any other target within five metres, instead of the usual two metres.

Street Fighting
Tier: 1
Prerequisite: Weapon Skill 30
Aptitudes: Weapon Skill, Offence
The character is adept in close and dirty fighting, favouring small weapons or even his bare hands to take down his foes. When armed with a knife (powered, chain or otherwise), similar small weapon, or simply armed with his bare hands, he adds half his Weapon Skill Bonus to any Critical Damage he inflicts.

Sure Strike
Tier: 1
Category: Weapon Skill 30
Aptitudes: Weapon Skill, Finesse
The character's eyes, hand, and weapon act seamlessly together, placing his blows where he intends. When making a Called Shot (see page 244) melee attack, the character reduces the penalty by 10 (so a –20 becomes a –10 instead).

Swift Attack
Tier: 2
Prerequisite: Weapon Skill 30
Aptitudes: Weapon Skill, Finesse
The character's ability with weapons is legendary, allowing him to attack with amazing speed in melee. A Player Character with this Talent may make the Swift Attack Combat Action (see page 248).

Takedown
Tier: 1
Prerequisite: None
Aptitudes: Weapon Skill, Offence
As a Half Action, or when making a Charge Action, the character may declare that he is attempting a takedown against an opponent in melee combat. He then rolls to hit (using his Weapon Skill) as normal, using any modifiers for weapons and Talents (or the +20 bonus from Charging). If the character hits and would have done at least 1 point of Damage (after reduction for Armour and Toughness), no Wounds are caused, but the character's opponent must make a **Challenging (+0) Toughness Test** or be stunned for 1 Round and knocked prone. In addition, when performing a Stun Action, the character does not suffer a –20 penalty to his Weapon Skill.

Target Selection
Tier: 3
Prerequisite: Ballistic Skill 50
Aptitudes: Ballistic Skill, Finesse
The character's dread gaze marks out his chosen victim and not even the riotous confusion of close combat interferes. The character may shoot into melee with no penalty. If he aims beforehand, he can avoid any chance of hitting friendly targets.

Technical Knock
Tier: 1
Prerequisite: Intelligence 30
Aptitudes: Intelligence, Tech
Either through the ease of long practice, or the proper ritual to appease a weapon's machine spirit, the character can clear stoppages with a simple knock or solid smack of his hand to a weapon. The character may un-jam any gun as a Half Action, but may only use this Talent on one weapon per Round. The character must touch the weapon (often quickly and violently) to make this Talent work.

Thunder Charge
Tier: 3
Prerequisite: Strength 50
Aptitudes: Strength, Offence
The character charges into combat using his body as an additional weapon to push foes away or to the ground. Driven by his rage and momentum, the impact of such a charge can knock a foe flying or bring them to their knees. When the character makes a Charge Action, he can barrel through foes to get to his target. Make an **Opposed Strength Test** between the character and each foe in his way (i.e. each foe his charge would take him past or through). Those that fail are knocked to the ground. Once the character has Tested to knock down those in his way, he may complete his Charge and make his attacks against his intended target.

Total Recall
Tier: 1
Prerequisite: Intelligence 30
Aptitudes: Intelligence, Knowledge
Mental conditioning or cranial augmentation enables the character to record and recall great amounts of information, effectively granting them a perfect memory. The character can automatically remember trivial facts or pieces of information the character might feasibly have picked up in the past. When dealing with more detailed, complex, or obscure facts, such as the exact layout of a defence network, the GM may require a successful Intelligence Test to recall the information.

True Grit
Tier: 3
Prerequisite: Toughness 40
Aptitudes: Toughness, Defence
The character is able to shrug off wounds that would fell lesser men. Whenever the character suffers Critical Damage (after reduction for Armour and Toughness), reduce the amount by his Toughness Bonus (to a minimum of 1).

Two-Weapon Wielder
Tier: 2
Category: Melee, Ranged
Aptitudes: Weapon Skill or Ballistic Skill, Finesse
Intensive training allows the character to use a weapon in each hand when needed. When armed with two one-handed weapons (ether melee or ranged weapons), after making a Half Action Attack (this can be a Single Attack, a Swift Attack, or a Lightning Attack with a melee weapon, or a single shot, semi-auto burst, or full auto burst with a ranged weapon), he may make a single additional Half Action Attack following the same restrictions with the other weapon. (In effect, this allows the character to attack twice in a Round; once from each of their weapons). Both of these Attacks count as being part of the same Half Action, and both Tests made to attack with the weapons suffer a –20 penalty.

This Talent may be taken twice, each time with a different focus (melee or ranged). If a character possesses both Talents, then he may fight with one melee and one ranged weapon. When this Talent is taken with the melee focus it counts as having the Weapon Skill and Finesse Aptitudes, and when it is taken with the ranged focus it counts as having the Ballistic Skill and Finesse Aptitudes.

This Talent may be enhanced by the Blade Dancer, Gunslinger, and Sidearm Talents.

Unarmed Master
Tier: 2
Prerequisite: Weapon Skill 45, Agility 40, Unarmed Warrior
Aptitudes: Strength, Offence
The character possesses unparalleled mastery of unarmed combat. He counts as having the Deadly Natural Weapon Trait (see page 155).

Unarmed Warrior
Tier: 1
Prerequisite: Weapon Skill 35, Agility 35
Aptitudes: Strength, Offence
After extensive training, the character has gained the Natural Weapon Trait (see page 156), improving all his unarmed attacks from 1d5-3 to 1d10, and meaning he counts as armed even when facing opponents with weapons while bare handed.

Unremarkable
Tier: 1
Prerequisite: None
Aptitudes: General, Social
Something about the character's face just doesn't stick in people's memories. The character can more easily blend into crowds or pass themselves off as a nobody. Any attempts to recall the character's face or spot him in a crowd suffer a –20 penalty. In addition, the character gains a +20 when using the Deceive Skill to either convince someone they have never seen or met him before or if he is trying to appear harmless and ordinary. Naturally, this Talent doesn't work if the character wears distinctive clothes, armour, or carries unique weaponry.

Unshakeable Faith
Tier: 2
Prerequisite: Willpower 35
Aptitudes: Willpower, Defence
The Guardsman's faith in the Emperor and his abilities is so strong that he can face any danger. The character may re-roll any failed Willpower Tests to avoid the effects of Fear.

Warp Conduit
Tier: 2
Prerequisite: Psy Rating, Strong Minded, Willpower 50
Aptitudes: Willpower, Psyker
The sheer power of the character's mind allows the character to channel vast amounts of Warp Energy when he chooses. When Pushing (see page 223), the character may spend one Fate Point to add 1d5 to his Psy Rating when determining the final effects of the psychic power he is manifesting. Channelling such vast amounts of power, however, is dangerous and he must add +30 to any resultant Psychic Phenomenon rolls.

Warp Lock
Tier: 3
Prerequisite: Psy Rating, Strong Minded, Willpower 50
Aptitudes: Willpower, Psyker
The character has learned to swiftly cut himself off from the Warp to protect himself from harm. Once per game session, the character may ignore a Psychic Phenomenon result he has rolled (including a result that would indicate rolling on the Perils of the Warp Table) completely negating its effects. Such rapid dislocation from the Warp, through, is stressful and traumatic to the character's mind and they will suffer 1d5 Energy Damage to the Head location (not reduced by Armour or Toughness) as a result, and may not make any Focus Power Tests or sustain other Psychic Powers until the beginning of his next Turn.

Warp Sense
Tier: 1
Prerequisite: Psy Rating, Psyniscience, Perception 30
Aptitudes: Perception, Psyker
The character's senses have evolved to perceive the warp in parallel with the physical world. After gaining this Talent, using the Psyniscience Skill requires a Free Action instead of a Half Action. In addition, the character can passively detect psychic effects and entities without the need to actively seek them out. Whenever the character could detect such a Warp signature or a creature, the GM may allow him to make a Psyniscience Skill Test to detect it, in the same way he might use Awareness to spot an ambush without knowing it is there.

Weapon-Tech
Tier: 1
Prerequisite: Tech Use +10, Intelligence 40
Aptitudes: Intelligence, Tech
The character has developed an extensive understanding of advanced technological weapons and their functions, opening them up and learning what makes them tick, hum, or click. Once per combat, the character can enhance his weapon, increasing its firepower and deadliness. For one Round per combat encounter, a weapon personally wielded by the character from the Melta, Plasma, Power, or Exotic category increases its Damage and Penetration by an amount equal to his Intelligence Bonus.

Weapon Training
Tier: 1
Prerequisite: None
Specialisations: Bolt, Chain, Flame, Heavy, Las, Launcher, Melta, Plasma, Power, Low-Tech, Shock, and Solid Projectile
Aptitudes: General, Finesse
The character can use all weapons with Class: Pistol, Basic, Melee, Throwing, and Vehicle within the group he has selected with this Talent. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

The character can only use weapons with Class: Heavy without suffering the –20 penalty if he has both Weapon Training in the appropriate group and Weapon Training (Heavy).

This Talent may be taken more than once, each time with a different specialisation.

Whirlwind of Death
Tier: 2
Prerequisite: Weapon Skill 40
Aptitudes: Weapon Skill, Finesse
When facing massed opponents in combat, the character becomes a whirlwind of death, moving, hacking, gutting, and beheading with ceaseless fury. When attacking more than one foe in close combat, the character may make one melee attack for each foe he is facing, up to a maximum equal to his Weapon Skill Bonus. Each additional attack beyond the first counts as a Free Action, but cannot be combined with any other Talents or abilities which would grant extra attacks or hits (i.e. Lightning Attack, Furious Charge, etc.). The character may choose in which order he attacks his opponents.

Traits

Skills and Talents represent ability and knowledge gained over the course of a character's life. Traits, by contrast, are innate abilities gained by virtue of birth and circumstance. They may be gained through other means later in life, but they are almost never gained through choice.

Trait Descriptions

The rules for each Trait can be found in the descriptions below. In some cases, a Trait has a variable level, indicating a number of Armour Points, arms, or some other factor. In these cases, the Trait has an (X) after its title, where X indicates the level at which a creature has the Trait.

Amorphous

An amorphous creature has a malleable form, capable of squeezing its body or expanding it. It can change size by one-step in either direction, though doing so does not change its speed. Creatures with this Trait determine their movement rates using one half of their Agility Bonus rounded up. Amorphous creatures are often missing senses and so rely on the Unnatural Senses Trait to perceive their surroundings.

Amphibious

The creature can breathe water as well as air and can stay underwater indefinitely without the need to surface. If this Trait is taken by a creature with the ability to breathe another predominate substance other than air (i.e. water, ammonia, carbon-dioxide, etc.) then it can breathe air as well as its native atmosphere.

Auto-stabilised

The creature always counts as braced when firing heavy weapons and therefore may fire a weapon on full or semi-automatic without taking the Brace Action first, and not suffer any penalties to hit.

Bestial

A creature with this Trait is animalistic, tending to behave instinctively rather than rationally. No matter how high its Intelligence score is, it is still bestial. A creature with this Trait never needs to make a Survival Test whilst in its natural habitat. Unless starving or desperate, a Bestial creature must make a **Challenging (+0) Willpower Test** when frightened, startled, or injured. On a failed Test, the creature flees.

Blind

Blind creatures automatically fail all Tests based on vision and automatically fail all Ballistic Skill Tests. Such creatures take a –30 penalty to Weapon Skill Tests and most other Tests that ordinarily involve or are benefited by vision. Note that this Trait indicates not only that the creature cannot see but that it also has no other senses which would provide the same benefit as eyes. The Blind Fighting Talent reduces the penalty to Weapon Skill Tests as normal for Blind creatures, from –30 to –15.

Table 5-4: Traits

Trait	Description
Amorphous	Creature is a blob, and slow.
Amphibious	Creature can breathe underwater.
Auto-stabilised	Always counts as braced.
Bestial	Automatically passes Survival Skill Tests, test Willpower to avoid flight.
Blind	Cannot see.
Brutal Charge	Deals additional Damage on a Charge.
Burrower	Move by digging.
Crawler	No penalties for moving over difficult terrain.
Daemonic	Double TB against normal weapons, immune to disease and poison.
Dark-sight	See in darkness.
Deadly Natural Weapons	Natural weapons are no longer primitive.
Fear	Forces others to make Fear Tests to avoid Shock and Madness.
Flyer	Fly and enter any altitude.
From Beyond	Immune to Fear, Pinning, Insanity Points, and mind-affecting powers.
Hoverer	Fly and enter the hover altitude.
Incorporeal	Insubstantial and weightless, cannot be affected by mundane weaponry.
Machine	Creature gains immunities and resistances.
Mechanicus Implants	Character has mechanical augmentaions.
Multiple Arms	Creature gains extra attacks.
Natural Armour	Gain additional Armour Points to all locations.
Natural Weapons	Unarmed attacks deal 1d10+SB damage.
Phase	Switch between incorporeal and corporeal as a Half Action.
Possession	Take control of another creature.
Psyker	Creature has a Psy Rating of 1 or more.
Quadruped	Movement equals AB×2.
Regeneration	Test Toughness to remove 1 or more Damage.
Size	Determines creature size and benefits.
Sonar Sense	Perceive surroundings flawlessly within 30 metres.
Soul-bound	Bound to a particular group or creatures in exchange for certain benefits.
Stampede	Failed Willpower Test causes creature to flee, trampling anything in its path.
Stuff of Nightmares	Gain appalling list of immunities.
Sturdy	+20 bonus to resist grapple and Takedown.
Touched by the Fates	Has Fate Points.
Toxic	Gain poisonous attack.
Undying	The creature is immune to many environmental and natural dangers.
Unnatural Characteristic	Increases one Characteristic Bonus.
Unnatural Senses	Perceive surroundings by uncanny means.
Warp Instability	Creature must deal damage if damaged, or be cast back into the Warp.
Warp Weapons	Creature's attacks ignore armour.

Brutal Charge (X)
A creature with this Trait deals an extra (X) points of Damage per attack, during a Turn in which it has already charged.

Burrower (X)
A creature with this Trait can move through solid objects by burrowing through them. The number in parentheses (X) indicates its speed when burrowing. Such creatures can burrow through soil, rock, sand, and so on, though some (expressed in the creature entry) can burrow through metal. When a creature burrows, it leaves behind a tunnel. Creatures of one-size smaller than the creature that created the tunnel can enter these areas without impediment. There's a 50% chance each Round that the tunnel collapses behind the creature.

Crawler
Worms, serpents, and similar creatures crawl and slither rather than walk. The base move for a creature with this Trait is half their normal movement rate (round up) as determined by their Agility Bonus, but they do not take penalties for moving over difficult terrain.

Daemonic (X)
Daemonic creatures are denizens of the warp, but can manifest in real space either through sheer strength of will, hunger, or occult rituals. Creatures with this Trait increase their Toughness Bonus against all Damage by the number indicated in the parentheses (X) in the same manner as an Unnatural Characteristic (see Unnatural Characteristics Trait on page 158). The effects of this Trait stack with the effects of the Unnatural Characteristic Trait. This increase is negated by Damage inflicted by force weapons, psychic powers, holy attacks, or other creatures with this Trait. Daemonic creatures are also immune to poison and disease. Creatures with the Daemonic Trait also gain benefits when using Psychic Powers as detailed in **Chapter VII: Psychic Powers**.

Dark-sight
A creature with this Trait sees normally even in areas of total darkness, and never takes a penalty for fighting in areas of dim or no lighting.

Deadly Natural Weapons
This creature's natural attacks are powerful enough to crush plasteel or punch through armour. The creature gains all the benefits of the Natural Weapons Trait (see page 156), except that its attacks no longer have the Primitive Special Quality.

Fear (X)
A creature with this Trait has an unnerving appearance. The Fear Trait always has an associated rating (1–4) to reflect just how awful the creature is to behold and is indicated by the number in parentheses (X). The higher the Fear Rating, the harder it is for others to resist going insane from the encounter, as shown on **Table 5–5: Fear Rating**. When a character encounters a creature with this Trait, they must make a Willpower Test, modified by the severity of the creature's Trait. On a success, the character may act as normal.

Table 5-5: Fear Rating

Fear Rating	Penalty
Disturbing (1)	0
Frightening (2)	–10
Horrifying (3)	–20
Terrifying (4)	–30

On a failure, the character must roll on **Table 9–5: Shock** (see page 304), adding +10 to the roll for every Degree of Failure by which the Willpower Test was failed.

Flyer (X)
A creature with this Trait has the natural ability to fly, whether with broad leathery wings, strange warp energies, or inflatable gas sacs. The number in parentheses (X) indicates its speed when flying. This number replaces the creature's Agility Bonus for movement Actions. For more details on flying, see **Chapter I: Playing the Game**.

From Beyond
The mind of a creature with this Trait is beyond the petty frailties and precarious sanity of a mortal mind. It is immune to Fear, Pinning, Insanity Points, and psychic powers used to cloud, control, or delude its mind.

Hoverer (X)
Creatures with this Trait have a limited capability for flight, flying no higher than two metres. The number in parentheses (X) indicates its speed when hovering. This number replaces its Agility Bonus for purposes of calculating Movement. For more details on flying, see **Chapter I: Playing the Game.**

Incorporeal
Incorporeal creatures are insubstantial and weightless, able to pass through solid objects such as walls and weapons. An incorporeal creature gains a +30 bonus on Stealth Tests due to their ability to merge with objects and the fact they make practically no sound when they move. Incorporeal creatures gain the Hoverer (6) Trait. An incorporeal creature is also immune to normal weapons—they simply pass through its body as if it wasn't there. Daemons, psychic powers, warp creatures, other incorporeal creatures, and opponents armed with force weapons may all injure an incorporeal creature normally. An incorporeal creature can't normally affect the mortal world, and thus can't damage non-incorporeal opponents unless it has a suitable special ability or Talent. Creatures with the Incorporeal Trait can damage other creatures with the Incorporeal Trait normally.

Certain devices can keep an incorporeal creature at bay, most notably the Gellar Field of a spaceship. Creatures with this Trait cannot pass through such a field.

Machine (X)

A creature with the Machine Trait is fashioned from inorganic materials and is generally more rigorous then fleshy folks. Machines do not breathe, are immune to the effects of a vacuum, extremes of cold, any mind-influencing psychic effect, and their Armour Points apply toward fire Damage. Machines have a certain number of Armour Points (indicated by the number in parentheses). This armour stacks with worn armour, but not with the Natural Armour Trait.

Trait: Mechanicus Implants

The character is a servant of the Machine-God, and has access to implants beyond other characters.

Electro-graft

The Electro-graft is a small port that is grafted into the nervous system. Once a recipient has been properly trained, this allows him to interface with machine data ports and certain types of data nets. Electro-grafts can take many forms, such as skull shunts, finger probes, or spine jacks.

Electoo Inductors

Electoo Inductors are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. The electoos are wired into the nervous system, where they derive power from the bio-electrical emanations of the flesh and the sacred mysteries of the Potenia Coil. They can be used to emit or siphon power in many ways.

Respirator Unit

A Respirator Unit implant involves tubes, wires, vox-grills, or other augmetic parts replacing the neck and upper chest. The unit purifies the air supply, granting a +20 bonus to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesiser capable of transmitting the voice in a variety of ways.

Cyber-mantle

The Cyber-mantle is a framework of metal, wires, and impulse transmitters bolted onto the spine and lower ribcage. As the initiate gains further implants, this mantle acts as a sub-dermal anchorage point. Amongst some servants of the Omnissiah, this cyber-mantle is often referred to as "the true flesh."

Potentia Coil

Cradled within the cyber-mantle is a power unit known as the Potentia Coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvinators.

Cranial Circuitry

Cranial circuitry is a series of linked processors, implants, and cortical circuits that enhances mental capacities. Most sit within housing bolted onto the skull, whilst others nestle within the brain itself.

Multiple Arms (X)

This creature has more than one pair of arms. The exact number of arms is indicated in parentheses (X), so a Genestealer with Multiple Arms (4) has four arms total. It gains a +10 bonus on Athletics Tests involving climbing and swimming. In addition, for each pair of arms it has—the Multiple Arms value divided by 2—it may make an additional attack as if wielding multiple melee weapons (the creature must either have natural weapons or actual melee weapons to wield for this to take effect). Note, that a creature still requires Two-Weapon Wielder (Melee) to make multiple attacks in the same Turn.

Natural Armour (X)

This creature has a naturally tough hide or an exoskeleton, affording it some protection against attacks. The number in parentheses (X) indicates how many Armour Points the creature gains to all locations. Natural armour stacks with worn armour, but not with the Machine Trait.

Natural Weapons

This creature has sharp claws, teeth, spines or some other natural weapon with which it can slice and dice its foes. It counts as being armed even when not wielding weapons. Its attacks deal 1d10 points of Damage plus its Strength Bonus. The creature may make attacks with its Natural Weapons using its Weapon Skill, though it cannot Parry with its natural weapons, nor can it be disarmed unless, of course, its limbs are hacked off! (In general, creatures with Natural Weapons are immune to the Power Field quality, as it's assumed they have enough teeth, claws, or spines to ignore a few being removed.) Natural weapons have the Primitive (7) Special Quality unless stated otherwise in the profile.

Phase

A creature with this Trait can transform its body into an insubstantial state, passing ghost-like through solid objects or barriers of any sort. By spending a Half Action, the creature may become insubstantial or change back from insubstantial to solidity.

While insubstantial, the creature gains a +30 bonus to Stealth Tests to remain visibly concealed and makes no sound whatsoever. While insubstantial, the creature is also immune to normal weapons—they simply pass through its body as if it wasn't there. Daemons, psychic powers, warp creatures, other insubstantial creatures, and opponents armed with Force Weapons may all injure an insubstantial creature normally. An insubstantial creature can't normally affect the mortal world, and thus, can't damage non-insubstantial opponents unless noted otherwise.

An insubstantial creature cannot cross psychically charged barriers, holy wards, or energy fields designed to flux space or manipulate the warp, such as a Gellar Field or a Void Shield.

Table 5-6: Size

Size	To Hit Modifier	Stealth	Base Movement
Miniscule (1) (Autoquill, Knife)	–30	+30	AB–3
Puny (2) (Bolt pistol, Servo-skull)	–20	+20	AB–2
Weedy (3) (Gretchin, Human Child)	–10	+10	AB–1
Average (4) (Human, Eldar)	0	0	AB
Hulking (5) (Ork Nob, Armoured Space Marines)	+10	–10	AB+1
Enormous (6) (Sentinel Walker, Krootox)	+20	–20	AB+2
Massive (7) (Battle Tank, Greater Daemon)	+30	–30	AB+3
Immense (8) (Land Raider, Great Knarloc)	+40	–40	AB+4
Monumental (9) (Squiggoth, Baneblade)	+50	–50	AB+5
Titanic (10) (Reaver Battle Titan, Ordinatus War Machine)	+60	–60	AB+6

Possession

Certain spirit-beings and denizens of the warp have the ability to possess mortal bodies. This is a far more insidious and damaging process than most forms of mental control, or even the power of the strongest psykers to "wear" the bodies of others, as the very fabric of the assaulting warp being is merged with the victim's living body on a fundamental level, so as to allow it to remain in our reality. The mechanisms by which these possessions occur in the game are detailed below, although circumstance and the nature of the entity itself may vary. Note that Daemonhosts, being extraordinarily powerful examples of deliberate, ritualistic possessions, designed to bind and control daemons in living vessels, are a special case and dealt with separately.

The Possession Attack

The entity must be within a few metres of its intended victim and use a Full Action. The creature and target make Opposed Willpower Tests each Round until either the entity or the victim achieve a total of five Degrees of Success over the other—this is cumulative over several Rounds. If the entity wins, it successfully possesses its victim. If the victim wins, he has repelled the entity, who may not attempt to possess him again for 24 hours. A repelled entity also takes 1d10 points of Energy Damage which is not reduced by Armour or Toughness.

The Effects of Possession

A possessing entity takes control utterly, binding itself to its victim, and is capable of commanding the body to function regardless of pain and injury (and indeed might delight in damaging or altering it to suit its whims). The victim increases its Strength and Toughness Characteristics by 10 and gains 1d10+3 Wounds. The victim uses the possessing entity's Intelligence, Perception, Willpower, and Fellowship, and uses the entity's Psy Rating and powers in place of its own (if any). Likewise, the victim uses any mind-related Skills and Talents of the entity and loses its own.

The entity may also attempt to recall memories and skills from its victim with a successful Intelligence Test. In the case of possession by a daemon, the victim has a good chance of becoming immediately mutated, and likely becomes further mutated the longer the possession continues (see **Chapter IX: The Game Master** for more details on mutation).

Surviving Possession

Should the victim survive and the entity is cast out by exorcism or some other means, then the ordeal deals 2d10 points of permanent Damage to the character's Toughness and Willpower Characteristics. In addition, the victim gains 1d10 Insanity and Corruption Points.

Psyker

Whether due to unnatural influences, the study of forbidden lore, or simply sheer force of will, this individual is a Psyker, and can bend the Immaterium to his will. Though this Trait has no benefits on its own, it allows characters to purchase the Psyniscience Skill and the Psy Rating and Psychic Power Talents.

Quadruped

Quadrupeds are much quicker over a distance than their bipedal counterparts. Their movement is double that normally indicated by their Agility Bonus (see page 29). This Trait is intended to cover creatures with hind legs and forepaws. Creatures with more than four legs may gain this Trait as well, increasing their movement as indicated above but adding an additional 2 (after doubling) to their final movement rate, for each set of legs beyond the first two pairs (i.e. +2 for 6 legs, +4 for 8 legs, etc).

Regeneration (X)

Creatures with this Trait heal very quickly. Each Round, at the start of its Turn, the creature makes a Toughness Test to removes an amount of Damage indicated in the parentheses after the Trait. It loses this Trait when slain.

Size (X)

Creatures come in one of ten different size categories, as shown on **Table 5–6: Size**. Size affects movement, how well the creature can hide and move undetected, and how easy or hard it is to strike in combat. When calculating movement, apply the size modifier first, and then other modifiers from other Traits or Talents (such as Quadruped). For the purposes of comparison, a human is a Size (4) creature. Note that a creature's movement cannot be reduced to less than 1.

Sonar Sense
A creature with this Trait perceives its surroundings by emitting a frequency noise, allowing the creature to locate the position of any solid object within 30 metres. Other creatures within this 30 metre range, which succeed on an Awareness Skill Test at –10, may detect the curious keening.

Soul-bound
The soul of this creature is bound to a higher power or being, in return for a measure of protection. When this Trait is first gained, the entity to which the soul is bound must be decided. Many Imperial psykers, especially Astropaths, are soul-bound to the Emperor, for example, whereas Chaos Sorcerers may be bound to one of the Ruinous Powers. A soul-bound psyker rolls an additional die when forced to roll on the Perils of the Warp table, discarding whichever one he chooses to get a more favourable result. (Essentially, he may replace either the ones die or the tens die with the extra die he rolls.) Upon becoming soul-bound, a character must choose one of the following effects: 3d10 Insanity Points, the permanent loss of their sight, permanent loss of 1d10 from one Characteristic, or a random mutation. In addition, a soul-bound character is permanently indebted to the entity, which undoubtedly entails all manner of other duties and consequences.

Stampede
Whenever a creature with this Trait fails a Willpower Test, it automatically stampedes, charging in a straight line forwards for as far as possible, overrunning anything in its path until the source of danger is escaped or crushed under hoof. Anyone in the way takes Damage equal to the creature's Natural Weapon Damage (or 1d5+SB I if it doesn't have one). One stampeding creature automatically causes all other creatures with the same Trait within sight to stampede as well. The stampede lasts until the source of danger is no longer visible or for 1d10 minutes, whichever occurs last.

Stuff of Nightmares
Some warp entities are so terribly powerful that the will perpetuating their bodies in our reality is almost impossible to break or disrupt. Such entities are completely immune to the effects of poisons, diseases, the need to breathe, most environmental hazards, bleeding, and stunning. They also ignore any critical result other than one that would destroy them outright, unless it was caused by a psychic power, force weapon, or holy attack.

Sturdy
Sturdy creatures are hard to move and thus gain a +20 bonus to Tests made to resist grappling and uses of the Takedown Talent.

Touched by the Fates (X)
The creature or NPC has a number of Fate Points shown in parentheses (X). It may use these Fate Points in exactly the same way as Player Characters and may even burn a Fate Point to survive death and destruction at the GM's discretion. The rules for Righteous Fury also apply to this creature or NPC.

Toxic (X)
A creature with this Trait is poisonous. Anyone that successfully deals Damage to a Toxic creature must make a Toughness Test with a penalty equal to 10 times the number in parentheses (X) or suffer 1d10 points of Damage (of the same type as the weapon which inflicted the hit) not reduced by Armour or Toughness. For example, a creature with Toxic (4) would impose a –40 on Toughness Tests. Some creatures may carry additional effects with their toxins or inflict more Damage as indicated in their individual descriptions.

Undying
This creature has a strange and barely understood physiology. It cannot be harmed by diseases, poisons, or toxic effects. It has no need to breathe and can survive unaided in a vacuum.

Unnatural Characteristic (X)
One or more of the creature's Characteristics is unnaturally enhanced. This is indicated by a number that is then added directly to the relevant Characteristic Bonus. For example, a creature with a Strength of 41 normally has a 4 Strength Bonus. If the creature had Unnatural Characteristic Strength (3) then its Strength Bonus increases to 7 (4+3). A creature may have this Trait more than once. Each time, it is applied to a new Characteristic. In addition, whenever someone with an Unnatural Characteristic succeeds on a Test utilising that Characteristic, they gain a number of bonus Degrees of Success equal to half of their Unnatural Characteristic.

Unnatural Senses (X)
The creature can perceive its surroundings using senses other than sight or hearing, such as special organs, fine hairs, or some other disturbing ability. This Trait always includes a range in metres indicated by the number in parentheses (X).

Warp Instability
Most warp-entities have a tenuous hold on our reality, often maintained only by horror and bloodshed, and may be disrupted if sufficient harm can be done to their manifested forms. If a creature with this Trait takes Damage and does not deal any Damage or Insanity Points to another creature by the end of its next Turn, it must make a Willpower Test. The creature takes 1 point of Damage for failing, plus 1 additional point of Damage for each Degree of Failure. If this would deal Damage equal to, or in excess of, the creature's Wounds, it is cast back into the warp.

Warp Weapons
Creatures with this Trait have weapons that are partially insubstantial, able to ignore such mundane things as armour or cover. Natural weapons and attacks made by a creature with this Trait ignore physical armour unless it is created from psychoactive materials or is somehow warded against the warp. Force fields still work against these attacks normally.



Armoury

Ranged Weapons

•

Melee Weapons

•

Armour

•

Drugs, Consumables, Tools, and Gear

•

Cybernetics

•

Vehicles



Chapter VI: Armoury

"The God-Emperor provides us with the tools we need to vanquish the foe. However, a responsible commander must always remember to care for those tools. Reckless use of resources may win a battle, but such a strategy could easily lose a war."

–Lord Solar Macharius

The Departmento Munitorum issues every member of the Imperial Guard a standard kit. This provides every soldier with the necessities needed to function as an effective member of the vast fighting force. Of course, this basic equipment provides exactly what is necessary and nothing more. Many Guardsmen find themselves hounding after additional gear and supplies to make their time on the hostile worlds of the galaxy more easy. Many go to extraordinary means to acquire additional gear. For some, this is accomplished through battlefield commendations and evidence of extreme competency during training, which can see them chosen to perform a special role within their unit or grouped together into a specific unit with other Guardsmen who show the same talents. For others, they might rely upon less savoury means to make certain that they have the equipment they feel is necessary to function within a warzone. Of course, any gear is subject to inspection by officers and Commissars, who may frown upon and punish individual eccentricities, and few Guardsmen want to end up on the wrong side of their Commissar's bolt pistol. Soldiers are also expected to maintain their gear to rigorous standards and all regimental standard issue equipment can be subject to frequent inspections.

This section presents a broad range of equipment that may become available to members of the Imperial Guard. Starting characters begin with a standard regimental kit, as described on page 163. The contents of this kit may vary based upon the nature of their home world, the conditions of their deployment, what type of unit they are a part of, and what specific battlefield role they have been trained to perform. The process of acquiring further gear is dependent upon battlefield conditions, planet of origin, mission parameters, and regimental proclivities. Of course, as characters gain in fame and grow increasingly familiar with the nature of their environs, they may develop new ways to ensure that they have access to the gear they feel necessary for their battlefield missions.

Regimental Logistics

Each regiment of the Imperial Guard includes a substantial number of soldiers equipped with a broad range of gear. The simple matter of billeting, feeding, and providing for the basic needs of these troops requires substantial resources. Of course, providing them with adequate equipment to engage in extended conflicts only complicates these matters. Ostensibly, the Departmento Munitorum ultimately assumes full responsibility for supplies. The overworked scribes and adepts must constantly verify that the appropriate gear is sent to each regiment so that they may function at acceptable levels of efficiency.

When a regiment is initially raised, its home planet is expected to provide ample supplies as part of their military tithe. Consequently, the initial supply of foodstuffs, uniforms, and standard kit that are issued to each trooper are generally consistent with those used as part of the planet's standing military. The lasgun is the sole exception to this rule. Even on worlds where that weapon is not commonly used, Imperial Guard units are issued some variant of the lasgun as their standard weapon. Only after a regiment has been issued these supplies and undergone at least rudimentary training can the planetary tithe be considered complete. The variation between different home world military traditions and cultural proclivities leads to the substantial variations that are observed between Imperial Guard regiments from different systems.

Unfortunately, these initial supplies are seldom sufficient to maintain a regiment through an extended campaign. Vehicles, weapons, and gear rapidly degrade under battlefield conditions. Foodstuffs are quickly depleted as the thousands of soldiers strive to remain in effective fighting condition. As a consequence, the Departmento Munitorum must continue to ship supplies, with the help of the Imperial Navy, to needy war zones. For worlds that regularly provide regiments as tithe, additional supplies may exceed their capacities. Instead, food must be drawn from agricultural worlds with available production, while other gear often comes from manufactories. Because of this, over time, as a regiment is repeatedly resupplied, its arms and equipment may begin to show some variation.

In practice, the vast reserves of food, fuel, and munitions required represent a substantial issue for any Imperial Guard regiment. In order to stretch them, rationing is a crucial factor. Officers responsible for supply and inventory must take constant care to see that all gear is allocated in a responsible fashion. Otherwise, these reserves may be quickly depleted, leaving a regiment unable to operate at their expected efficiency levels. Different regiments employ a variety of policies to see that these allocations are performed in a reliable fashion. Ultimately, however, it boils down to a logistical system that ensures the necessary supplies are available when needed, but may not be squandered.

Logistics

An Imperial Guardsman is a sworn servant of the God-Emperor. His life is the Imperium's to spend in whatever way his commanders see fit. In the same vein, a Guardsman does not own any of his gear. Instead, it is all entrusted to his care by the Departmento Munitorum. Because of this, a soldier in the Imperial Guard cannot be expected to purchase new equipment or to receive special compensation in exchange for his service. At least, that is how the system is intended to work.

In practical terms, things function slightly differently. Every soldier is issued a standard kit that is consistent with the gear provided to all members of his regiment. In addition, specialist gear is provided to soldiers who have particular responsibilities. This might include a special or heavy weapon, tools required for a specific responsibility, or even gear that is appropriate for a specific mission or environment. Once equipment is issued, soldiers are fully responsible for maintaining it and returning it, when requested, in fully operational condition. Any gear lost or damaged through the course of training or conflict must be fully justified to regimental command. The consequences for unacceptable losses can be unpleasant.

Often, characters may wish to acquire gear that is outside of the normal mission specifications. Sometimes this may simply be to have the best possible equipment for the situation. Other times, something might land in their lap with little explanation. The galaxy is enormous, and there are countless battlefronts with similar or even identical names. The adepts of the Departmento Munitorum may make clerical errors and deliver something entirely inappropriate. If the gear is assigned through official channels to a unit, then that group must assume full responsibility for it. However, if the goods are delivered without a paper trail, then the characters might be able to exploit it for their own purposes.

For game purposes, any equipment—whether acquired through legitimate or underhanded means—apart from the standard kit falls under the umbrella of the Logistics system. This includes gear issued to specialists as well as equipment specific to a mission—including non-standard gear that a Player Character might requisition, even if high command believes it falls outside of mission requirements. Sometimes characters may choose to work the system, but other times an unexpected piece of equipment may reach them through fortuitous circumstances. In either case, their bounty might be used for their own purposes or it might be used to barter for something else that they need.

The Guardsmen's squad begins the game with a Logistics Rating of 10. This rating may be increased in two ways. Players may purchase the Munitorum Influence Talent that increases their Logistics Rating by +5 at a time (see page 149). In addition, Logistics may be awarded as a situational modifier for completing objectives on the battlefield. Essentially, as the squad's fame increases, its reputation improves and others within the camp become more willing to accommodate their unusual requests. Conversely, particularly disastrous missions may cause a squad's Logistics Rating to decrease. Any such awards or penalties to Logistics are subject to the Game Master's discretion, but should seldom exceed a gain or loss of more than 5 points.

Working the System

A player might decide that it is in his character's best interest to focus his Skills so that he is better suited for acquiring gear. In this way, one character might be the focal negotiator for obtaining unusual items for the squad or bartering for any extra equipment. A character who chooses to embrace this philosophy would be best suited by raising his Commerce Skill and Fellowship Characteristic. In this way, the squad can improves its odds of having access to the most appropriate gear for their situation, and might even acquire a few luxuries along the way.

Any time that a character seeks to obtain an item, he begins by identifying the person most likely to provide it. Once he has done so, he may engage them in a **Challenging (+0) Opposed Commerce Test**. For every Degree of Success on the Test, the character receives a +10 bonus to his Logistics Test to obtain an item.

Often, a character might have a piece of extra gear that he might be willing to trade in order to obtain a particular item. If this is the case, the availability of that item should be calculated (see **Table 6–2: Availability by Front Conditions** on page 163). The Logistics Test difficulty for the traded item may be added as a bonus to the acting character's Commerce Test or as a penalty to the opposing character's Commerce Test.

The downside is that, strictly speaking, bartering is a violation of Imperial Doctrine. The God-Emperor and his servants—by divine mandate—are certain to always provide all of the necessary equipment for a mission. Anyone who doubts this is clearly guilty of heresy. Furthermore, many of the items that are in greatest demand include things that are clear violations of Imperial law. These include illicit substances, xenos tech, and even confidential information. Anyone who is willing to deal in such contraband could potentially trade them for items of great value, but must always consider the risk that his trade partner might turn him in to the Commissariat.

The Logistics Test

When an individual Guardsman, or the squad as a whole, wants to acquire an item or resource outside of standard issue, he must make a Logistics Test. This is a 1d100 roll against the Squad's Logistics Rating—made in much the same way as a Characteristic Test. This Test is modified based on the item's Availability, Craftsmanship, and the conditions of the battlefield the squad is currently operating in. Success means the item has been obtained, while failure means the Guardsmen could not locate or obtain the item.

Availability

Unfortunately, not every piece of gear is readily available to the characters at all times. In some cases, particular types of items were never designated for assignment to a given battle zone. In others, the Departmento Munitorum might have shipped vast reserves of an unusual piece of equipment, for reasons that only their adepts could hope to understand. Game Masters and players should use the Availability system in conjunction with the Logistics system to determine what equipment the characters can obtain and the status associated with that gear.

All equipment, including armour and weapons, has an Availability ranking. When a character attempts to acquire an object, this ranking plays a key factor in whether or not he is able to obtain it. The Availability listed for any given item is based upon standard conditions. Note that there are a variety of different situational modifiers that can affect the Availability of a given piece of equipment. As a consequence, an item that is commonly available within one battle zone might be substantially rarer in another.

Note that Availability is a moot point for the Guardsmen's standard kit and for equipment that is specifically issued for a mission. Standard Regiment Guardsman Kit (see page 163) should almost always be available, as maintaining this equipment is one of the regiment's highest priorities. Mission Assignment Gear is subject to situational Tests as described on page 165. Availability becomes an issue for additional gear that the characters attempt to acquire, including duplicates of items present in their standard or mission specific kits.

When calculating the difficulty of the Logistics Test to acquire an item, characters should consult **Table 6–2: Availability by Front Conditions**. There are four cumulative bonuses to consider. Initially, the difficulty is calculated based upon the number of troops deployed to the front. Characters should consider the number of units deployed to the area and cross reference that with the item's Availability to determine an initial difficulty. Next, the amount of time that the front has been active, as well as the amount of time that the unit has been deployed to the front must be considered. Some Imperial warzones have been actively engaged for centuries, or even millennia, while others are newly formed. As troops spend additional time within a given warzone, they learn more of its complexities as well as learning whom to contact for unusual gear. Next, the current conditions must be considered. If the Imperium is not faring well within a warzone, shipments may

Table 6-1: Logistics Rating

Logistics Rating	Examples
5	Green Recruit
10	Enlisted Soldier
15	Low Rank Non-Commissioned Officer
20	Squad Rank Non-Commissioned Officer
25	Senior Squad Rank Non-Commissioned Officer
30	Platoon Officer
40	Company Command Officer
50	Senior Officer or Commissariat
70	Regimental Officer
90	Battle Zone Command
100	Salient Command
120+	Crusade Command

be lost and gear may be deployed hastily. Alternatively, when things are going better, luxuries may become more readily available. Finally, if a piece of equipment is a part of the standard kit for any regiment engaged within the warzone, the characters receive a +20 bonus to the Logistics Test.

Example

Andrew decides that his Mordian Guardsman needs a plasma gun. Consulting the weapons chart, he discovers that it has an Availability of Very Rare. As there are five regiments deployed to his current battlefront, this begins with a difficulty of ***Hard (–20)****. His unit was just deployed to the front (–10), but it has been active for more than a century (+30). The world remains contested and the front is considered to remain at a Violent Impasse (–10). Fortunately, one of the other regiments favours plasma guns, so they are fairly numerous (+20). Summing the modifiers, the final difficulty for the Logistics Test is –20 + –10 + 30 + –10 +20 =* ***Ordinary (+10)****.*

STANDARD REGIMENTAL GUARDSMAN KIT

"This armour is a gift from the Omnissiah. If you do not care for it in the manner he has instructed, he will know that you have failed him and it will not protect you. Pay heed to the rites, for your life depends upon it."

–Tech-Priest Obediah Arcseeker

During the latter stages of his training as an Imperial Guardsman, every soldier is issued his Standard Regimental Guardsman Kit. The contents of this kit can vary substantially between different regiments based upon their preferred gear and standard protocols. The precise contents of each Guardsman's starting equipment is determined based upon his starting regiment, either through the use of one of the predefined regiments or through the regiment creation process (see **Chapter II: Regiment Creation**).

Table 6-2: Availability by Front Conditions

	Difficulty by Number of Troops		
Availability	**Company or Less**	**Single Regiment**	**Multiple Regiments**
Ubiquitous	Easy (+30)	Automatic	Automatic
Abundant	Routine (+20)	Easy (+30)	Automatic
Plentiful	Ordinary (+10)	Routine (+20)	Easy (+30)
Common	Challenging (+0)	Ordinary (+10)	Routine (+20)
Average	Difficult (–10)	Challenging (+0)	Ordinary (+10)
Scarce	Hard (–20)	Difficult (–10)	Challenging (+0)
Rare	Very Hard (–30)	Hard (–20)	Difficult (–10)
Very Rare	Arduous (–40)	Very Hard (–30)	Hard (–20)
Extremely Rare	Punishing (–50)	Arduous (–40)	Very Hard (–30)
Near Unique	Hellish (–60)	Punishing (–50)	Arduous (–40)
Unique	GM's Discretion	Hellish (–60)	Punishing (–50)

Time Spent in Front	**Modifier**
Less than 3 Months	Difficult (–10)
3–6 Months	Challenging (+0)
6–12 Months	Ordinary (+10)
1–5 Years	Routine (+20)
5+ Years	Easy (+30)
Front Active	**Modifier**
Less than 3 Months	Difficult (–10)
3–6 Months	Challenging (+0)
6–12 Months	Ordinary (+10)
1–5 Years	Routine (+20)
5+ Years	Easy (+30)
War Conditions	**Modifier**
Losing Badly	Very Hard (–30)
Faltering	Hard (–20)
Violent Impasse	Difficult (–10)
Ceasefire	Easy (+30)
Near Victorious	Ordinary (+10)
Dominant	Routine (+20)

Because this equipment is predetermined by their regiment, individual characters have no opportunity to customise it. Unless the soldier is transferred to another regiment, the contents of this kit remain largely fixed for the entirety of his career. Some characters may view this as a substantial detriment. They might prefer to adapt their combat techniques based upon circumstance or their own development, leaving them feeling quite limited by the constraints of the standard kit. Nevertheless, this is the nature of service in the Imperial Guard. Of course, there are things a Guardsman can do about this situation.

Ultimately, the standard kit should be viewed as a resource rather than a liability. Any time that a soldier is able to access a fortified military encampment, that character can fully resupply his kit from the regiment's stores. Of course, this is subject to Game Master discretion. If a character goes through three lasguns a day for several days, there are likely to be some inquiries from his commanding officer, the base quartermaster, and the local Tech-Priests. While a reasonable explanation might resolve the issue, the consequences could be severe if one is unavailable.

In the same way, this may offer a more pragmatic soldier an opportunity to acquire alternative gear—especially if he happens to be in a base where there are members of other regiments stationed. When members of those other regiments resupply their standard kit, there are certainly ample opportunities to engage in trade with them. In this way, a character might obtain an alternative model of weapon, variant gear, or even field rations that are different enough to be considered a delicacy. A handy supply of such goods could even be more useful when the character engages in trading with other regiments at a future date.

At the same time, player characters are ultimately responsible for the maintenance and care of all items that are part of their standard kit. Any time that they do need to requisition a replacement item, they must fill out the necessary paperwork. As with any such paperwork, doing so runs the risk of excess scrutiny from a superior officer, with all of the potential consequences that entails. Losing or damaging equipment—or having it stolen—can have unpleasant consequences.

Furthermore, some characters may be issued standard kit that they never actually use. For example, every character is issued his regiment's standard model of lasgun. This includes specialists who might always wield another weapon, such as a meltagun or a grenade launcher. While they are unlikely to ever take the lasgun out of their footlocker, they must still maintain that weapon and have it prepared for inspection at all times. This is part of standard Imperial Doctrine. The characters must be prepared for all circumstances. As a consequence, if they neglect to perform the maintenance rituals on these secondary or tertiary pieces of equipment, this could attract the attention of their superior officers.

However, for practical purposes, this means that any piece of gear that is part of their Standard Regimental Kit is always an option for every character to fall back upon. Even if a highly specialised, well-loved, and combat proven piece of equipment is destroyed, the character may resort back to the trusty lasgun or flak armour that served him faithfully through his earliest years. In this way, a member of the Imperial Guard should always have the most basic gear necessary to be combat effective. While these choices might not be their first option, they are always an available choice that should enable them to continue their service to the God-Emperor.



Similarly, this means that ammunition for such standard equipment should seldom be an issue. Unless the characters are assigned to a mission far from Imperial support, they should be able to quickly resupply at a moment's notice. A visit to the base's supply depot should be a part of each soldier's standard procedure upon returning from assignment and before embarking upon one. In this way, every soldier should be ready to embark upon a mission with little notice.

Because this standard kit offers both a resource and a responsibility, it is crucial that the Game Master and the players seriously consider all of the components at the very beginning of the campaign. When selecting or creating a regiment, overdoing the contents of the kit might create a scenario where the characters are seldom challenged by objectives as they always have ample supplies for every imaginable conflict. An excessively expansive kit might also require that the characters spend far too much of their down time simply performing the routine series of rituals necessary to keep their gear in proper working order.

In contrast, a kit that includes too little gear—say, just a laslock, a combat knife, and primitive armour—might leave the characters entirely too focused upon constantly acquiring and replacing their equipment. Instead of preparing for

missions and slaying the Imperium's foes, the soldiers could be forced to spend their time trying to loot equipment from fallen comrades or foes and bartering for the bare essentials necessary to survive under battlefield conditions. While this might make for an interesting—though exceptionally dark—campaign, it dramatically changes the focus of each adventure. Characters in such a situation could find seemingly routine encounters to be far more challenging than would otherwise be expected.

Ultimately, the Standard Regimental Guardsman Kit should be more of a baseline resource than either a tremendous asset or a troublesome burden. Characters should consider it as a reserve that can keep them from falling into desperate situations rather than as a critical resource. At the same time, if it becomes something that is completely taken for granted, Game Masters are encouraged to increase the frequency of routine inspections, to make certain that the Player Characters are fulfilling their responsibilities to care for their essential gear.

MISSION ASSIGNMENT GEAR

"By the grace of the Omnissiah, you have been granted this sacred tool. It has been used in his name for 1,500 years. Guard it well so that it may continue to serve in the future. It is worth far more than your life. Make sure that your comrades know that its survival is at least as important as your mission."

–Cyber-Seer Kierkegaard Phi IX

At the beginning of every mission, commanders issue each squad a set of equipment that the Squad is granted in addition to their Standard Gear that is intended to assist them with completing their mission parameters. At a minimum, this should include any environmental gear necessary for survival within the mission's field of operations. Often, the mission objectives may require additional equipment that is not part of the standard kit. In these situations, the characters should also receive appropriate gear to allow for the completion of the task at hand. However, it is not uncommon for clerical error, command oversight, or a simple miscommunication to result in Mission Assignment Gear that is not consistent with the squad's expectations.

Table 6-3: Mission Assignment Logistics Modifiers

War Conditions	Modifier
Losing Badly	Very Hard (–30)
Faltering	Hard (–20)
Violent Impasse	Difficult (–10)
Ceasefire	Easy (+30)
Near Victorious	Ordinary (+10)
Dominant	Routine (+20)
Mission Importance	**Modifier**
Routine	Difficult (–10)
Minor	Challenging (+0)
Important	Ordinary (+10)
Vital	Routine (+20)

When the characters are briefed about their mission, their commanding officer should indicate any Mission Assignment Gear as part of the briefing. When running a published scenario, a list of the appropriate equipment is included as part of the relevant scene. Otherwise, Game Masters must devise a list of the specific equipment issued. Suggestions are outlined below, but ultimately, the final distinction about what should be included in this list is subject to the Game Master's discretion. For more information regarding the various types of missions, refer to **Chapter IX: The Game Master**, page 296.

Once the characters have been issued a list of their expected Mission Assignment Gear by their commander, they can go about the process of acquiring it. In every regiment, and on every battlefront, the process of distributing gear is different. Some regiments use scribes who meticulously record every item that is shipped to them by the Departmento Munitorum, and the Guardsmen must stand in a monolithic line, waiting for their turn to put in their request for equipment; while in other regiments, equipment sent from the Departmento Munitorum may simply be thrown into an immense pile through which greedy soldiers rifle for the best gear.

To represent the requisition of Mission Assignment Gear in any of the myriad situations the Guardsmen should find themselves in, one of the squad members should make a Logistics Test. This is typically an **Ordinary (+10) Logistics Test**. However, extenuating circumstances can modify this difficulty. Refer to **Table 6-3: Mission Assignment Logistics Modifiers** for situational changes. Note that the Availability of any equipment included in the Mission Assignment Gear does not affect the difficulty of this Test. The commanding officer is presumably familiar with the base's resources, so is deliberately assigning the relevant gear to the squad. Some Game Masters might choose to develop the personality of the NPCs who work in the base's supply depot. In such a case, they can apply discretionary modifiers as appropriate to the character's personality and past interactions with the Player Characters.

Once all modifiers have been applied, the characters should compare the results of their Logistics Test with **Table 6–4: Mission Assignment Logistics Results**. If appropriate, they must then make any indicated rolls upon **Table 6–5: Random Issue Gear**. Either exceptional failure or success on the Logistics Test may leave the characters with unexpected supplies as part of their Mission Assignment Gear. In either case, this equipment has not been properly tracked and the characters are not responsible for returning any gear acquired in this manner. Savvy characters might wish to trade anything acquired in this manner with other units stationed at their base, prior to embarking upon their mission. In this way, they might be able to acquire additional appropriate equipment or create a stockpile of reserves against a future disastrous Logistics Test.

Table 6-4: Mission Assignment Logistics Results

Degree of Success or Failure	Result
4+ Degrees of Failure	No Mission Assignment Gear is available. The supply depot demands that the characters each return one piece of equipment from their Standard Regimental Kit.
3 Degrees of Failure	No Mission Assignment Gear is available. Roll three times on **Table 6–5: Random Issue Gear** (with a –20 penalty) to determine what replacement gear is issued.
2 Degrees of Failure	Two important pieces of equipment, at the Game Master's discretion, from the Mission Assignment Gear are unavailable. Roll twice on **Table 6–5: Random Issue Gear** (with a –10 penalty) to determine what replaces the gear.
1 Degree of Failure	One piece of equipment, at the Game Master's discretion, from the Mission Assignment Gear is unavailable. Roll on **Table 6–5: Random Issue Gear** to determine what replaces the missing gear.
1 Degree of Success	All Mission Assignment Gear is available.
2 Degrees of Success	In addition to the listed Mission Assignment Gear, the characters receive a duplicate item, at the Game Master's discretion.
3 Degrees of Success	In addition to the listed Mission Assignment Gear, the characters receive two additional items. Roll twice on **Table 6–5: Random Issue Gear** (with a +10 bonus) to determine what additional gear is issued.
4+ Degrees of Success	In addition to the listed Mission Assignment Gear, the characters receive two additional items. Roll twice on **Table 6–5: Random Issue Gear** (with a +20 bonus) to determine what additional gear is issued.

Example

Andrew's character's commanding officer issues his squad a case of ten demolition charges, a case of ten gas masks, and ten sets of infra-red goggles. The ongoing war has been at a Violent Impasse ***(Difficult (–10))****, but this is an Important* ***(Ordinary (+10))*** *Mission that could have serious ramifications. Andrew makes an* ***Ordinary (+10) Logistics Test*** *(the other modifiers offset) but suffers two Degrees of Failure. Consulting* ***Table 6-4: Mission Assignment Logistics Results****, the Game Master decides that the gas masks and infra-red goggles are unavailable. Andrew then rolls twice on the Random Issue Gear chart, with a –10 penalty. He rolls a 56 and an 84. After applying the penalties, he consults the chart to discover that the supply depot gave the squad a file of satellite maps and a case of power packs.*

After numerous missions, rolls on the Random Issue Gear chart could start to become repetitive. This should never be the case. To avoid this, Game Masters are encouraged to devise variant charts appropriate to their own campaign. Alternatively, Game Masters can substitute alternative items of comparable availability for any item that is randomly rolled, at their own discretion.

EQUIPMENT CRAFTSMANSHIP

"Your life does not depend upon whether or not that knife holds an edge. It depends upon whether you meet your quota. Get back to work!"

–Overseer Jorgensen

Across the span of the galaxy, there are a huge range of different manufactorums producing goods of vastly disparate grades. Some are equipped with only the crudest of input materials and design techniques, while others are supplied with only the highest quality raw materials and technicians who have undergone the most strenuous of training. Because of this disparity, it is important to consider the ramifications of these production methods when such equipment is used. This issue becomes even more vital when a user's life depends upon the reliability of a piece of gear.

The overall quality of a device is expressed in terms of its Craftsmanship. All equipment within the game has a Craftsmanship value, which is considered Common unless otherwise indicated. Items are classified as of Poor, Common, Good, or Best Craftsmanship. This value expresses the care taken when the piece of equipment was created, but also covers how well it has been maintained. A device that might have been of Good Craftsmanship when it was created could degrade to Poor after years of abuse and neglect on the galaxy's battlefields.

Weapons and armour offer specific rules for their Craftsmanship as outlined below. For other goods and services, their effectiveness and Availability are both modified based upon Craftsmanship. Because such goods are unlikely to have a frequent impact on game play, the precise effects are subject to the Game Master's judgment. As a general rule, a Poor item may fail at an inopportune time while a Poor service may take longer to complete and fail to live up to the characters' expectations. In sharp contrast, Good or Best services are completed well within their expected deadlines and should include luxuries that exceed the characters' hopes. Similarly, a Good or Best Craftsmanship item may offer unexpected features and prove reliable under even the most extreme of circumstances.

Equipment Craftsmanship must also be considered when acquiring an item through Logistics (see page 161). The calculation for an item's Availability assumes that it is of Common Craftsmanship. If the character is willing to settle for Poor Craftsmanship or desires a higher quality item, the Logistics Test must reflect this variation. Consult **Table 6–6: Craftsmanship and Logistics** and add in the appropriate modifier. Availability of alternative Craftsmanship products is always subject to Game Master discretion. It may be that in a particular battlefront, the only items available fall into

Table 6-5: Random Issue Gear

D100 Roll	Random Issue Gear
<0	A duffel filled with uniforms in desperate need of laundering.
0–5	A case of finely tailored dress uniforms, sized for Ogryns.
6–10	A 200 litre drum filled with concentrated acid.
11–15	A case of 20 suits of survival clothing appropriate to a climate that is not present within their field of operations.
16–20	A case of 20 magazines of ammunition for a special weapon that neither the squad nor their regiment normally fields.
21–25	A case of 12 spare components used for routine servitor maintenance.
26–30	A case of 10 standard entrenching tools.
31–35	A case of 100 copies of The Imperial Infantryman's Uplifting Primer.
36–40	A case of 10 lasguns identical with those in the Standard Regimental Kit.
41–45	A 200 litre fuel drum filled with promethium.
46–50	A case of 40 power packs sized to fit the lasguns in the Standard Regimental Kit.
51–55	A case of 50 Ration Packs.
56–60	A case of 100 servings of Recaf.
61–65	A case of 4 grav chutes.
66–70	A case of 20 grenades (Game Master's choice for type).
71–75	A file folder marked "High Command Only" containing extensive high-resolution orbital images of the battle front.
76–80	Inside of an unmarked wooden crate resides an ornately jeweled box that bears the seal of the Inquisition. (Contents of the box subject to the Game Master's discretion.)
81–85	A case containing a single Heavy Weapon (Game Master's choice) and 6 standard magazines/missiles/shells of ammunition for it.
86–90	A case containing 2 suits of Storm Trooper Carapace Armour.
91–95	A case of 24 Demolition Charges.
96–100	A case of 24 servings of High Provender.
101–105	A case of 48 doses of Stimm.
106–110	A case of 144 packs of 20 lho-sticks.
111–115	A case of 12 bottles of amasec.
116–120	Any 1 item of the player's choice of up to Very Rare Availability.
121+	Any 1 item of the player's choice of up to Extremely Rare Availability.

Note that characters are not officially responsible for any item received through this table. Because of the failure in the requisition process, the Departmento Munitorum is unaware that this gear has been issued.

a particular category. Players must clarify prior to making a Logistics Test if they are attempting to obtain an item of anything but Common Craftsmanship.

Ranged Weapon Craftsmanship

Poor: Shoddy and dangerous to use, this weapon has the Unreliable Quality. If the weapon already has this Quality, then it jams on any failed hit roll.

Good: This weapon is constructed well and loses the Unreliable Quality. If it does not have the Unreliable Quality, it gains the Reliable Quality. If it already has this Quality, there is no further effect beyond the obvious fine workmanship of the weapon.

Best: As fine a piece of craftsmanship as can be found, this weapon never suffers from jamming or overheating, treating any such results as a miss.

Table 6-6: Craftsmanship and Logistics

Craftsmanship	Logistics Modifier
Poor	Routine (+20)
Common	Ordinary (+0)
Good	Very Hard (–30)
Best	Punishing (–50)

Melee Weapon Craftsmanship

Poor: Lax craftsmanship or poorly balanced work means this weapon inflicts a –10 on all Weapon Skill Tests made with it.

Good: An eye towards balance and design means this weapon grants a +5 bonus to all Weapon Skill Tests made with it.

Best: Superior materials and superb design means this weapon grants a +10 bonus to all Weapon Skill Tests made with it, and increases the Damage it deals by +1.

Armour Craftsmanship

Poor: Badly fitted, designed or damaged, Poor armour is difficult to wear. Characters wearing Poor armour take a –10 penalty to all Agility Tests.

Good: Well constructed and better fitting, this armour is easier to wear. Against the first attack in any Round, the armour increases its AP by 1.

Best: Finely wrought and perfectly fitted Best armour is like donning a second skin. Best armour weighs half the normal amount and increases the AP by 1.

Weapons

"The Demolisher, the Vanquisher, even the mighty Deathstrike Missile Launcher pale in comparison to the sheer firepower of trillions of lasguns unleashing hell in unison."

–Captain Garius Septus of the 263rd Maccabian Jannissaries

Weapons are divided into several groups covering a plethora of ranged weapons, dealing with everything from crossbows to plasma cannons, and melee weapons covering all manner of close combat weaponry. Unless they are of Poor Craftsmanship, all weapons come with the appropriate holster or carrying strap as part of their cost.

All weapons have a profile that is presented using the following statistics, providing players and GMs with all the relevant information needed to use them:

Name: What the weapon is called.

Class: Describes what class the weapon is, either a Melee, Thrown, Pistol, Basic, Heavy, or Vehicle weapon.

Melee weapons can be used in close combat. When using a Melee weapon, you add your SB to the Damage you inflict.

Thrown weapons cover anything propelled by muscle power alone and includes knives, axes, spears and the like. Unless they are also classed as Melee, Thrown weapons cannot be used in close combat (or if they are, they count as Improvised weapons). When using a Thrown weapon, you add your SB to the Damage you inflict (with the exception of explosives such as grenades).

Pistol weapons are fired one-handed and can be used in close combat. However, when a Pistol is used in close combat, the firer gains no bonuses or penalties to hit for range or targeting equipment. Pistols with the Scatter Quality fired in melee are considered to be firing at Point-Blank range. However, they do not gain a +30 bonus for being at Point-Blank range.

Basic weapons normally require two hands, but can be used one-handed with a –20 penalty to hit.

Heavy weapons always require two hands and must be braced in some way, usually either on a bipod or tripod but equally it could be a windowsill or sandbag (or the firer's shoulder in the case of missile launchers) to be fired without penalties. Firing a Heavy weapon without bracing incurs a –30 penalty to hit and prohibits Semi-Auto and Full Auto fire.

Vehicle weapons must be mounted either upon a vehicle or as part of a permanent emplacement. These weapons are far too massive to be man-portable. Their complex ammunition feeds, massive scale, and powerful recoil require large support elements, though these are often mounted upon a turret.

Range: This number is used to determine how far the weapon can be accurately fired in metres. A weapon's Short Range is half this number, while its Long Range is double this number (for ranged bonuses and penalties see **Chapter VIII: Combat**, page 253). Weapons cannot be fired at targets more than four times their range distance away.

RoF (Rate of Fire): This tells you if the weapon can be fired either on Semi-Auto or Full Auto and how many rounds or charges it expends when doing so. A weapon's RoF has three entries to indicate the modes a weapon can be fired in. The first entry indicates whether the weapon can be fired singly (with an S). The second entry indicates whether or not a weapon can be fired semi-automatically, and the number listed describes the number of shots fired when the weapon is used in this manner. Finally, the third entry describes if the weapon can be fired on full automatic, and how many shots are fired when this happens. Any mode in which the weapon cannot be fired is indicated with a "–."



Some weapons can be fired in more than one mode. If this is the case, each of its different Rates of Fire are listed in its profile. Characters must choose which mode they are firing their weapon in before making their attack.

Dam (Damage): The Damage the weapon does and the type of Damage it inflicts for the purpose of Criticals (as shown in brackets): (E) Energy, (X) Explosive, (R) Rending, (I) Impact.

Pen (Penetration): Reflects how good the weapon is at cutting through armour. When a shot or blow from this weapon hits a target, reduce the target's Armour Points by the weapon's Penetration, with results of less than 0 counting as 0 (i.e. the armour provides no protection at all). Then work out Damage as normal. So, for example, if a weapon with a Penetration of 3 hits a target with 5 Armour Points, the target only counts as having 2 Armour Points against any Damage the hit causes. Note that Penetration has no effect on fields, but it does affect cover.

Clip: How many rounds/charges the weapon holds when fully loaded.

Rld (Reload): How many Actions the weapon takes to reload. This is generally Half (for a Half Action) or Full (for a Full Action). Some weapons can take a number of Actions over several Rounds. The number of Rounds is given as a number, for example 2 Full means that reloading takes 2 Full Rounds.
Special: This tells you if the weapon has any special qualities, such as creating a blast when fired or needing to recharge between shots.
Wt (Weight): Represents how much the weapon weighs, normally in kg (kilograms).
Availability: This identifies the weapon's availability, and is used when making Logistics Tests to acquire the weapon (see page 161).

WEAPON SPECIAL QUALITIES

Some weapons possess special qualities to represent such things as special damage or unusual effects. The following is a list of the most widely used weapon qualities:

Accurate

These weapons are designed with precision in mind and respond superbly in skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action, in addition to the normal bonus granted from Aiming. When firing a single shot from a single Basic weapon with the Accurate Quality and benefiting from the Aim Action, the attack inflicts an extra 1d10 of Damage for every two Degrees of Success, to a maximum of an extra 2d10. These extra d10s cannot generate Righteous Fury.

Balanced

Some weapons, such as swords and knives, are designed so that the weight of the hilt balances the weight of the blade, making the weapon easier to wield. Balanced weapons grant a +10 bonus to Weapon Skill Tests made to Parry. Even if the wielder is using multiple Balanced weapons, he only gains the bonus once.

Blast (X)

Many missiles, grenades, and some guns create an explosion when they hit their target. When working out a hit from a Blast weapon, anyone within the weapon's blast radius in metres, indicated by the number in parentheses, is also hit. Roll Damage once and apply it to each person affected by the blast.

Concussive (X)

Some weapons create a deafening blast or shock wave when they hit. When a target is struck by a Concussive weapon, he must take a Toughness Test with a penalty equal to 10 times the number in parentheses (X). For example, a weapon with Concussive (2) would impose a –20 on Toughness Tests and Concussive (0) would be a Test with no penalty. If he fails, the target is Stunned for 1 Round per Degree of Failure. Additionally, if the target takes Damage greater than his Strength Bonus, he is knocked Prone.

Corrosive

Some weapons utilise highly caustic acids which cause damage to both the wearer and their equipment. If a target is hit by an attack from a Corrosive weapon, the Armour Points of any armour worn by the target in that location are reduced by 1d10 points. If the Armour Points of the armour are reduced below 0 or the target is not wearing any armour in that location, the excess amount of Armour Point Damage (the whole amount if the target is wearing no armour in that location) is dealt to the target. This excess Damage is not reduced by Toughness. A target's armour can be reduced multiple times by the effects of a Corrosive weapon. The Armour Point Damage is cumulative. A suit of armour can be repaired with a successful **Challenging (+0) Tech-Use Test**. A Player Character who possesses the Armour Monger Talent can repair the armour while making use of that Talent.

Crippling (X)

Particularly cruel or deadly weapons, usually employed by the xenos enemies of the Imperium, sometimes include things like living barbs or shards that remain in their victims' wounds, causing them immense pain and even slowly killing them. When a target suffers at least one Wound from this weapon, he counts as being "crippled" for the remainder of the encounter or until healed of all Damage. If a crippled character takes more than a Half Action on his Turn, he suffers Rending Damage equal to the number in parentheses (X) to whichever location received the original Damage. This Damage is not reduced by Armour or Toughness.

Defensive

A Defensive weapon, such as a shield, is intended to be used to block attacks and is awkward when used to make attacks. Defensive weapons grant a +15 bonus to Tests made when used to Parry, but impose a –10 penalty when used to make attacks.

Felling (X)

To kill powerful foes often requires fearsome weapons or special rounds with the ability to punch through even the toughest hides. When calculating Damage from Felling weapons, reduce the target's Unnatural Toughness Bonus by the number in parentheses (X). Felling only reduces Unnatural Toughness, not the target's base Toughness Bonus. The reduction occurs for calculating Damage only and does not persist.

Flame

Some weapons belch great gouts of flame, igniting anything they strike. If a target of a Flame attack is hit (even if he suffers no Damage), he must succeed on an Agility Test or be set on fire (see page 266).

If the target of the Flame attack is a Vehicle, the pilot of the vehicle must make the appropriate Operate Skill Test with a bonus equal to the Vehicle Armour value on the facing hit by the Flame Attack. If the pilot fails, the Vehicle immediately catches fire (see the **On Fire!** sidebar on page 284).

Table 6-7: Hallucinogenic Effects

Roll	Effect
1	**Bugsbugsbugsbugs!** The character drops to the floor, flailing and screaming as he tries to claw off imaginary insects devouring his skin and flesh. In game terms, the character is Stunned.
2	**My hands…!** The character believes his hands have turned into slimy tentacles, or perhaps the flesh has begun to strip off the bone in bloody lumps. Regardless of the particulars, the character drops everything he is carrying and spends the duration staring at his hands and screaming. In game terms, the character is Stunned.
3	**They're coming through the walls!** The character sees gruesome aliens bursting through the walls/ceiling/floor/bushes and opens fire. The character must spend each Turn firing at a random piece of terrain within his line of sight. Any creatures caught in the line of fire are subject to attacks as normal. Each Round, choose a new target at random (use the **Scatter Diagram** on page 255 to determine which direction that is, with a "7" meaning he shoots the ground, and a "0" meaning he fires wildly into the air).
4	**Nobody can see me!** The character believes he is invisible and wanders aimlessly, making faces at those around him. He waddles about in random directions each Round (use the **Scatter Diagram** on page 255), using a Full Action to move. The character retains his Reactions.
5	**I can fly!** The sky looks so big and inviting, the character flaps his arms trying to imitate a pterasquirrel. He may do nothing but jump up and down on the spot. If he is standing above ground level, he may throw himself off in a random direction, with the usual consequences for falling—appalling injury or death being the usual outcomes.
6	**They've got it in for me…** The character is overcome with paranoia, believing even his own comrades are out to get him. On the character's Turn, he must move to a position of cover, getting out of line of sight from any other characters. He remains hidden until the effect ends.
7	**They got me, mother…** The character believes that the gas is toxic and collapses to the floor as if dead—he counts as being Helpless. Any other character who sees him "die" must pass an Intelligence Test or they think the character is dead too.
8	**I'll take you all on!** The character is filled with a burning rage and a desire for violence. The character enters a Frenzy (see page 144) and attacks the closest opponent.
9	**I'm only little!** The character believes he has shrunk to half his normal size and everything else is big and frightening now. All other characters count as having a Fear Rating of 3 to the character.
0	**The worms!** The character desperately tries to remove a massive fanged worm he thinks is slowly winding its way up his leg. If holding a gun, he shoots himself with it or, if not, he hits himself in the leg with whatever melee weapon he is holding. If the character is currently holding no weapon, he draws a random weapon from those he carries and attacks himself with it. Randomly determine which leg the character believes to be trapped by the worm. The attack hits automatically and deals normal Damage.

Flexible

Some weapons, such as whips, are made up from lots of loosely connected segments, such as chains or supple woven hides. These kinds of weapons lash about when used to attack and cannot be Parried.

Force

Force weapons are unique in that they only function properly when wielded by a true psyker, whose mental energies turn these ordinary looking weapons into devices of terrifying power. They can take the form of almost any normal hand weapon such as a sword, axe, halberd, or hammer, and in the hands of a non-psyker they function as such. When a psyker directs his powers through them, though, such a weapon can multiply his strength to superhuman levels.

Force weapons have special rules when used by a psyker and otherwise count as a Best Craftsmanship Mono variant of the standard Low-Tech weapon. In the hands of a psyker, the weapon deals bonus Damage and gains bonus Penetration equal to the psyker's Psy Rating (so a Psy Rating 3 would grant +3 Damage and +3 Penetration) and the Damage type changes to Energy. In addition, whenever a psyker Damages an opponent, he may make a Focus Power Action (Opposed Willpower) as a Half Action. If he wins the Test, then for every Degree of Success, the Force weapon's wielder deals an additional 1d10 E Damage, ignoring Armour and Toughness Bonus. Force weapons cannot be destroyed by a power weapon's field.

Hallucinogenic (X)

Hallucinogenic weapons use drugs or mind-altering exotic energy to disorient or disable their targets, often inducing a variety of short-lived psychological states and delusions. When a creature takes a hit from a Hallucinogenic weapon, it must make a Toughness Test with a penalty equal to 10 times the number in parentheses (X) or suffer a temporary delusion and roll 1d100 on **Table 6–7: Hallucinogenic Effects**. Respirators and sealed armour provide a +20 bonus to this Test. The effects last for 1 Round, plus 1 additional Round for every Degree of Failure.

Haywire (X)

Haywire weapons make use of microwaves or electromagnetic radiation to destroy the inner workings of machines and tech. Everything within the field's radius, indicated by the number in parentheses, is affected: Haywire (3) would affect an area with a three metre radius. Roll 1d10 on **Table 6–8: Haywire Field Effects** (adding any modifiers from the weapon) to determine the strength of the effect. As the field slowly dissipates, the strength lessens one step in severity each Round until it becomes Insignificant (i.e., a result of Major Disruption would become Minor Disruption the following Round and then cease to have an effect the Round after that). Additional Haywire attacks in the same area do not stack but instead create a new effect that is either ignored if lower than the current effect or replaces the old one if higher.

Table 6-8: Haywire Field Effects

Roll	Field Strength
1–2	**Insignificant:** There is no noticeable effect on nearby technology.
3–4	**Minor Disruption:** All actions utilising technology, including firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics, suffer a –10 penalty. The Base Movement of anyone in power armour is reduced by 1.
5–6	**Major Disruption:** All actions utilising technology, including firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics, suffer a –20 penalty. The Base Movement of anyone in power armour is reduced by 3. Melee weapons with technological components function as a Primitive weapon of the analogous type.
7–8	**Dead Zone:** Technology within the affected area completely ceases to function. Power armour becomes unpowered reducing the wearer's move to 1. Characters with cybernetic replacements to any internal organ(s) suffer one level of Fatigue each Round they remain in the Dead Zone. Melee weapons with technological components (i.e. power swords) function as a Primitive weapon of their type.
9–0	**Prolonged Dead Zone:** As Dead Zone.

Inaccurate

Inaccurate weapons are either far too cumbersome to aim properly or lack any kind of reliable sights. No bonus is gained from the use of the Aim Action with these weapons.

Indirect (X)

Mortars and similar Launcher weapons are often fired in a suppression mode, where the actual enemy cannot be seen and only their rough location is known. In these cases, mortar shells and the like can be fired without any actual line of sight required. Often such weapons are fired in conjunction with a spotter who directs fire from the weapon. Any ally with an auspex or who can see the target can assist with indirect fire.

When making any ranged attack Action (Standard Attack, Semi-Auto Burst, or Full Auto Burst) with an Indirect weapon, the attack does not have to target a location in line of sight of the active player, but is made at a –10 penalty and requires a Full Action instead of the normal Half Action. The active character, however, must be aware of his intended target, either by using the target's last known position, through the use of a spotter, or through other means. The GM makes the final determination on whether or not the character is aware of his target's location and may add penalties to this ranged attack based on how aware the character is of his target.

For each hit with the ranged attack, roll once on the **Scatter Diagram** (see page 255). The hit instead strikes the ground at a location a number of metres away from the intended target, in the direction rolled on the **Scatter Diagram**, equal to 1d10 minus the firer's Ballistic Skill Bonus—to a minimum of zero.

If the ranged attack fails, or if the Semi-Auto Burst or Full Auto Burst Actions fail to achieve the maximum potential hits, the remaining missed hits—up to the maximum potential hit for the rate of fire used in the attack—are still fired, but miss their target. For each missed hit, roll once on the **Scatter Diagram** (see page 255). The hit instead strikes the ground at a location Xd10 metres away from the intended target in the direction rolled on the **Scatter Diagram** (where X is equal to the number in parentheses [X]).

If the active character has a Comrade in cohesion, that Comrade may spend a Full Action to help the character in aiming and steadying the weapon. If he does, then the attack with the Indirect weapon does not suffer from the normal –10 penalty and all missed hits only scatter Xd5 metres.

Lance

Lance weapons fire focused beams of devastating energy, piercing armour with ease. Weapons with the Lance Quality have a variable Penetration value that is dependent on the accuracy of each shot. When a target is hit by a weapon with the Lance Quality, increase the weapon's Penetration value by its base value once for each Degree of Success achieved by the attacker. For example, if a Dark Eldar Kabalite Warrior hit a Leman Russ Battle Tank with a Dark Lance and achieved 3 Degrees of Success, the Dark Lance would have a Penetration value of 20—the base Penetration value of the Dark Lance of 5 plus 15, 5 for each of the three Degrees of Success—for that shot. Note that this means that a weapon with the Lance Quality always has at least a Penetration value of 5 if its wielder hits the target, as a hit represents a single Degree of Success.

Maximal

Maximal weapons have two fire settings allowing the wielder to either use the weapon at its lower setting to conserve ammo and allow a higher rate of fire or make single powerful blasts that require the weapon to recharge between shots. Before making an attack, the user can choose to either fire the weapon normally, in which case it uses the profile detailed on **Table 6–9: Ranged Weapons**, or to fire it on Maximal. When the weapon is fired on Maximal it adds 10 metres to its Range, adds 1d10 to its Damage, and +2 to its Penetration. If it has the Blast Quality, then this is improved by +2; i.e., a weapon with Blast (3) become Blast (5). The weapon also uses three times the normal amount of ammo per shot and gains the Recharge Quality.

Melta

Using intense blasts of heat to excite particles and carve away armour, these weapons can slag even the hardest materials if fired from a close enough range. This weapon doubles its Penetration when firing at Short Range.

Ogryn-Proof

The bestial Ogryn that serve amongst the ranks of the Imperial Guard have hands that are not only much larger than those of a normal human, but also far stronger. Most Ogryn have a hard time using them to perform delicate, or even normal, tasks. There are many weapons, however, that are perfect for use by these cumbersome creatures. Characters with the Clumsy Trait can use any weapon with the Ogryn-Proof Quality with no penalty.

Overheats

Certain weapons are prone to overheating, either because of poor design or because they fire unstable superheated ammunition. A weapon with the Overheats Quality overheats on an attack roll of 91 or higher. When a weapon overheats, the wielder suffers Energy Damage equal to the weapon's Damage with a Penetration of 0 to an arm location (the arm holding the weapon if the weapon was fired one-handed, or a random arm if the weapon was fired with two hands). The wielder may choose to avoid taking the Damage by dropping the weapon. Dropping a weapon is a Free Action. A weapon that overheats must spend the Round afterwards cooling down and cannot be fired again until the second Round after overheating. A weapon with this Quality does not jam and any effect that would cause the weapon to jam instead causes the weapon to overheat.

Power Field

A field of power wreathes weapons with this Quality, increasing their Damage and Penetration. Such modifiers are already included in the weapon's profile. When the character successfully use this weapon to Parry an attack made with a weapon that lacks this Quality, he has a 75% chance of destroying his attacker's weapon. Weapons with the Warp Weapon Quality and Natural Weapons are immune to this effect.

Primitive (X)

Crude and basic in design, these kinds of weapons, while still deadly, are less effective against modern armour. When rolling for Damage with these weapons, any dice roll greater than the number in parentheses (X) counts as that number. For example, a weapon with Primitive (7) would count all Damage rolls of 8, 9 or 0 as 7. These weapons can still generate Righteous Fury as normal, on a Damage roll of 0.

Proven (X)

Weapons with a Proven Quality always inflict massive trauma and treat any dice roll for Damage lower than the Proven rating (as indicated by the number in parentheses) as if it were the Proven rating instead. Thus, a Proven (3) weapon would treat any die roll of 1 or 2 as a 3 for the purposes of calculating Damage.

Razor Sharp

Certain weapons or ammunition have the ability to slice right through armour if they hit just right. If the wielder scores three or more Degrees of Success when rolling to hit with this weapon, double this weapon's Pen when resolving the hit.

Recharge

Because of the volatile nature of the weapon's ammunition or due to the way it fires, the weapon needs time between shots to Recharge. The weapon must spend the Round after firing building up a charge and cannot be fired—in effect, the character can only fire the weapon every other Round.

Reliable

Based on tried and true technology, Reliable weapons seldom fail. Reliable weapons only jam on an unmodified hit roll of 00. Reliable weapons with the Spray Quality, or which do not make hit rolls, never jam.

Sanctified

These weapons are blessed against the forces of Chaos. Any Damage inflicted by a Sanctified weapon counts as Holy Damage. Holy Damage does not have any integral effects, but works differently against some Daemonic and Warp creatures (see page 155).



Scatter
The standard ammunition of these weapons spreads out when fired, hitting more of the target. If fired at a foe within Point Blank range, every two Degrees of Success the firer scores indicates another hit (use **Table 8–2: Multiple Hits** on page 246). However, at longer ranges this spread of small projectiles reduces its effectiveness. All Armour Points are doubled against hits from Scatter weapons at Long or Extreme Range.

Shocking
Shocking weapons can Stun their opponents with a powerful surge of energy. A target that takes at least 1 point of Damage from a Shocking weapon, after Armour and Toughness Bonus, must make a **Challenging (+0) Toughness Test**. If he fails, he is Stunned for a number of Rounds equal to his Degrees of Failure.

Smoke (X)
Rather than inflicting Damage, these weapons throw up dense clouds of smoke to create cover. When a hit is scored from a weapon with the Smoke Quality, it creates a smokescreen a number of metres in diameter from the point of impact equal to the number in parentheses (X). This screen lasts for 1d10+10 Rounds, or less in adverse weather conditions (see the effects of Smoke on page 253).

Snare (X)
Weapons with this Quality are designed to entangle enemies. On a successful hit, the target must make an Agility Test with a penalty equal to 10 times the number in parentheses (X) or be immobilised. For example, a weapon with Snare (1) would impose a –10 on Agility Tests. An immobilised target can attempt no other Actions except to try to escape the bonds. He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) on his Turn. Both of these Tests to escape also have a penalty equal to 10 times the number in parentheses. The target is considered helpless until he escapes.

Spray
Spray weapons project a cone of missiles, liquid, or fire out to the range of the weapon. Unlike other weapons, Spray weapons have just one range and, when fired, hit all those in their area of effect. The wielder does not need to Test Ballistic Skill; he simply fires the weapon. All creatures in the weapon's path, a cone-shaped area extending in a 30-degree arc from the firer out to the weapon's range, must make a **Challenging (+0) Agility Test** or be struck by the attack and take Damage normally. Cover does not protect characters from attacks made by Spray weapons unless it completely conceals them. Because Spray weapons make no roll to hit, they are always considered to hit targets in the body, and jam if the firer rolls a 9 on any of his Damage dice (before adding any bonuses). Due to their inaccurate nature, Spray Weapons cannot be used to make Called Shot Actions.

Storm
A weapon with the Storm Quality unleashes shots at rapid speed, often through use of a double-barrelled design. This Quality doubles the amount of hits inflicted on the target and the amount of ammunition expended. For example, when firing a weapon with the Storm Quality in fully automatic mode, each Degree of Success yields two additional hits (up to the weapon's firing rate, as normal).

Tearing
Tearing weapons are vicious devices, often using multitudes of fast-moving jagged teeth to rip into flesh and bone. These weapons roll one extra die for Damage, and the lowest result is discarded.

Toxic (X)
Some weapons rely on toxins and poisons to do their damage. Anyone that takes Damage from a Toxic weapon, after reduction for Armour and Toughness Bonus, must make a Toughness Test with a penalty equal to 10 times the number in parentheses (X) or suffer an additional 1d10 points of Damage (of the same type as the weapon which inflicted the hit) not reduced by Armour or Toughness. For example, a weapon with Toxic (4) would impose a –40 on Toughness Tests. Some weapons or creatures may carry additional effects with their toxins or inflict more Damage as indicated in their individual descriptions.

Twin-Linked
A Twin-Linked weapon represents two identical weapons connected together and linked to fire at the same time, often through one pull of the trigger or push of a button. Twin-linked weapons are built this way in order to increase the chances of scoring a hit through the crude expedience of blasting more shots at the target. A weapon with the Twin-linked Quality gains a +20 to hit when fired and uses twice as much ammunition. In addition, the weapon scores one additional hit if the attack roll succeeds by two or more Degrees of Success. Lastly, the weapon's reload time is doubled.

Unbalanced
Heavy and difficult to ready after an attack, these kinds of weapons cannot be used to make Lighting Attack Actions, and impose a –10 when used to Parry.

Unreliable
Certain weapons misfire more often than normal because they are badly maintained or constructed. An Unreliable weapon suffers a jam on a roll of 91 or higher, even if fired on Semi- or Full Auto.

Unwieldy
Huge and often top-heavy, Unwieldy weapons are too awkward to be used with finesse. Unwieldy weapons cannot be used to Parry or make Lightning Attack Actions.

Table 6-9: Ranged Weapons

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Laspistol	Pistol	30m	S/2/–	1d10+2 E	0	30	Half	Reliable	1.5kg	Common
Las Carbine	Basic	75m	S/2/–	1d10+3 E	0	60	Half	Reliable	2.5kg	Common
M36 Lasgun	Basic	100m	S/3/–	1d10+3 E	0	60	Full	Reliable	4kg	Common
Laslock	Basic	70m	S/–/	1d10+4 E	0	1	Half	Unreliable	4kg	Plentiful
Long Las	Basic	150m	S/–/–	1d10+3 E	1	40	Full	Accurate, Reliable, Felling (4)	4.5kg	Scarce
Triplex Pattern Lasgun	Basic	100m	S/3 /–	1d10+3 E	0	30	Full	—	4.5kg	Rare
Bullpup Lasgun	Basic	90m	S/2/–	1d10+3 E	0	60	Full	Reliable	3.5kg	Average
Hot-shot Laspistol	Pistol	20m	S/2/–	1d10+4 E	7	40	2 Full	—	4kg	Rare
Hot-shot Lasgun	Basic	60m	S/3/–	1d10+4 E	7	30	2 Full	—	6kg	Rare
Man Portable Lascannon	Heavy	300m	S/–/–	5d10+10 E	10	5	2 Full	Proven (3)	55kg	Very Rare
M41 Multi-laser	Heavy	150m	–/–/5	2d10+10 E	2	100	2 Full	Reliable	35kg	Very Rare

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Autopistol	Pistol	30m	S/–/6	1d10+2 I	0	18	Full	—	1.5kg	Average
Stub Automatic	Pistol	30m	S/3/–	1d10+3 I	0	9	Full	—	1.5kg	Average
Stub Revolver	Pistol	30m	S/–/–	1d10+3 I	0	6	2 Full	Reliable	1.5kg	Plentiful
Hand Cannon	Pistol	35m	S/–/–	1d10+4 I	2	5	2 Full	—	3kg	Scarce
Sniper Rifle	Basic	200m	S/–/–	1d10+4 I	3	20	Full	Accurate, Reliable	5kg	Scarce
Autogun	Basic	100m	S/3/10	1d10+3 I	0	30	Full	—	5kg	Average
Shotgun (Pump-Action)	Basic	30m	S/–/–	1d10+3 I	0	12	2 Full	Scatter	5kg	Average
Shotgun	Basic	30m	S/–/–	1d10+4 I	0	8	2 Full	Scatter	5kg	Average
Combat Shotgun	Basic	30m	S/3/–	1d10+4 I	0	18	Full	Scatter	6.5kg	Scarce
Ripper Gun	Heavy	30m	S/–/6	1d10+8 I	0	48	2 Full	Ogryn-Proof, Scatter	35kg	Common
Heavy Stubber	Heavy	100m	–/–/8	1d10+4 I	3	75	2 Full	Ogryn-Proof	30kg	Rare
M34 Autocannon	Heavy	300m	S/3/–	3d10+8 I	6	20	2 Full	Ogryn-Proof, Reliable	40kg	Very Rare
Battle Cannon	Vehicle	750m	S/–/–	3d10+10 X	8	12	3 Full	Blast (10), Concussive (3), Reliable	350 kg	Average
Demolisher Cannon	Vehicle	50m	S/–/–	4d10+20 X	10	2	Full	Blast (10), Concussive (3)	400kg	Rare
Vanquisher Battle Cannon	Vehicle	900m	S/–/–	3d10+10 X	16	6	2 Full	Accurate	400 kg	Very Rare
Earthshaker Cannon	Vehicle	3,500m	S/–/–	4d10+10 X	8	1	Full	Blast (10+1d10), Concussive (5), Indirect (5)	800 kg	Very Rare

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Bolt Pistol	Pistol	30m	S/2/–	1d10+5 X	4	8	Full	Tearing	3.5kg	Very Rare
Boltgun	Basic	100m	S/3/–	1d10+5 X	4	24	Full	Tearing	7kg	Very Rare
Storm Bolter	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing	9kg	Extremely Rare
Heavy Bolter	Heavy	150m	–/–/6	1d10+8 X	5	60	Full	Tearing	40kg	Very Rare

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Inferno Pistol	Pistol	10m	S/–/–	2d10+10 E	12	3	Full	Melta	3kg	Near Unique
Meltagun	Basic	20m	S/–/–	2d10+10 E	12	5	Full	Melta	15kg	Very Rare
Multi-melta	Heavy	60m	S/–/–	2d10+16 E	12	12	Full	Melta, Blast (1)	40kg	Extremely Rare

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Plasma Pistol	Pistol	30m	S/2/–	1d10+6 E	6	10	3 Full	Maximal, Overheat	4kg	Very Rare
Plasma Gun	Basic	90m	S/2/–	1d10+7 E	6	40	5 Full	Maximal, Overheat	18kg	Very Rare
Plasma Cannon	Heavy	120m	S/–/–	2d10+10 E	8	16	5 Full	Blast (1), Maximal, Overheat	40kg	Extremely Rare

Table 6-9: Ranged Weapons (Cont)

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Hand Flamer	Pistol	10m	S/–/–	1d10+4 E	2	2	2 Full	Flame, Spray	3.5kg	Rare
Flamer	Basic	20m	S/–/–	1d10+4 E	2	6	2 Full	Flame, Spray	6kg	Scarce
Heavy Flamer	Heavy	30m	S/–/–	1d10+5 E	4	10	2 Full	Flame, Spray	45kg	Rare
Inferno Cannon	Vehicle	50m	S/–/–	2d10+15 E	8	50	—	Flame, Spray	600 kg	Rare

Low-Tech Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Bolas	Thrown	10m	S/–/–	—	0	1	—	Primitive (1), Snare (1), Inaccurate	1.5kg	Average
Hand Bow	Pistol	15m	S/–/–	1d10 R	0	1	Full	Primitive (5)	1kg	Rare
Flintlock Pistol	Pistol	15m	S/–/–	1d10+2 I	0	1	3 Full	Primitive (8), Inaccurate, Unreliable	3kg	Common
Flintlock Musket	Basic	30m	S/–/–	1d10+3 I	0	1	5 Full	Primitive (8), Inaccurate, Unreliable	7kg	Common
Bow	Basic	30m	S/–/–	1d10 R	0	1	Half	Primitive (6), Reliable	2kg	Common
Sling	Basic	15m	S/–/–	1d10–2 I	0	1	Full	Primitive (5)	0.5kg	Plentiful
Crossbow	Basic	30m	S/–/–	1d10 R	0	1	2Full	Primitive (7)	3kg	Common

Launcher Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Grenade Launcher	Basic	60m	S/–/–	†	†	6	2 Full	†	12kg	Average
Hellstrike Missiles	Vehicle	300m	S/–/–	3d10+7 X	7	1	N/A	Blast (5)	85kg	Very Rare
Hunter-Killer Missile	Vehicle	350m	S/–/–	3d10+6 X	6	1	N/A		64kg	Very Rare
Missile Launcher	Heavy	300m	S/–/–	†	†	1	Full	†	35kg	Rare
Mortar	Heavy	50–300m	S/–/–	†	†	1	Full	Inaccurate, Indirect (2)†	41kg	Rare

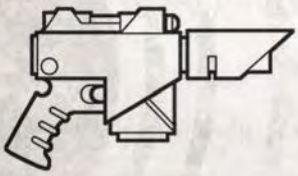
† *The Damage, Penetration, and Special Qualities of Launcher weapons with variable ammunition are dependent upon the grenade or missile used.*

LAS WEAPONS

Laser or "las" weapons are the most numerous weapons found in the Imperium. Based on reliable technology, they are cheap to manufacture and easy to maintain. Las weapons work by emitting short, sharp pulses of laser energy from high-storage fast-discharge capacitors with a flash of light and a distinctive snap like the cracking of a whip. To use the various classes of las weapons, a character must have the Weapon Training (Las) Talent.

In almost all cases, a las weapon is included as part of the Standard Regimental Kit. Virtually all members of the Imperial Guard are well versed in the operation of these armaments. Many soldiers develop a personal relationship with their weapons, as they spend every moment of every day with their trusted rifle in easy reach.

Laspistol



The laspistol is a light, compact, and reliable weapon, common throughout the Imperium. Designs vary widely and can range from elaborate heirloom devices inscribed with ornate carvings and gold filigree to simplistic but brutally robust weapons used by gangs and criminals. Laspistols benefit from the lasgun variable setting rule (see M36 lasgun).

Las Carbine

A lighter, cut down version of the lasgun, the las carbine has a lower rate of fire and a shorter range but is easier to carry and aim, often coming with a folding stock. Las carbines can be fired in one hand with only a –10 penalty rather than the normal –20 for Basic weapons. Las Carbines benefit from the lasgun variable setting rule (see M36 lasgun).



M36 Lasgun

Produced in a multitude of different styles and patterns, the lasgun can be found on almost every world of the Imperium. The M36 pattern is one of the most ubiquitous patterns.

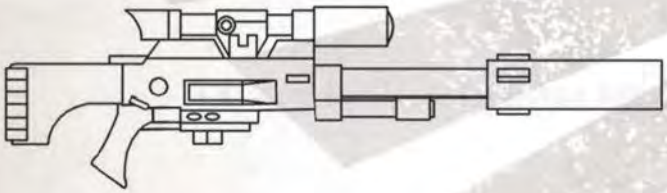
Lasgun Variable Setting: The M36 Lasgun has a variable setting option, allowing it to fire higher-powered bursts. It may be changed to overcharge mode, dealing +1 Damage, but using two shots worth of ammunition per shot fired. Further, the lasgun may be changed to overload mode, dealing +2 Damage and gaining +2 Penetration. In this case, the lasgun uses four shots of ammunition per shot fired, loses Reliable, and gains Unreliable.

Laslock

On worlds where the standard power pack pattern has been lost, laslocks are commonly used in place of lasguns. Sometimes known as "blaze guns" or "las-muskets" among more sophisticated worlds, these may instead be cobbled together and ill-made weapons. Often found in the hands of desperate and poorly equipped insurgents or renegades, laslocks might be scratch-built or modifications of antique or damaged las rifles brought back into service by scav-workshops and heretek forges. A laslock's jury-rigged cells are temperamental things at best, but still potent, firing a more powerful discharge than that of a standard lasgun.

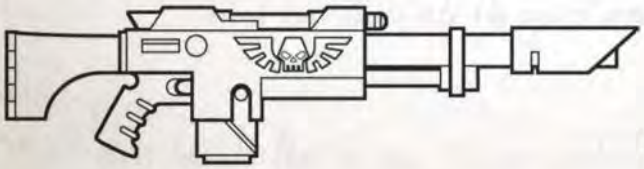
Long Las

Favoured by snipers, the long las is a specially modified version of the lasgun constructed for added range and accuracy. As its name implies, a long las also has a much longer barrel than a standard lasgun, sometimes being up to twice the length, which makes it awkward in close quarters. The long las benefits from the lasgun variable setting rule (see M36 lasgun).



Triplex Pattern

A highly refined variant of the standard lasgun, the triplex offers alternative firing modes that make the weapon more versatile on the battlefield. When fired in standard mode, the weapon uses the Rate of Fire, Range, and Damage listed. When fired in precision mode, the Rate of Fire is changed to S/–/–, the Range is changed to 150m, and the weapon gains the Accurate Quality. When fired in burst mode, the Rate of Fire is changed to S/–/–, the Range is changed to 50m, and the weapon gains Proven (5) and Felling (4).



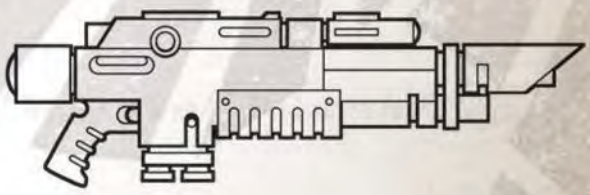
Bullpup

Units focused towards aerial or vehicular deployment often utilise lasgun variants that are designed to increase portability and minimise size. While many employ las carbines, many such units are unwilling to sacrifice the lasgun's effective range. The bullpup design counters this by extending the barrel into the weapon's stock, as well as mounting the power pack within the base of the stock behind the grip. In this way, the rifle achieves a balance between the compact design of a carbine while retaining most of the full capability of a standard lasgun. Bullpup lasguns benefit from the lasgun variable setting rule (see M36 lasgun).

Hot-shot Laspistol & Lasgun (Lucius-pattern)

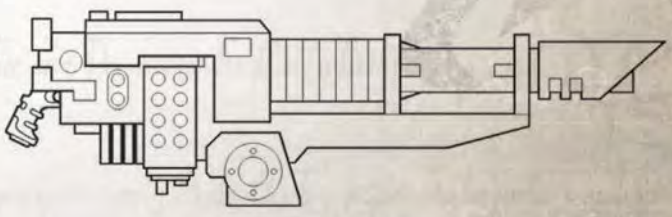
Sometimes known as hellguns and hellpistols, "hot-shot" weapons are almost exclusively used by high ranking Imperial officers and elite forces who favour the higher power over regular las weapons. While hellguns are rarely seen outside of elite Storm Trooper units, hellpistols can be seen among many of the officer corps and Inquisitorial agencies where the extra hitting power they provide over a regular laspistol often means the difference between their life and failure to the Emperor.

Hot-shot weapons use a 10 kg backpack power source rather than a standard plug-in pack, even for the smaller hellpistol. Larger power packs mean greater power behind each shot but make reloading more impractical, which is a trade-off most are willing to make. Hellguns can also be linked to larger backpack power sources (see page 192).



Man Portable Lascannon

Built for war, lascannons use huge power packs that provide enough energy to punch holes in the thickest armour even at very long ranges. Lascannons also require separate power packs, which is why they are often crewed by two or more people.



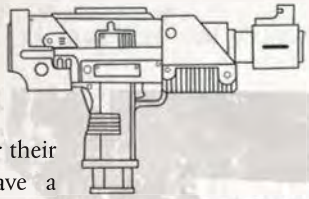
M41 Multi-laser

Often found mounted on vehicles as a counter to infantry and light vehicles, the multi-laser is a multi-barrelled gatling laser with an impressive rate of fire. However, its blasts lack the penetration of the lascannon, making it less effective against heavy armour.

SOLID PROJECTILE WEAPONS

Commonly known as slug-throwers, these weapons are exceedingly plentiful across the Imperium. Most alien races have their own versions as well, for both technology and manufacture are fairly simple. Citizens of all types commonly carry one kind or another for their basic protection or livelihood. To use the various classes of solid projectile weapons, a character must have the Weapon Training (Solid Projectile) Talent.

Autopistol



Small but effective, autopistols are a favourite amongst many military veterans as a supplement for their standard lasgun. They have a faster rate of fire than most pistols and can put down most targets in a single burst of shells.

Stub Automatic



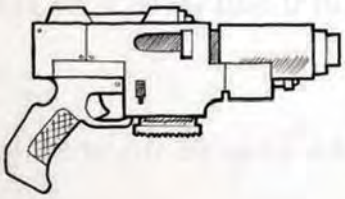
Unlike the stub revolver, this pistol weapon also can fire in rapid semi-automatic mode as well as single shots. Like the autopistol, it is easy to produce and maintain, but less accurate at longer ranges.

Stub Revolver



Perhaps the most ancient of pistol designs, the stub revolver carries fewer rounds than most pistols but is very reliable and easy to operate. As shells can be inserted individually, it is relatively easy to load specialised rounds when needed.

Hand Cannon



A variant of the stub gun is the huge hand cannon, used mostly by enforcers or bounty hunters who aren't picky on the state of their quarry. These weapons kick with a strong recoil and, unless used with two hands or a Recoil Glove, impose a –10 penalty on Ballistic Skill Tests.

Sniper Rifle

Less advanced than the needle rifles prized by Ratlings, the sniper rifle is none-the-less effective against lightly armoured targets. Complete with tripod brace, silencer, and telescopic sight, in the hands of a skilled marksman it can easily turn the tide of a battle.

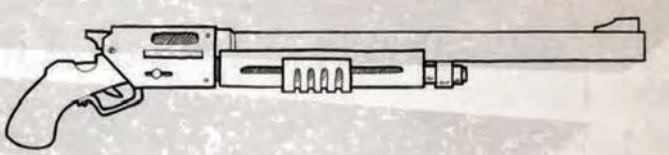
The integral noise baffles built into the rifle make it very quiet. Any attempts to detect the sound of a shot fired by this weapon require a **Hard (–20) Awareness Test**. Sniper rifles can be loaded with unusual ammo.

Autogun

Cheap and easy to produce, autoguns are a common weapon across the galaxy as even alien races acquire and use them or sometimes make their own equivalents. These rapid-firing automatic weapons use common solid low-calibre shells fed via standardised clips. Reliable, rugged, and easily stocked with ammunition, they are a mainstay on many planets.

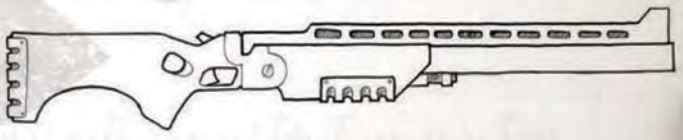
Shotgun (Pump-Action)

Common amongst enforcers, mercenaries, and raiders, these weapons are robust and practical, holding more shells than a regular shotgun. The distinctive sound of a new round being chambered into a pump shotgun has led to many a scummer fleeing or a colonist's surrender before the shot can be fired.



Shotgun

Even low-tech manufactorums can produce these basic weapons in great quantities, and their ability to hit several targets with a single shot make shotguns appealing to those with little actual skill in shooting. Their relatively short range and low shot velocity makes them appealing for shipboard use as well, as they have little risk of causing hull breaches.



Combat Shotgun

These automatic shotguns, often fed from a drum magazine, are designed purely for warfare and are even deadlier than the normal shotgun. In addition to their short-range destructive power, they hammer out an intimidating racket when being fired.

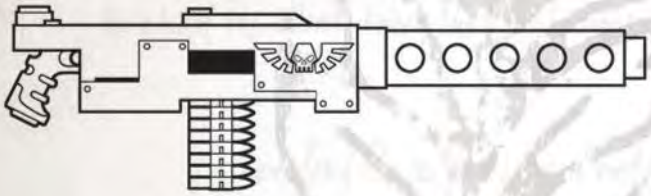
Ripper Gun

Designed to accommodate the primitive nature and vast strength of an Ogryn, the ripper gun is a massive combat shotgun. The substantial drum feed mechanism of these fully automatic shotguns is designed to provide enough ammunition to entertain the Ogryns as they charge towards their foes. Its firing mechanism is limited so that the user may not fire off the entire clip in a single burst—something that Ogryns are otherwise prone to due. Ripper guns are also designed to function effectively as Ogryn melee weapons. In close combat, a ripper gun counts as a warhammer (see page 187).

Heavy Stubber

Heavy stubbers are popular amongst military forces and gangers alike, as they are one of the more easily maintained heavy weapons available. Though not as powerful as an autocannon, heavy stubbers can lay down a curtain of suppressive fire and cut swaths through light infantry and vehicles alike. As with other stubber weapons, ammunition is cheap and plentiful.

Lighter than most other heavy weapons, the heavy stubber can be used hand-held, but a bipod mount can be employed by those seeking to avoid the jarring recoil, and it is often utilized as a defensive anti-infantry weapon mounted on vehicles. The Orthlack pattern, manufactured for planetary defence force armouries in the Calixis Sector and widely exported, uses an ammunition belt that allows for long firing periods, while the locally copied "Ursid" pattern, supposedly originating on the war world of Zayth, is more compact and uses a smaller ammunition drum which most users find easier to port and reload.



M34 Autocannon

An autocannon is a crew-served heavy weapon, a self-loading, high calibre cannon that uses dense solid shells to punch through armour. Though unlikely to fully penetrate the ceramite of Space Marine power armour, they decimate light to medium vehicles and see widespread use in the Imperial Guard and many renegade armies.

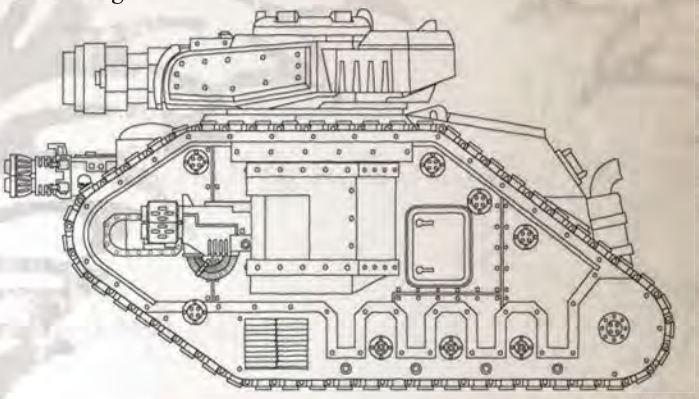
The M34 autocannon is an older version of a common Imperial Guard pattern used throughout the Calixis Sector and uses a tripod mount. It can be manned by one person, though it ideally employs a crew of two to move and set up.

Battle Cannon

A massive version of the autocannon, the battle cannon fires a huge, explosive shell which is proportionately more damaging. One of the largest and most destructive weapons that see common use on the battlefield, these cannons, their ammunition, and support equipment are far too large for infantry units to carry and use. Instead, the weapons are generally mounted upon vehicles or fortifications. The Leman Russ main battle tank most commonly employs a battle cannon in its main turret.

Demolisher Cannon

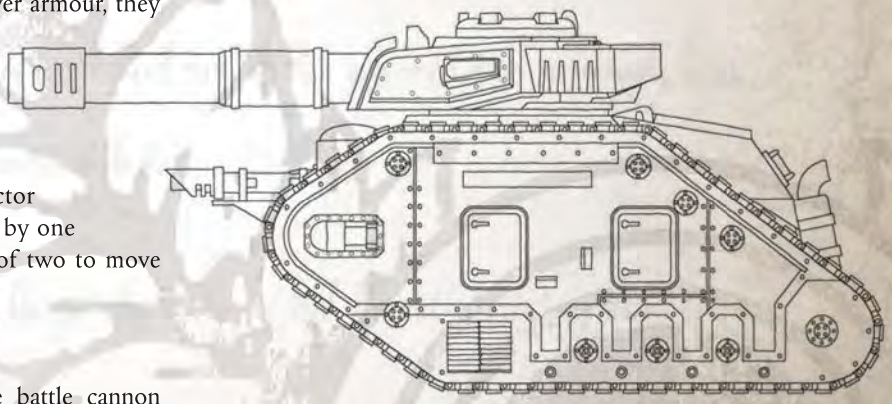
A variant of the battle cannon, the demolisher cannon is specifically designed as a siege support weapon. While it suffers a decreased range, its plasma charged shells are capable of blasting through layers of plasteel and ceramite with each devastating volley. Its massive shells wrap an outer layer of explosives and shrapnel around an unstable chemical core. When the outer explosives detonate, weakening their target, they also trigger the chemical reagents to unleash a potent jet of plasma that is channelled directly into its victims. The combination of shrapnel and flaming metal can eliminate even the most robust defences.



Vanquisher Battle Cannon

Veteran tank commanders highly respect this rare pattern battle cannon for its unique efficacy in battles against heavily armoured opponents. While few forge worlds remain capable of producing it, the legends of its ability to penetrate any known armour make its extended profile immediately recognisable.

The vanquisher battle cannon gains the extra Damage granted by Accurate Quality as if it were a Basic weapon.



Earthshaker Cannon

This massive artillery gun is designed for long range bombardments, but it may also be used as a direct fire weapon when necessary. In either situation, it is ideal for levelling fortifications, destroying massive war machines, and obliterating any unsuspecting infantry. Earthshaker cannons are far larger than the indirect weapons carried by infantry, and fire over a much longer distance.

Bolt Weapons

If there is one weapon type that defines the Imperium, it is the bolter. No other weapon combines high technology levels with deliberate brutality, and no other race would consider making it but Mankind. Bolter weapons fire rounds of self-propelled mass-reactive shells called bolts, set to explode just after penetration.

Overall they are superb, if temperamental, devices requiring skilled maintenance using the correct rituals and blessings. Furthermore, these are all very rare weapons, available only to the lucky or well-connected few. Many are centuries old, handed down from veteran to successor, and some have long legends attached to them of their lineage. The Adeptus Astartes also make extensive use of bolt weapons, albeit of different patterns and often of great antiquity.

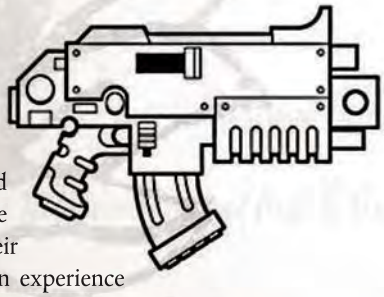
Bolter ammunition is expensive and difficult to manufacture and only the elite of the Imperium have ready access to it. The standard bolter round is .75 calibre and has a super-dense metallic core with a diamantine tip. To use the various classes of bolt weapons, a character must have the Weapon Training (Bolt) Talent.

Bolt Pistol



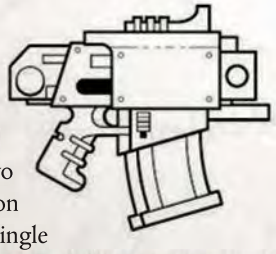
Carrying a bolt pistol is a sign of high status in the Imperium, one that only a minority can afford due to the high cost of maintenance and ammunition. However, few can argue with their destructive power in combat and, after experiencing their potent capabilities, a man might beggar himself to own one.

Boltgun



Boltguns are known for the unique roar they make when fired, as the propellant in their shells ignites, followed shortly by the explosive detonation as they hit their target. Hearing one is an experience only slightly less satisfying than seeing the results of such a weapon in action.

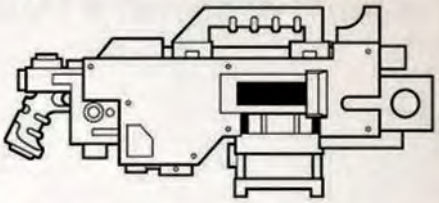
Storm Bolter



Storm Bolters arose from experiments in combining weapons together to achieve greater rates of fire. Here, two linked bolters form a single weapon which can shred most foes in a single burst. Rarely seen outside of the elite Astartes, most Storm Bolters are relic-weapons covered with glyphs and purity seals that speak of their ancient origin.

Heavy Bolter

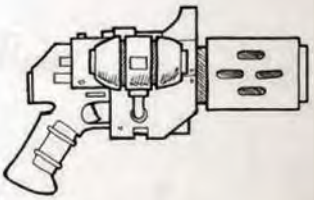
A larger, support version of the boltgun, the heavy bolter is seldom seen outside military organisations. It uses a much larger version of the standard bolt shell, with more propellant for greater distance and stopping power, which also makes it more deadly to armoured vehicles and infantry.



Melta Weapons

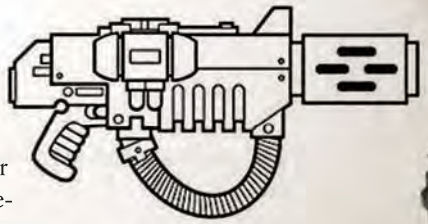
Melta weapons emit devastatingly intense but short-ranged blasts of heat that can melt through almost any material. Also known as cookers or melters, most types of melta induce highly pressurised gases from an ammunition canister into an unstable sub-molecular state and direct the resulting energies down the barrel. Melta usage is accompanied by a distinctive hissing sound as the beam boils away the water in the air, then a roaring blast as it reduces the target to charred scraps or molten slag. Meltas are the premier anti-armour weapons, and few vehicles can withstand their power. To use the various classes of melta weapons, a character must have the Weapon Training (Melta) Talent.

Inferno Pistol



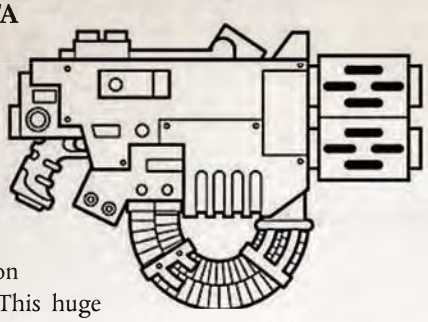
The inferno pistol, a single-handed melta weapon, represents very specialised and ancient technology, almost impossible to recreate. Mere handfuls might exist in any sector, each jealously guarded.

Meltagun



Meltaguns are the most common form of melta weapon, coveted by soldiers of the Imperium for their massive close-range destructive power. There are also few things as good at cutting through armour than a meltagun and they are often pressed into service for breaching the heavy armour of opposing vehicles or quickly cutting through bulkheads during hive battles. As an alternative to using a meltagun with attached canisters, a character may instead have a backpack and feed line, which doubles the Clip Size and adds 6 kg to the weight.

Multi-melta



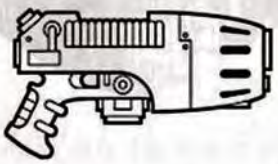
The multi-melta is a larger type of melta weapon, usually only employed by the Adeptus Astartes or mounted upon Imperial vehicles. This huge weapon carries more fuel, fires at much longer ranges, and creates a larger blast area, cooking several square metres at a time. It also generates much more heat than its smaller cousins and most users must insulate themselves with protective clothing or armour.

Plasma Weapons

Plasma weapons represent an almost-lost art for the Imperium, their secrets known to but a handful of the inner circle of the Adeptus Mechanicus and their tech-adept artisans. Existing weapons must be carefully maintained and passed down generation to generation with each operator carefully ensuring all proper blessings of the Machine God are bestowed before use.

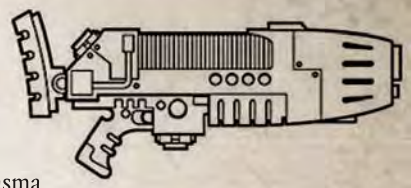
Plasma weapons work using hydrogen fuel suspended in a photonic state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon, the hydrogen energises into a plasma state, held in the core by powerful magnetic confinement fields. When fired, the fields dilate open and the plasma is ejected via a linear magnetic accelerator in a bolt of superheated matter akin to a solar flare in appearance and temperature. For this reason, plasma weapons are also known as "sun guns." To use the various classes of plasma weapons, a character must have the Weapon Training (Plasma) Talent.

Plasma Pistol



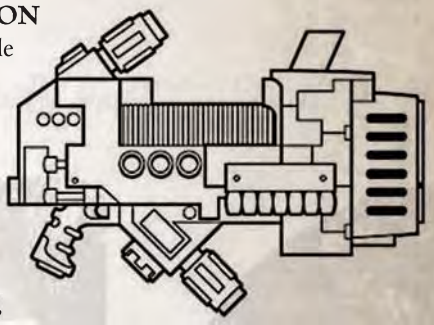
Few pistols are deadlier than the plasma pistol, and those willing to take the risk of using one possess a weapon capable of taking down almost any foe at close range. Plasma pistols are a favourite weapon of Imperial officers, who view it as a status symbol to be entrusted with such a valuable and venerated weapon. The pistol variant can only hold smaller hydrogen flasks (or sometimes only a single flask) and thus can only fire a handful of shots. They are dangerous to use on board a vessel, as a single shot can penetrate several bulkheads.

Plasma Gun



This is a squad-support weapon intended for use by Imperial Guardsmen. Most extant plasma guns are hundreds if not thousands of years old. However, as a testament to their design, they remain as deadly today as they were on the day of their fabrication. Through their sturdy construction, even in the event of an overheat, the weapon is likely to survive, though the wielder is often less fortunate.

Plasma Cannon



The largest man-portable plasma weapon is the plasma cannon or heavy plasma gun, which is also seen in service on some Imperial war machines. Rather than using attached flasks, the wielder wears a large backpack containing the weapon's store of hydrogen fuel. This weapon has a much longer range and ammunition supply, and its violent discharges, hurled like miniature suns from the barrel, have a large impact area. It can also be fired in a special Maximal mode that exhausts more fuel but provides an even larger blast of heat on impact, creating a fireball capable of destroying heavily armoured targets.

Flame Weapons

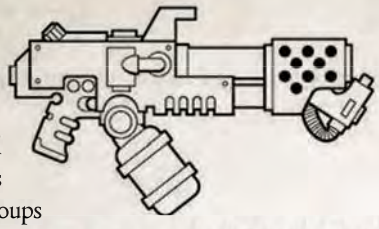
Flame weapons project fire upon their foes and generally use a fuel referred to as promethium, though it can also be a home-made concoction or other chemical brew depending on the local technology level. Most are a mono-propellant fuel that ignites via a smaller pilot flame at the tip of the barrel, though some flamers use binary hypergolic fuels. Once produced, the intense jet that spurts from the barrel creates a torrent of liquid fire, which spreads out in an inferno that burns even underwater, leaving enemies hard pressed to put out the fire. To use the various classes of flame weapons, a character must have the Weapon Training (Flame) Talent.

Hand Flamer



Flame pistols or hand flamers are miniaturised versions of the larger flamer. Small enough to carry in one hand, these weapons are favoured by assault troops who can fire them once or twice as they close with the enemy.

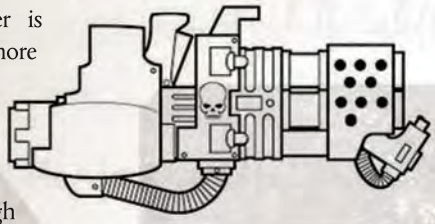
Flamer



The flamer, or flame gun, comes in a wide variety of designs and patterns, but all are ideal for flushing out enemies in cover and putting groups of foes to the torch. The two most common variants of flamers either have a detachable fuel canister under the barrel or a hose connecting to a backpack canister.

A flamer can have a backpack fuel canister instead of a detachable clip. The backpack canister must be worn on the user's back, doubles the flamer's Clip Size, and adds 10 kg to the weight. The Availability remains unchanged.

Heavy Flamer



The heavy flamer is a larger and more cumbersome version of the flamer. It is often mounted on vehicles, though it is just reasonable enough in size to be carried by a team of two troopers. Any lack of accuracy is more than offset by the wide gout of burning promethium that is almost impossible to dodge. Heavy flamers must be fuelled by backpack fuel canisters—the weight is already part of the weapon profile, but again, the canister must be worn on the back of one of the two wielders.

Inferno Cannon

Specifically designed as part of the Hellhound Flame Tank, the inferno cannon has a limited number of other uses within the Tactica Imperialis. These enormous flamers send huge gouts of white hot flames over an extended portion of the battlefield. Their accelerated pumping mechanisms grant the turreted weapons the abilities to shoot massive jets of destruction at a range that drastically exceeds that of a traditional flamer. Because of this, when calculating the weapon's spray area, the cannon's wielder may choose to begin the spray at a point up to half the weapon's range away from the firing point. Due to the inferno cannon's power, other vehicles do not add their Armour value when making the Operate Test to avoid catching on fire from the Flame Quality.

The inferno cannon draws fuel from a large storage tank, and can't be easily reloaded on the battlefield. Reloading one requires at least thirty minutes at a properly equipped facility.

LOW-TECH WEAPONS

Even in the 41st Millennium there is a call for low-tech weapons, found on feral, undeveloped planets or post-apocalyptic environments where technology has collapsed, or on vicious hive worlds that see combat take on all forms. Though these weapons may be hopelessly outdated by more advanced firearms, in the hands of a skilled user they can be just as deadly. To use the various classes of low-tech weapons a character must have the Weapon Training (Low-Tech) Talent.

Bolas

Bolas are normally non-lethal and as such can be seen employed by bounty hunters or local law enforcement members, where the swirling balls (some styles use up to eight of these dense objects) can entangle a target with heavy cords or wire.

Hand Bow

This weapon offers the hitting power of a crossbow but in a pistol grip, suitable for one-handed operation but at shorter ranges. The ease at which they can be broken down and concealed, as well as their almost silent operation, makes them a favoured weapon of assassins.

Flintlock Pistol

These primitive blackpowder weapons can take many forms, from finely crafted pistols constructed for the nobles of low-tech worlds to simple pipe and powder affairs used by underhive scum.

Flintlock Musket

These crude devices can only fire once before reloading, are prone to failure, and only the most low-tech savage or desperate renegade would generally fight with one. When they do strike, however, they are deadly against unarmoured foes.

Bow

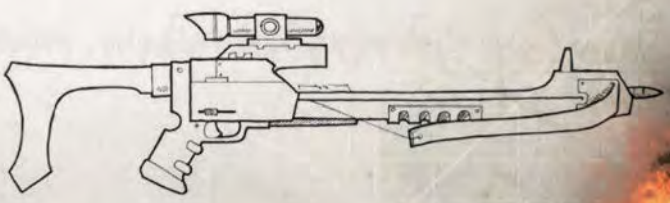
Bows have changed little through their many countless centuries of usage and can be found across the galaxy in a variety of designs and constructions. Even on high-tech worlds, these weapons, like hand bows, are a favourite amongst assassins and gangers for their silence and reliability.

Sling

Slings are difficult weapons to master, but can be used to throw anything from rocks picked off the ground, to specialised metallic balls, or even grenades. When using a sling to throw grenades, replace the sling's Damage with the effects of the grenade but retain the weapon's Range.

Crossbow

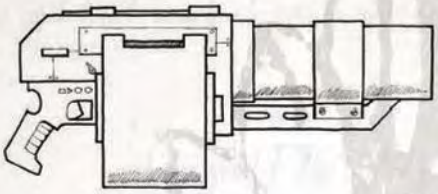
Crossbows are less common than bows as they require more advanced mechanical fittings, but they are equally as deadly.



Launchers

In a galaxy raked by war and disorder there is a high demand for extremely destructive ordnance. To that end, the forge worlds of the Imperium send out a steady stream of explosives, grenades, and similar weaponry, some of which may find its way into the hands of the Guardsmen and their foes. To use the various classes of launchers, a character must have the Weapon Training (Launcher) Talent. Setting explosives requires the Demolition special use of the Tech-Use Skill (see **Chapter IV: Skills**, page 133).

Grenade Launcher



The standard grenade launcher uses compressed gas charges to launch a variety of grenade types at the enemy. These shots can be arced high into the air as suppressive fire at unseen targets as well as being used directly against foes.

Hellstrike Missiles

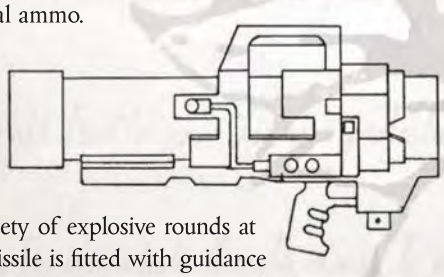
The hellstrike missile is an air to surface missile commonly mounted on Imperial attack and assault craft used in support of ground-based operations. These weapons use a solid propellant core to deliver a high explosive load, designed to effectively penetrate even well-armoured targets. Because they are generally launched from fixed wing aircraft, these missiles often strike their targets with a speed that substantially exceeds that of rockets fired from ground-based platforms. Hellstrike missiles may not be loaded with unusual ammo.

Hunter-Killer Missile Launcher

This missile launcher is often mounted on vehicles and fires a specialised krak missile. Fitted with advanced guidance systems and fuel, it has longer range and better accuracy than standard missiles, as the internal cogitator's sensorum suite guides it to the target. Each comes in a complete launching package, good for one shot only.

A hunter-killer missile grants a +20 to Ballistic Skill Tests made to fire it. Hunter-Killer Missile Launchers cannot be loaded with unusual ammo.

Missile Launcher



Like the grenade launcher, missile launchers fire a variety of explosive rounds at long distances. A missile is fitted with guidance systems to aid target acquisition, which is excellent at long ranges. Most launchers, like the Locke-pattern, are shoulder mounted tube-like weapons that fire a single round with great accuracy, while the ancient Retobi design holds a huge vertical clip of 5 rounds but is much more awkward to fire and has less precision.

Mortar

While relatively simple in construction, this weapon provides a medium-range attack capability, particularly against targets behind cover or out of sight, as it fires its explosive rounds in a high, indirect arc. Mortar shells explode with a strong blast effect and also suppress enemy fire as the targets are forced to dive for protective cover. Many are operated in teams, with one manning the weapon whilst the other acts as a spotter to provide targeting information and often communicating the data via voxlink.

Grenades, Missiles, and Rounds

The explosives listed here can either be thrown by hand or loaded in a grenade launcher as grenades, used in missile launchers as missiles, or fired from mortars as rounds.

Anti-Plant

These explosives release a wide range of toxic and viral agents that quickly reduce almost any type of flora to a foul-smelling muck, depriving the enemy of cover while not seriously harming other materials. Larger versions are also used to create improvised landing zones and clear foliage for quick camp sites or building locations.

Blind



Blind explosives detonate with a burst of dense smoke, IR bafflers, and broadband EM-spectrum chaff, all of which is designed to block detection through the cloud. Sensors and vision that would pierce normal smoke cannot see through haze created by a blind explosives.

Fire Bomb

A relatively primitive explosive, the fire bomb is normally a breakable canister of flammable liquid with a fuse made from cloth or other material that the liquid can soak into. Once the fuse is set aflame, the bomb is hurled at the enemy; the canister breaks open on impact to release the now burning liquid.

Frag



These explosives use a combustible charge and special fillers of shrapnel fragments. Imperial frag grenades are roughly the size of a clenched fist and covered with a heavily notched shell, both to increase the shrapnel produced and provide a more secure grip for throwing.

Hallucinogen



These kinds of explosives induce a variety of short-lived psychological states and delusions. Anyone within 10 metres of a detonating hallucinogen explosive must succeed on a **Difficult (–10) Toughness Test** or be overcome with delusions and hallucinations for 1d10 Rounds. When the character is first affected

Table 6-10: Grenades, Missiles, and Rounds

Name	Class	Range	RoF	Dam	Pen	Clip	Special	Wt.	Availability
Anti-Plant Grenade	Thrown	SBx3	S/–/–	3d10 E†	0	1	Blast (3)	0.5kg	Scarce
Blind Grenade	Thrown	SBx3	S/–/–	2d10 E	0	1	Smoke (3)	0.5kg	Scarce
Fire Bomb Grenade	Thrown	SBx3	S/–/–	1d10+3 E	6	1	Blast (3), Flame	0.5kg	Plentiful
Frag Grenade	Thrown	SBx3	S/–/–	2d10 X	0	1	Blast (3), Ogryn-Proof	0.5kg	Common
Hallucinogen Grenade	Thrown	SBx3	S/–/–	—	0	1	Hallucinogenic (2), Blast (6)	0.5kg	Scarce
Krak Grenade	Thrown	SBx3	S/–/–	2d10+4 X	6	1	Concussive (0)	0.5kg	Rare
Photon Flash Grenade	Thrown	SBx3	S/–/–	—	0	1	Blast (10)	0.5kg	Rare
Smoke Grenade	Thrown	SBx3	S/–/–	—	0	1	Smoke (6)††	0.5kg	Common
Stun Grenade	Thrown	SBx3	S/–/–	—	0	1	Blast (3), Concussive (2)	0.5kg	Common
Frag Missile	—	—	—	2D10+2 X	2	—	Blast (5),	0.5kg	Average
Krak Missile	—	—	—	3d10+8 X	8	—	Concussive (3), Proven (2)	0.5kg	Scarce
Minefield Missile	—	—	—	2d10 X	1	—	Blast (1)	0.5kg	Rare
Scatter Missile	—	—	—	2d10 X	0	—	Blast (10)	0.5kg	Rare
Anti-Plant Round	—	—	—	3d10 E†	0	—	Blast (5)	1kg	Rare
Blind Round	—	—	—	2d10 E	0	—	Smoke (6)	1kg	Rare
Frag Round	—	—	—	2d10 X	3	—	Blast (5)	1kg	Common
Minefield Round	—	—	—	2d10 X	1	—	Blast (1)	1kg	Rare
Photon Flash Round	—	—	—	—	0	—	Blast (12)	1kg	Rare
Scatter Round	—	—	—	1d10+3 X	0	—	Blast (7)	1kg	Very Rare
Smoke Round	—	—	—	—	0	—	Smoke (9)††	1kg	Scarce
Starflare Round	—	—	—	—	0	—		1kg	Scarce

† *Damage only effects flora and has no other effect.*

†† *Unlike blind, this only interferes with visual sight.*

††† *If the weapon causes any Damage, then, each Round after the first, check for another target at random (friend or foe) within d5 metres to see if any Damage is caused to them (rolling for a new Damage to represent the mutated virus). Continue until Damage is not taken or after d10 Rounds have passed.*

by a hallucination, roll on **Table 6–7: Hallucinogen Effects**, page 170 to see how the character behaves for the next 1d10 Rounds.

Krak



Krak explosives have powerful concentrated explosives designed to punch holes in armoured targets such as vehicles or bunkers. While stronger than frag explosives, krak detonations do not produce a Blast effect and their more focused explosion makes them less practical for use against people. Krak explosives trigger Righteous Fury against vehicles on a roll of a 9 or a 10.

Minefield

These shells are designed to splinter open at the highest arc of their trajectory, releasing a plethora of sub-munitions with two impact triggers. Once the first is sprung upon contact with the ground, the second trigger deploys—awaiting only a single, unlucky step to unleash its powerful explosives. Easy to use and safe from a distance, minefield rounds are an effective way to lay down a protective cordon around a bunker or other defensive location. These rounds can only be used in either mortars or missile launchers (not grenade launchers) and cannot be thrown.

Photon Flash



Photon flash explosives detonate like a small star, blinding anyone nearby and bright enough to overload primitive vision protection systems. Anyone within 15 metres of a photon flash grenade when it detonates must succeed on a **Ordinary (+10) Agility Test** or be blinded for a number of Rounds equal to his Degrees of Failure.

Scatter

Scatter Rounds combine much smaller and less-powerful frag grenades into a single missile launcher round. These are generally fired in a high arc and disperse into separate micro-explosives, spreading the explosive effect over a huge radius. These rounds can only be used in either mortars or missile launchers (not grenade launchers) and cannot be thrown.

Smoke

These explosives release a dense smoke which only obscures basic eyesight and optical based systems. They do not block detection systems that use heat or other spectral bands outside of normal human eyesight, but are much more widely available and easier to construct.

Throwing Grenades

Throwing grenades requires no special training or Talents and is resolved using a Ballistic Skill Test including any modifiers (such as range). On a miss, the thrown grenade goes in a random direction—see the **Scatter Diagram** on page 255.

Fumbling Grenades and Duds

Whenever a jam results from throwing a grenade or firing a grenade launcher or similar weapon (see Weapon Jams, page 255), something unfortunate has happened. Roll 1d10. On any result other than 10, the explosive is simply a dud and nothing happens. On a 10, the explosive detonates immediately with the effect centred on the attacker. If the explosive was fired from a launcher, it detonates in the barrel, halving its normal effect as well as destroying the weapon.

Starflare

These are fired high into the air via mortar, where they burst into a multitude of small flares. As the flares burn out and drift to the ground, they fully illuminate the underlying area for almost a minute. They can also dazzle the vision of anyone not wearing protective lenses. These rounds can only be used in mortars (not grenade or missile launchers) and cannot be thrown.

Stun

Stun explosives use a combination of a loud detonation and a flash of light to momentarily incapacitate targets before an assault is launched. They are designed for non-lethal uses and generally cause no lasting injury.

EXOTIC WEAPONS

Many weapons are not only uncommon in the Imperium, but also unimaginable to most of its citizens. These weapons are always expensive and beyond the reach of all but the elite or most resourceful. Because these weapons are so specialised, a character must have a Talent for each individual exotic weapon he wishes to use. For example, to use a needle pistol, a character would need Exotic Weapon Training (Needle Pistol).

Mole Mortar

Mole Mortars are odd devices that look much like regular Imperial Mortars, but they fire their shells under the ground rather than through the air via special tunnelling torpedo rounds. The rounds penetrate the earth then arc back up in almost a reverse of a normal mortar round, timed to explode just underneath the surface. While not particularly accurate, they can often catch the enemy unprepared, and the resulting underground explosion can be devastating, since those enemies not killed or injured outright are typically knocked off their feet.

Mole Mortars fire specially designed ammo and may not fire any unusual ammo that is not specifically designed to be used with a Mole Mortar.

Needle Pistol



Needle pistols use a low-power laser beam to propel small slivers of crystal coated in viral toxins. Enemies wounded by them are almost instantly paralysed or dead within moments. As they are virtually silent and have no muzzle flash, needle weapons are ideal for assassins.

Needle Rifle

Prized by snipers, the needle rifle offers the perfect combination of range, stealth, and deadliness. The only argument against these exquisite weapons is that they are next to useless against heavily armoured targets.

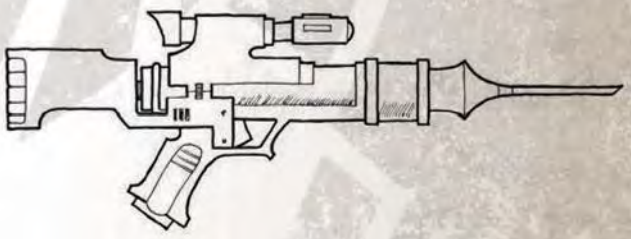
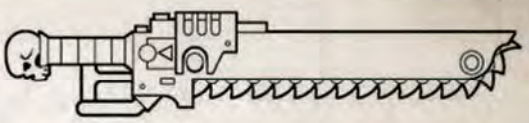


Table 6-11: Exotic Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Mole Mortar	Heavy	50–200m	S/–/–	2d10+2 X	2	1	Full	Inaccurate, Indirect (2), Shocking, Blast (4)	50kg	Extremely Rare
Needle Pistol	Pistol	30m	S/–/–	1d10 R	0	6	Full	Accurate, Toxic (5), Felling (1)	1.5kg	Very Rare
Needle Rifle	Basic	180m	S/–/–	1d10 R	0	6	2 Full	Accurate, Toxic (5), Felling (1)	2kg	Very Rare

Melee Weapons



Despite the wide range of ways available to kill the enemy at a distance, there is always a demand for weapons designed for close and personal combat. For some, it is a matter of honour to look their foe in the eye, for others, simply another way to ensure their safety in a dangerous galaxy. These kinds of weapons range from crude lengths of metal to exquisitely constructed artefacts from ages gone by, devices that could never be created again in this dark millennium.

Chain Weapons

Chain weapons are popular as most races and planets have the basic technology to produce these brutal war-devices. They come in a variety of styles, but all feature fast moving chains with serrated metallic teeth running down what would normally be a weapon's bladed edge. Once engaged, the chain drive roars loudly to life, acting as a clear warning to all. Even the slightest impact can tear open flesh and solid blows can cut through most armour. To use chain weapons, a character must have the Weapon Training (Chain) Talent.

Chainsword

Chainswords generally have a large flat carapace containing the chain, with only the forward curved section open where the spinning chain teeth can bite into flesh and bone, although double-edged versions can also be found. Within Chaos and Ork forces they are often preferred over power weapons due to the messy deaths they can bring, the better to intimidate both enemies and rivals alike. This a one-handed melee weapon.

Eviscerator

Often carried into battle by the Priests of the Adeptus Ministorum, the eviscerator is an obscenely large double-handed chain weapon fitted with a crude version of the disrupter field generator more commonly found on power weapons. Although very unwieldy and tiring to use, the eviscerator is fully capable of ripping an armoured man in half. This a two-handed melee weapon.

If an attack made with an eviscerator triggers Righteous Fury (see page 250), the wielder adds +1 to the resulting roll on the appropriate Critical Hit Table.

Table 6-12: Melee Weapons

Chain Weapons

Name	Class	Range	Dam	Pen	Special	Wt.	Availability
Chainsword	Melee	—	1d10+2 R	2	Tearing, Balanced	6kg	Average
Eviscerator	Melee	—	2d10 R	9	Razor Sharp, Tearing, Unwieldy	15kg	Very Rare

Power Weapons

Name	Class	Range	Dam	Pen	Special	Wt.	Availability
Power Fist	Melee	—	2d10† E	9	Power Field, Unwieldy	13kg	Very Rare
Power Sword	Melee	—	1d10+5 E	5	Power Field, Balanced	3kg	Very Rare
Power Axe	Melee	—	1d10+7 E	7	Power Field, Unbalanced	6kg	Very Rare
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking	3.5kg	Very Rare
Power Maul (Low)	Melee	—	1d10 +1 E	2	Shocking		
Omnissian Axe	Melee	—	1d10 +4 E	6	Power Field, Unbalanced	8kg	Extremely Rare

† *Power Fists add the user's SB×2 to the Damage.*

Force Weapons

Name	Class	Range	Dam	Pen	Special	Wt.	Availability
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force	5kg	Near Unique
Force Staff	Melee	—	1d10 I	2	Force	2kg	Extremely Rare

Low-Tech Weapons

Name	Class	Range	Dam	Pen	Special	Wt.	Availability
Great Weapon	Melee	—	2d10 R	0	Ogryn-Proof, Unbalanced	7kg	Scarce
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive (6)	4kg	Scarce
Hunting Lance	Melee	—	2d10+3 X	7	Concussive (3)	4kg	Scarce
Improvised	Melee	—	1d10–2 I	0	Ogryn-Proof, Primitive (7), Unbalanced	—	—
Knife	Melee/Thrown	5m	1d5 R	0		1kg	Plentiful
Shields††	Melee	—	1d5 I	0	Defensive, Primitive (6)	3kg	Common
Spear	Melee	—	1d10 R	0	Primitive (8)	3kg	Common
Staff	Melee	—	1d10 I	0	Balanced, Primitive (7)	3kg	Plentiful
Sword	Melee	—	1d10 R	0	Balanced	3kg	Common
Truncheon	Melee	—	1d10 I	0	Ogryn-Proof, Primitive (7)	2kg	Plentiful
Warhammer	Melee	—	1d10+2 I	1	Ogryn-Proof, Primitive (8)	4.5kg	Scarce

†† *Provides Armour 2 to the Body and Arm wielding the Shield.*

POWER WEAPONS

Power weapons project a disruptive energy field along the blade or head of a weapon, allowing it to slice armour or strike with explosive impact. Many of these weapons use subtle mechanisms and can appear normal until activated, whereupon crackling lightning runs across the blade. A power weapon can still be used as an ordinary weapon should its power source run dry or become damaged. To use the various classes of Power weapons, a character must have the Weapon Training (Power) Talent.

Power Fist



Rather than encasing an edged weapon with a power field, a power fist uses the energy to disrupt material in a more violent fashion. Worn as a huge glove, when the mechanically augmented fist strikes its target it can tear open even the heaviest armour and burst flesh into a shower of blood and tissue. Unless worn as part of power armour, it normally requires heavy backpack-mounted power sources connected to the fist via heavy cables. Some variants are designed to maximise rending and crushing power, while others are better suited to exert a maximum of force when punching. A suitably braced user can knock through the strongest bulkheads or rend even reinforced armour. Most are ancient relics, with the mantle inscribed with family heraldry or iconography indicating impressive victories. This a one-handed melee weapon.

Power Sword

Power swords are elite weapons and a sure sign of high status in the Imperium; many officers favour them as a prestige item to impress Guardsmen and enemies alike. Like a common sword, they allow the user greater attack options and defensive responses than many weapons. Entire specialised styles of combat have been designed around the expansive number of variants found across the galaxy and beyond. This a one-handed melee weapon.



Power Axe

Power axes allow for greater impact when striking than a power sword, but are clumsier to use. They are viewed as a brutal and unsubtle weapon, more suited for crude assault work against rebellious underhive scum or foul xenos races. The huge arc needed to properly attack with one makes use difficult when fighting within enclosed spaces. To compensate for this, some feature shorter handles, while others ignore this detriment to maximise swing length. This a one-handed melee weapon.

Power Maul

Power Mauls are solid truncheon-like rods with a discharge cap at one end, and a hand grip at the other. Controls along the haft allow the user to adjust the energy field's strength from a mild stunning blast to a heavy force suitable for breaking down reinforced doors. They are popular with the Adeptus Arbites, as well as Inquisitorial agents, as they can be used in a non-lethal capacity when desired. This weapon has two entries in the weapons table, representing its two power settings: high and low. Switching the Power Maul between its two settings is a Free Action. This a one-handed melee weapon. However, when used with two hands, it gains the Concussive (0) Quality.

Omnissian Axe

Granted to suitably devoted followers of the Omnissiah, this weapon has a long staff-like body tipped with half of the circular Adeptus Mechanicus skull and cog icon. The symbol forms a blade and is sheathed in a power field. Covered with inscribed circuitry designs indicating the sacred nature of the weapon, many a foe has realised far too late that what appeared to be a religious walking staff was really a deadly weapon. The Omnissian axe also functions as a combi-tool. This a two-handed melee weapon.

FORCE WEAPONS

Made from the rarest materials and interlaced with psychic reactive and channelling circuitry of a design said to have originated with the Emperor himself when he walked among mortal men, force weapons are capable of channelling the mental power and aggression of a psyker into deadly, reality-rending force. It is theoretically possible to create force weapons in almost any form and several unique and potent variants, such as the Nemesis weapons of the Grey Knights and the mythically destructive Daemonhammers, exist. The most common types of force weapons used by associates of the Imperial Guard are presented here: the force sword and force staff.

Force Sword

On the surface, force swords look just like any regular sword, albeit of unusual colouration. It is only upon closer inspection that the tiny but elaborate runes appear, giving away their arcane nature. Most psykers are not skilled fighters, but for those who are, a force sword is the perfect weapon as it allows them to fully use both their psychic as well as martial abilities. This a one-handed melee weapon.

Force Staff

Longer-length force weapons typically take the form of a staff, and they can be used as a weapon in regular combat. Some are fashioned to appear as a simple walking staff, only giving away their real function as psychic powers are channelled through them. This a two-handed melee weapon.

LOW-TECH WEAPONS

Basic hand weapons are a common sight throughout the Imperium, and in many places it would be unthinkable to venture forth without at least one such weapon visible on your person. Depending on the planet's level of technology—and the wealth of the user—these can range from simple metal swords to high-tech blades made of exotic materials.

Great Weapon

Most melee weapons can also be found in larger and heavier versions, usable only with two hands. Great weapons—such as huge axes, giant hammers, double-handed swords, and so on, including huge clubs—are massive, brutal weapons that can inflict serious damage with each blow. This a two-handed melee weapon.

Groxwhip

"Groxwhip" may be an apocryphal name, as there is no strong evidence they were developed to help herd these massive beasts. It is more likely that most onlookers felt that a barbed steel whip covered with serrated edges could be meant for nothing else. Unlike most whips, these are deliberately designed for lethal use, as strikes will tear away chunks of flesh with each attack. This a one-handed melee weapon.

Hunting Lance

The lance, most commonly used by Imperial Rough Riders, is tipped with an explosive charge which blows apart on impact, shattering armour and flesh alike. While commonly used to hunt big game on their native worlds, these single-use weapons are spectacularly effective against even the most well-armoured infantry—especially when wielded by a soldier mounted on a frenzied war beast. This a one-handed, single-use melee weapon.

Improvised

Improvised weapons are generally any handy, weighted object, such as table legs, severed limbs, or artillery shell casings. Hitting someone with the butt of a basic ranged weapon (such as a lasgun or boltgun) also counts as an improvised weapon.

Knife

The knife is the ubiquitous back-up weapon for warriors all across the Imperium, be they lowly hive scum or the elite soldiers of a planetary governor. Some, such as the Catachan fighting knife, are designed for a specific purpose, whilst others are more generic in nature. This a one-handed melee weapon.

Shields

Shields are a useful protective device, either in conjunction with armour or on their own. Sizes range from light bucklers to huge full-body shields. Attacks made with shields suffer a –20 instead of the normal penalty from the Defensive Quality. This a one-handed melee weapon.

Spear

Common on feral and feudal worlds, spears can be found in the hands of hunters and warriors. This a two-handed melee weapon.

Staff

Longer basic weapons use a staff of wood or other material, with the extra reach useful for hitting an enemy before he can strike. The staff is just that, and is a common sight, especially among pilgrims trekking throughout the galaxy to retrace the steps of the saints. This a two-handed melee weapon.

Sword

Swords can range from short dagger-like models to longer, elaborate duelling blades. The nature of the blade (single- or double-edged, curved or straight, flexible or stiff, cutting or stabbing, and so on) varies with the intent of the sword and the taste of its user. This a one-handed melee weapon.

Truncheon

Small and easily concealable, these short and heavy sticks of dense wood or metal are often used by press gangs to "sign up" new Guardsmen with a swift blow to the back of the head. This a one-handed melee weapon.

Warhammer

Mounted on a longer pole grip than a regular hammer, warhammers generally have a thinner striking head with a sharply pointed reverse. Both of these make it ideal for penetrating light armour and causing deeper wounds by concentrating the force of the blow into a smaller area. This a two-handed melee weapon.



Weapon Upgrades

Weapons can be given upgrades to enhance their performance. The upgrade descriptions below list which weapons are eligible, as well as how many upgrades can be applied. If an upgrade is acquired, a character with the Trade (Armourer) Skill can integrate it with a suitable weapon by making a successful Test. Upgrades modify a weapon's weight as noted.

Auxiliary Grenade Launcher

A small, single-shot version of the regular grenade launcher is fitted onto another ranged weapon such as a lasgun, allowing the user to fire a single grenade instead of firing as normal. The added weight and cumbersome nature means that most users rarely bother to reload the launcher once it is expended. An auxiliary grenade launcher adds 2.5 kg to the weight of its fitted weapon. A character using a weapon with an auxiliary grenade launcher can choose to either fire the launcher or the weapon it is attached to in their Turn but not both at once. (Basic; 45m; S/–/–; Damage As Grenade; Pen As Grenade; Clip 1; Reload Full)

Upgrades: Any Basic Las, Solid Projectile, or Bolt weapon.

Compact

Compact weapons are smaller versions of Pistol and Basic weapons favoured by those who prefer concealment over stopping power. This upgrade halves the weight of the weapon but also halves its Clip Size and Range as well as reducing its Damage by 1. Anyone attempting to find a concealed weapon with the Compact upgrade suffers a –20 penalty to any related Skill Test (e.g., Awareness, Scrutiny).

Upgrades: Any Pistol or any Basic Las, Solid Projectile, Flame, Bolt, or Plasma weapon.

Exterminator

Many of the more zealous religious warriors of the Imperium use an exterminator cartridge on their regular weapons. This small device contains a small one-shot flamer weapon that shoots out a sheet of fire. Rather than using the weapon as normal, the shooter may use the exterminator cartridge, working out the effects as if he was armed with a flamer. Exterminators are one-shot weapons and must be replaced once used.

Upgrades: Any non-Low-Tech weapon.

Extra Grip

Also known as a pistol grip, this allows the weapon to be wielded in one hand without the usual –20 penalty. However, it becomes more difficult to aim accurately and thus its Range is halved.

Upgrades: Any Basic ranged weapon.

Forearm Weapon Mounting

This heavy bracing allows a single ranged weapon to be mounted along the arm, with specific hand movements triggering the weapon. It allows the user to keep both hands free and can have a strong visual impression on their foes as fire seems to appear from the user's outstretched arms. This upgrade reduces the Weapon's range by one-third.

Upgrades: Any Pistol Las, Low-Tech Solid Projectile, Bolt, or Melta weapon.

Table 6-13: Weapon Upgrades

Name	Weight	Availability
Auxiliary Grenade Launcher	+2.5kg	Rare
Compact	x1/2	Average
Exterminator	+1kg	Common
Extra Grip	x1/3	Common
Forearm Weapon Mounting	+1kg	Scarce
Melee Attachment	+2kg	Plentiful
Mono	+0kg	Scarce
Motion Predictor	+0.5kg	Very Rare
Omni-Scope	+2kg	Near Unique
Overcharge Pack	+0.5kg	Common
Photo Sight	+0.5kg	Very Rare
Preysense Sight	+0.5kg	Very Rare
Red-Dot Laser Sight	+0.5kg	Scarce
Silencer	+0.5kg	Plentiful
Suspensors	x1/2	Extremely Rare
Targeter	+1.5kg	Rare
Telescopic Sight	+1kg	Average
Tox Dispenser	+0.75kg	Rare
Tripod and Bipod	+2kg	Average
Vox-Operated	+0.5kg	Rare

Melee Attachment

Bayonets, chain blades, and other long-bladed combat attachments can be fitted to most ranged weapons, making them more useful in assaults. A weapon with a melee attachment counts as a spear in close combat.

Upgrades: Any Basic ranged weapon can have melee attachments.

Mono

Mono weapons have specially fashioned blades with superfine edges that can easily cut through armour and never lose their edge. Mono weapons no longer count as Primitive and add a +2 bonus to their Penetration. The mono upgrade can be applied to a power weapon, but it has no effect whilst the power field is active. If the power field is ever lost or deactivated, the mono upgrade's bonuses then apply.

Note: The mono upgrade may be applied to any Low-Tech Melee weapon, but when applied to close-combat weapons that do not use an edge (e.g., hammers, mauls, etc.), it is treated differently. Game Masters are encouraged to come up with interesting definitions for non-edged weapons with the mono upgrade. For example, a hammer with the mono upgrade could be defined as having a pneumo-shock enhancement. The in-game effects remain the same.

Upgrades: Any Low-Tech Melee weapon.

Motion Predictor
A complex target-tracking cogitator in this device is activated once the user has sighted the desired target. The predictor then tracks the target and, when the trigger is pulled, chases the target with all the rounds in a clip in one long burst. A motion predictor adds a +10 to Ballistic Skill Tests, but only functions when the weapon is fired as part of a Semi-Auto Burst or Full-Auto Burst Action.
Upgrades: Any non-Low-Tech ranged weapon capable of Semi-Auto or Full Auto fire.

Omni-Scope
A vastly expensive and rare device normally found only in the hands of legendary assassins or bounty hunters, the omni-scope is a cluster of finely-tuned sensor wands linked to a precision lens. Some of these scopes plug directly into a bionic cranial port, allowing the user to shoot around corners without exposing himself—the scope becomes a "third eye."

The omni-scope combines the benefits of a Preysense Sight, Red-Dot-Laser Sight, and Telescopic Sight.
Upgrades: Any Basic Las, Solid Projectile, Bolt, Low-Tech, or Plasma weapon. An omni-scope counts as a sight and a gun can only have one sight.

Overcharge Pack
This is an enhanced power pack for a las weapon that increases the strength of its fire. An overcharge pack adds 1 to the weapon's Damage. Unfortunately, the increased output of Damage reduces the number of shots and so the Clip Size is halved.
Upgrades: Any Pistol or Basic Las weapon.

Photo Sight
This is a weapon sight that enhances ambient light levels, improving the user's vision and ability to see in the dark. A character using a photo sight suffers no penalties due to darkness.
Upgrades: Any Basic ranged Las, Solid Projectile, Bolt, Low-Tech, or Plasma weapon. A gun may only have one sight.

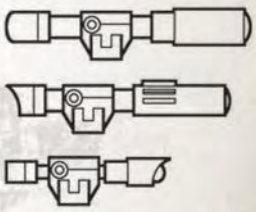
Preysense Sight
This is a weapon sight that shows thermal images and reveals the hiding places of enemies who lurk in the darkness. A character using a preysense sight suffers no penalties due to darkness and gains a +20 bonus to vision-based Perception Tests in the dark.
Upgrades: Any Basic ranged Las, Solid Projectile, Bolt, Low-Tech, or Plasma weapon. A gun can only have one sight.

Red-Dot Laser Sight
This is a laser sight that grants a +10 bonus to Ballistic Skill Tests when the weapon is fired on single shot.
Upgrades: Any Pistol or Basic class Las, Solid Projectile, Bolt, Low-Tech, or Plasma weapon. A gun may only have one sight.

Silencer
Silencers lower the noise from a weapon's discharge, preventing detection of the shot. Awareness Tests to hear shots made with a silenced weapon suffer an additional –20 penalty and can only be attempted at half the normal distance.
Upgrades: Autopistol, stub automatic, hand cannon, autogun, needle pistol, and needle rifle.

Suspensors
These anti-grav plates and studs attach to a weapon or equipment, making the use of heavy or cumbersome devices much easier by offsetting some of their weight. They are often used by elite troops on their heavy weapons. Suspensors reduce the weight of a weapon by one-half. When firing a weapon with suspensors, the operator counts as having the Auto-stabilised Trait—he always counts as Braced.
Upgrade: Any Heavy weapon.

Targeter
Expensive, heavy, and rarely used except by elite forces, a targeter uses a variety of guidance cogitators and omni-sights to improve accuracy. These upgrades are normally hard-wired into a specific weapon for maximum efficiency. Commonly viewed as adding to the weapon's machine-spirit, they create an even closer bond between gunner and gun. A targeter reduces all penalties on Ballistic Skill Tests by ten. Thus, a **Very Hard (–30)** penalty to hit becomes **Hard (–20)**.
Upgrade: Any Las, Solid Projectile, Bolt, or Heavy weapon.

Telescopic Sight

Telescopic sights magnify the target's image, making it easy to see. This is especially useful for long-range shots that need to hit a very specific target location. A weapon with a telescopic sight ignores penalties for long and extreme range, as long as the shooter takes a Full Action to Aim.
Upgrades: Any Basic Las, Solid Projectile, Bolt, Low-Tech or Plasma weapon. A gun can only have one sight.

Tox Dispenser
The custom of lining a blade with deadly toxins has been with humanity since the dawn of recorded time. Although smearing a poison on the blade has the advantage of simplicity, technology has since provided a better solution. A series of micro-dispensers allow a wielder to coat his weapon with poisons by simply pushing a button. As a Free Action, a character with a weapon equipped with a tox dispenser may cause his weapon to gain the Toxic (2) Quality for one Round. Most Tox Dispensers may be used 10 times before requiring refilling.
Upgrades: Any Low-Tech or Chain Melee weapon.

Tripod and Bipod

These attachments are for heavier weapons or those using integral ammunition canisters rather than a backpack-mounted source (such as plasma guns or meltaguns). Resting the weapon on the ground increases accuracy but sacrifices mobility, thus making them more common in static defence lines. Bipods and tripods allow a weapon to be braced anywhere there is a reasonably flat surface. A weapon braced on a bipod has a 90-degree fire arc, while one on a tripod has a 180-degree arc.

Upgrades: Any Basic or Heavy weapon.

Vox-Operated

Specially coded vox receivers are integrated into the weapon's trigger mechanisms, so that they user can operate it by voice if needed. Users can also switch firing modes where applicable merely by speaking the appropriate command. For security reasons, each receiver is usually keyed to just one voice pattern. Additionally, if the weapon is equipped with a fire selector, the operation of that upgrade may also be controlled simply by speaking aloud.

Upgrade: Any non-Low-Tech Pistol, Basic, Launcher, or Heavy weapon.

WEAPON CUSTOMISATION

Through training and deployment, a soldier of the Imperial Guard spends virtually every moment with his trusted weapons within easy reach. Over time, his primary weapon becomes an extension of his body. As each soldier becomes increasingly familiar with his armaments, he may opt to make minor changes to the weapon. Extensive changes would invariably violate standard doctrine and draw the ire of superior officers. However, most officers choose to turn a blind eye to minor tweaks of the weapon. In this way, a character may find solutions to offset bad habits in the way they carry and wield the weapon, but also adjust it so that they may operate at their peak efficiency.

Keep in mind that the changes associated with customisation are invariably minor adjustments. To the casual observer, most of these changes are hardly noticeable. It is the very subtlety of these customisations that enable the Imperial officers to turn a blind eye to the tweaks. However, one or more of these minor changes may ultimately instil confidence in the soldier and increase his overall combat performance.

Weapon customisations may only be applied to a piece of equipment that is part of the Standard Regimental Kit or a favoured weapon of the soldier's Regiment. Guardsmen never have sufficient exposure or training to safely customise more specialised weapons. Similarly, regimental officers are well versed with the various customisations that their men make. When they spot a soldier wielding a weapon with which they are less familiar, they are far more prone to issue punishments for unauthorised customisations of such armaments.

Each character may install up to four customisations to any of his Standard Regimental Kit weapons. All customisations require a **Routine (+20) Trade (Armourer) Test**. Success on the Test implements the modification. Characters who suffer two or more Degrees of Failure damage their weapons, requiring that it be returned to the supply depot for replacement. If customisations are attempted in the field when the supply depot is unavailable, such failure causes the weapon to become Unreliable. If the weapon was previously Reliable, it instead loses that Trait. Naturally, if the character loses or replaces a customised weapon, he also loses all of his customisations. A weapon newly issued from the supply depot is delivered in stock conditions.

Characters do not have to perform customisations for themselves. Instead, another more ably skilled character may make these changes for them. However, the character who performs the procedure might want some form of repayment for his services. Such compensation is entirely subject to the whim of the acting player or Game Master.

Custom Grip

The weapon's hilt, under-barrel grip, or handle is modified to better fit the character's hands. The grip might be textured, changed in size, or grooves might be added that align perfectly with the character's fingers. As a consequence of these changes, the character for whom the customisation was performed receives a +5 to Ballistic Skill or Weapon Skill when wielding the weapon. Any other character wielding the weapon receives a –5 penalty, as the weapon feels slightly out of alignment when they attempt to use it.

Applies to: Any weapon.

Deactivate Safety Features

The weapon has been modified so that its volatile nature is always at the forefront. A weapon with this modification is always ready to be fired or wielded in an instant. When using a Ready Action to prepare a weapon with this modification, a character may Ready another weapon or draw another item as part of the same action. However, any time a character who is carrying a weapon with this modification suffers four or more Degrees of Failure on a Movement Skill Test, this weapon fires, activates, or cuts itself free as a result of the jostling.

Applies to: Any weapon.

Fluid Action

The weapon's internal mechanisms have been thoroughly lubricated and carefully maintained down to the finest detail. When the character uses the weapon as part of a Semi-Auto Burst Action, he counts as scoring one additional Degree of Success than actually rolled for purposes of determining the number of rounds that hit the target. Note that this modifier does not affect whether the initial attack hits the target, only whether additional rounds strike home. Weapons with this customisation are trickier to load as the ammunition feed must be more carefully engaged. Reload time is increased by an additional Half Action.

Applies to: Any ranged weapon capable of Semi-Automatic fire.

Home Materials
Some of the weapon's components—typically stock, grip, hilt, or shaft—is constructed of materials manufactured or grown upon his regiment's home planet. This serves as a powerful reminder of the Guardsman's home and a constant reminder of his duty to serve and protect the Imperium of Man. Characters who wield a weapon that features this modification receive a +5 bonus to any Fear Test.
Applies to: Any weapon.

Modified Stock
When the character holds a weapon with a modified stock up to aim, its contours perfectly align with his shoulder and cheek. The weapon fits his body perfectly and there is no moment of hesitation. As the character takes aim with the weapon, it feels like a natural extension of his body. When a character takes an Aim Action with weapons modified in this way, he receives an additional +2 bonus on a Half Action or an additional +4 bonus for a Full Action. This customisation is compatible with any other devices that modify Aim Actions. This customisation is most commonly applied to the stock of a Basic ranged weapon, but comparable changes may be made to virtually any weapon.
Applies to: Any weapon.

Quick-Release
The mechanism for removing a magazine is carefully modified so that it may be ejected forcibly and rapidly, reducing the amount of time required for inserting fresh ammunition. The mechanism could be more thoroughly lubricated, might have springs or magnets installed, or might use some more sophisticated system. As a consequence of these changes, the weapon's Reload time is reduced by a Half Action, down to a minimum of a Half Action. For example, a weapon that normally took 2 Full Actions to reload can be reloaded with one Full and one Half Action.
Applies to: Any ranged weapon.

Reduced Weight
This customisation involves shaving off excess parts, boring holes through non-structural solid features, and generally replacing as many parts of the weapon as possible with alternative components made of lighter weight materials. In some cases, these materials can be obtained from the stores of other regiments, while in others, they must be fabricated from whatever materials are available on the base. Regardless of how the changes are implemented, weapons that undergo this customisation decrease their weight by 20%, or a minimum of a 0.5 kg loss. However, the resulting weapon is substantially more fragile. If it is used in melee—either as intended or as an improvised weapon—it may crumple under an impact. Any unmodified roll of 90–100 results in the weapon shattering and becoming irreparably damaged.
Applies to: Any weapon.

Reinforced
Additional support brackets are affixed to the weapon so that it can better handle the stresses of battlefield abuse. These brackets could be scavenged from other equipment, custom fabricated from alternative components, or simply be from alternative patterns of comparable weapons. With the additional reinforcement, the weapon is better suited to melee combat. If the customised arm is a ranged weapon, it receives an additional +1 bonus to Damage when used as an improvised weapon. If the base item is a Melee weapon, when parried by a weapon with a power field, its chance of destruction is reduced to 60%. In any case, the weapon's weight is increased by 20%.
Applies to: Any weapon.

Sacred Inscription
The character inscribes a sacred script from the Imperial Creed upon the weapon. These inscriptions are generally etched into the weapon's surface and might be lavishly illuminated with valuable metals, jewels, and embedded relics, medals, or talismans from members of the Ecclesiarchy. Characters who wield these weapons are held in high regard by any priests or missionaries with whom they work but are also held to the highest standards by these same individuals. The constant reminder of their faith serves to instil additional courage in the weapon's wielder when his faith is tested. The weapon provides a +10 bonus to any Pinning Test.
Applies to: Any weapon.

Trigger Adjustment
Through precise adjustments, the weapon is modified so that its trigger pull better fits with the length of the character's fingers and the way they grip the weapon. This is a very precise adjustment that requires careful workmanship to not disrupt the firing mechanism, safety features, and the travel length of the trigger. When wielding a weapon with a finely adjusted trigger, the character is able to aim the weapon and snap off the first shot much more quickly. During the first Round of combat, a character wielding a weapon with this modification receives a +1 bonus to Initiative. However, due to the variation, if any other individual uses the weapon, he suffers a –5 penalty to Ballistic Skill Tests made with it.
Applies to: Any ranged weapon.

Ammunition

Without ammunition, a gun is just a glorified club. Presented here is a selection of ammunition, including a variety of special types. Each type of ammo can only be used with certain weapons as detailed in its description. Ammo weight is not listed; however, should it be important to know how much ammunition weighs, consider a weapon's full clip to weigh 10% of the weight of the weapon itself.

Arrows/Quarrels

Arrows and quarrels come in a variety of shapes, sizes and materials ranging from crude wooden shafts with flint tips to steel darts with razor points.
Used With: Bows, crossbows, and hand bows.

Shot

Shot is solid lead or stone balls used with a powder charge in primitive blackpowder weapons.
Used With: Flintlock pistol and musket.

Bullets

Hard rounds are common for many weapons within the Imperium and vary greatly in calibre and design. Bullets from one kind of firearm cannot be used in another unless they are very similar in make. So, for example, you could use bullets bought for a stub revolver in a stub automatic, but not in an autogun.
Used With: Autopistols, stub revolvers, stub automatics, hand cannons, autoguns, sniper rifles, and heavy stubbers.

Cartridge

Cartridges contain dozens of tiny balls and are designed to scatter over a wide area when fired, making them ideal for close-in work where accuracy is less important.
Used With: Any shotgun.

Recharging Power Packs

A reason for the large number of las weapons in the Imperium is the relative abundance of ammunition. Las power packs can be charged in the field from most power sources. Characters may make a Tech-Use Test to successfully charge any power pack if there is a suitable power source available. The time the pack takes to charge is determined by the power output of the source and is ultimately up to the GM, but typically takes several hours. Alternatively, power packs can be charged by placing them in an open flame. This, however, takes at least a day and permanently reduces the Clip Size by half (this only occurs the first time it is charged in this way) as well as removing a las weapon's Reliable Special Quality, or giving it the Unreliable Special Quality if it was not Reliable to start. Each time a pack is recharged in this way there is a 30% chance it will be permanently rendered useless.

Table 6-14: Ammunition

Name	Availability
Arrows/Quarrels	Common
Shot	Common
Bullets	Plentiful
Cartridge	Common
Backpack Power Pack	Rare
Charge Cell	Common
Charge Pack (pistol)	Common
Charge Pack (basic)	Common
Charge Pack (heavy)	Rare
Fuel (pistol)	Scarce
Fuel (basic)	Scarce
Fuel (heavy)	Scarce
Bolt Shells	Rare
Melta Canister (pistol)	Very Rare
Melta Canister (basic)	Very Rare
Melta Canister (heavy)	Very Rare
Plasma Flask (pistol)	Rare
Plasma Flask (basic)	Rare
Plasma Flask (heavy)	Very Rare
Exotic	Very Rare
Artillery	Very Rare

Backpack Ammo Pack /Power Pack

Many weapons require larger ammunition sources to function during large battles or when the wearer is away from an extended supply line. A backpack power pack is worn like a normal backpack. For energy weapons, it is a portable source of power in the form of a massive battery or charge-unit. For flame weapons, it is composed of tanks of volatile promethium.

Other ammunition packs are simply stacks of regular stubber or bolt rounds with a feeder line that links into the weapon itself. These items hold 80 rounds of ammunition for Plasma, Melta, and Las weapons, 200 rounds of ammunition for Solid Projectile or Bolt weapons, and 60 shots for Flame weapons. A weapon connected to a backpack power pack uses the power pack for its ammunition and ignores its normal clip size. Backpack ammo packs or power packs weigh 25 kg.
Used With: Any ranged weapon.

Charge Cell

Not every world within the Imperium maintains the capacity to generate a charge pack capable of releasing a limited charge at a time. Some must make do with individual cells that expend their entire capacity in a single rapid burst. These have sufficient energy for a single las shot and must be changed after every firing.
Used With: Laslocks

Charge Pack

Charge packs are powerful batteries used almost exclusively by las weapons. The cost of a charge pack varies depending on the class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.
Used With: All las weapons.

Fuel
Flame weapons use liquid fuel, which can vary greatly in composition and quality from purest promethium to crude flammable alcohols. The cost of fuel varies depending on the class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.
Used With: Hand flamers, flamers, and heavy flamers.

Bolt Shells
The mass-reactive explosive bolt shell is one of the deadliest rounds in the Imperial arsenal. However, the difficulty and cost of its manufacture restricts its use to all but the most wealthy or well connected.
Used With: Bolt pistols, bolters, and heavy bolters.

Melta Canister
Meltaguns use specially refined chemicals injected into highly pressurised canisters. The cost of a melta canister varies depending on the class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.
Used With: Inferno pistols, meltaguns, and multi-meltas.

Plasma Flask
Raw plasma weapon fuel consists of highly dangerous and volatile photonic hydrogen, compressed and contained within reinforced flasks. In all cases, it provides shots equal to the weapon's full clip value.
Used With: Plasma pistols, plasma guns, and plasma cannons.

Exotic
There are many kinds of weapons in the Imperium that use unusual types of ammunition, from the viscous gel of a webber to the finely crafted darts of a needle pistol.
Used With: Needle pistols, needle rifles, and any other exotic ranged weapons.

Artillery
These massive shells are proprietary to the weapons with which they are associated. Individual rounds weigh at least twenty kilograms and often substantially more than that. These volatile shells may be extremely unstable and require careful and expert handling when loading and transporting.
Used With: Any Vehicle-class cannon.

Table 6-15: Unusual Ammunition

Name	Availability
Amputator Shell	Extremely Rare
Bleeder Round	Rare
Dumdum Bullets	Scarce
Expander Rounds	Scarce
Explosive Arrows/Quarrels	Scarce
Hot-Shot Charge Pack	Scarce
Inferno Shell	Rare
Man-Stopper Bullets	Scarce
Tempest Bolt Shell	Near Unique

Unusual Ammunition
Not all munitions are created equal and there are many enhanced or unusual choices beyond the standard fare issued to Guardsmen—a modest variety are presented here. Each type of unusual ammo can only be used with certain weapons as detailed in its description, and only one kind of ammunition can be used at a time (i.e. their effects cannot be combined). Ammo weight is not listed; should it be important to know how much ammunition weighs, consider a weapon's full clip to weigh 10% of the weight of the weapon itself.

Amputator Shell
Filled with explosive micro-shrapnel, these bullets are designed to shear flesh and shatter bone, causing limbs to be blown away.
Effects: Amputator Shells add 2 to the weapon's Damage.
Used With: Stub revolvers, stub automatics, shotguns (all types), sniper rifles, hand cannons, autopistols, and autoguns.

Bleeder Round
This ammunition is treated with toxins to prevent coagulation and keep wounds bleeding freely. These shells are designed to burst on penetration and spread the anti-coagulants quickly.
Effect: If a target takes Damage from Bleeder Rounds, it begins to gush blood. All subsequent attacks against the target deal +2 Damage until the end of combat. This effect does not stack with other Bleeder Rounds, and does not affect targets with the Daemonic or Machine Traits.
Used With: Stub revolvers, stub automatics, hand cannons, autopistols, and autoguns.

Dumdum Bullet
These heavy, blunt bullets are designed to cause maximum tissue damage and can tear apart soft targets, though they are less effective against armour.
Effect: Dumdum bullets add +2 to the weapon's Damage, but Armour Points count double against them.
Used With: Stub revolvers, stub automatics, sniper rifles, and hand cannons.

Expander Round
Vicious and outlawed on some worlds, these dense shells are designed to shred open after impact, creating huge exit wounds.
Effect: Shots fired with these rounds add 1 to both Damage and Penetration.
Used With: Stub revolvers, stub automatics, sniper rifles, autopistols, and autoguns.

Explosive Arrows/Quarrel
Explosive arrows and quarrels might be crudely tipped with shells or treated with one of a variety of unstable alchemical compounds.
Effects: Attacks are made with a –10 penalty, the weapon's Damage type becomes Explosive, and the weapon loses the Primitive quality.
Used With: Bows, crossbows, and hand bows.

Hot-Shot Charge Pack
This is a powerful charge pack for a las weapon, favoured by snipers in some Imperial Guard regiments. Each hot-shot charge pack is good for only a single shot.
Effects: A weapon using a hot-shot charge adds 1 to its Damage, gains the Tearing Quality, and gains a Penetration of 4. However, the weapon loses its Reliable Quality, and its Clip Size is reduced to 1.
Used With: Laspistols, lascarbines, lasguns, and long-las.

Inferno Shell
These shells contain a volatile, clinging gel that ignites on contact with the target.
Effects: A weapon using inferno shells gains the Flame Quality.
Used With: Shotguns, pump-action shotguns, combat shotguns, and all bolt weapons.

Man-Stopper Bullet
These densely tipped bullets are designed to punch through many forms of personal armour.
Effects: A weapon using man-stopper rounds increases its Penetration by 3.
Used With: Stub revolvers, stub automatics, sniper rifles, hand cannons, sniper rifles, autopistols, and autoguns.

Tempest Bolt Shell
Tempest bolt shells are perhaps the rarest variety, manufactured only in the temples of Mars. They contain a powerful miniaturised plasma-shock generator that releases a pulse of electromagnetic and thermal energy as the shell detonates. They are particularly effective against machine targets, but obtaining them from the Machine Cult is a nigh-impossible task.
Effect: Change the weapon's Damage class to Energy and the weapon gains the Shock Quality. The weapon adds 3 Damage when used against a target with the Machine Trait.
Used With: Bolt pistols, boltguns, and heavy bolters.

ARTILLERY SHELLS
Units with access to extraordinary resources within the Adeptus Mechanicus are sometimes able to requisition less common types of artillery shells. All of these shells are compatible with the battle cannon, Demolisher cannon, Vanquisher battle cannon, and Earthshaker cannon. Effects of each artillery variation are detailed within the description. Note that, while it is uncommon, a single tank may be supplied with multiple types of shells.

Table 6-16: Artillery Shells

Name	Availability
Anti-Tank Shell	Extremely Rare
High Explosive Shell	Rare
Illumination Shell	Very Rare
Infernus Shell	Extremely Rare
Smoke Shell	Rare

Anti-Tank Shell
These shells typically sacrifice explosive capacity for a hardened core and an increase in propellant to accelerate muzzle velocity. The proportionate increase in kinetic energy adds to the chance of these shells blasting through even the strongest of armours.
Effects: An Anti-Tank shell has a Penetration of 12. Note that these shells may not be fired Indirectly.

High Explosive Shell
These shells are more commonly available than the specialized shells used in some artillery weapons and are the standard ammunition for a Leman Russ battle cannon. They use a generalised explosive core that sends a blast of shrapnel and a potent wave of concussive force through the target area.
Effects: When fired, the weapon profile changes (Damage 3d10+10 X; Pen 8; Blast (10), Concussive (3)). Any other Qualities intrinsic to the weapon are unmodified.

Illumination Shell
Essentially a massive flare, these shells are fired to light up battlefields under even the darkest of conditions. At the zenith of their fire arc, the shell deploys a massive parachute and ignites an enormous flare. Unless shot down, these shells fully illuminate more than a square kilometre for up to ten minutes. Much rarer than the Starflare round commonly used in mortars, the Illumination Shell is typically only deployed for armoured units operating without access to such support.
Effects: Once fired, the region beneath the descending flare is considered fully illuminated.

Infernus Shell
These shells replace the standard high explosive contents of a normal artillery shell with incendiary material, commonly phosphorine or thermite. While the initial blast is substantially less damaging than a normal artillery shell, its victims are almost invariably set aflame.
Effects: The weapon's stat line changes as follows: Damage 2d10+10 E, Pen 6. It loses the Concussive Quality but gains the Flame Quality.

Smoke Shell
While most Imperial vehicles are equipped with short range smoke launchers, sometimes a tank commander wishes to shut down visibility some distance away from the vehicle. For such circumstances, these shells, loaded with thermal smoke and electromagnetic chaff, are ideal for eliminating visibility within a region for several minutes.
Effects: Smoke shells do no Damage. Instead, their dense smoke blocks all natural, thermographic, and electronic visual devices within a 10-metre radius hemisphere for up to 10 Rounds. This duration is subject to the Game Master's judgement based upon weather conditions.

Armour

"Tighten that helmet, soldier! You don't want to find yourself bare-headed with the air full of lead and fire! "

–Sergeant Hestus of the 12th Telian Line Infantry

The 41st Millennium is not only filled with dangerous enemies, but also dangerous weapons, any of which can maim or kill in a heartbeat. Nearly every race in the galaxy has developed protective measures, ranging from simple animal skins to highly sophisticated powered shells and protective energy fields. Depending on the society, even civilians may wear armour in their daily routine. When one routinely operates in the warzones of the Imperium, this is even more essential.

Armour provides Armour Points (AP) to various locations on a character's body. In addition, some kinds of armour have special properties noted in their description.

Armour Type: The type of armour it is.

Location(s) Covered: What locations the armour covers, a combination of arms, legs, body, and head. Some armour covers all four locations and is noted as covering "All."

AP (Armour Points): How many Armour Points the armour provides for the locations covered. Any armour that provides 7 or more APs inflicts a –30 penalty on the wearer's Stealth Tests.

Wt (Weight): Represents how much the armour weighs. For information on how much a character can carry, refer to **Chapter I: Playing the Game** (see page 36).

Availability: This identifies the armour's availability, and is used when making Logistics Tests to acquire the armour (see page 161).

Mixing Armour

You can mix pieces of armour. However, their protective qualities do not "stack." When an area covered by multiple pieces of armour is struck, use only the highest AP value. For example, if a Catachan Guardsman wearing flak armour beneath a heavy leather pelt is hit in the body, the lower value of the heavy leathers (AP 2) is ignored and the Armour Points of the Flak Armour (AP 4) are used for the purposes of calculating Damage.

Primitive Armour

Primitive Armour is the norm on many feudal or feral planets, the lower levels of some hives where technology is unreliable or too expensive, and many alien worlds. Protection at this level often consists of reinforced animal hides, metal plating worn over the chest, chainmail, or combinations of these and other crude methods. Primitive armour will rarely stop a lasgun hit outright, but can turn a blade and is better than no protection at all.

Flak Armour

The most common type of armour in the galaxy is Flak Armour, as it is standard issue to the countless millions of Imperial Guardsmen. Many layers of ablative and impact absorbent material go into making each suit, enough to deflect or negate most low-level attacks such as small arms, shrapnel, and proximity blasts. Solid hits from high impact weapons can generally negate it, but given that it is relatively lightweight, cheap to produce, and dependable in most combat situations, many veterans keep using it even when offered better. As long as the wearer is not on the target spot of the blast, Flak Armour counts as 1 AP higher against Damage from weapons with the Blast Quality.

Table 6-17: Armour

Primitive Armour				
Name	**Locations Covered**	**AP**	**Weight**	**Availability**
Heavy Leathers	Arms, Body	1	5	Common
Chainmail Suit	Arms, Body, Legs	3	15	Common
Feudal World Plate	All	5	30	Scarce
Death World Beast Hide Vest	Body	6	20	Very Rare
Flak Armour				
Name	**Locations Covered**	**AP**	**Weight**	**Availability**
Flak Helmet	Head	2	2	Average
Flak Gauntlets	Arms	2	1	Average
Light Flak Cloak	Arms, Body, Legs	2	4	Scarce
Flak Vest	Body	3	5	Average
Flak Cloak	Arms, Body, Legs	3	8	Scarce
Flak Coat	Arms, Body	3	5	Average
Imperial Guard Flak Armour	All	4	11	Scarce
Carapace Armour				
Name	**Locations Covered**	**AP**	**Weight**	**Availability**
Carapace Helm	Head	4	2	Rare
Carapace Gauntlets	Arms	5	2	Rare
Carapace Greaves	Legs	5	3	Rare
Light Carapace	All	5	15	Rare
Carapace Chestplate	Body	6	7	Rare
Storm Trooper Carapace	All	6	15	Very Rare

Carapace Armour

Carapace Armour is generally a sign of status and is mostly worn by Imperial officers and agents. Made from moulded plates of armaplas, ceramite, or other strong materials, it can cover the entire body or just sections depending on the desired level of protection. Storm Troopers, for example, wear full body suits including a helmet, while most soldiers are lucky to gain access to just a simple chestplate to wear over more comfortable mesh or flakweave suits.

Some bodysuits have slots designed for simple carapace plates to be inserted in, so that the overall suits can be rapidly configured for as much or little protection as desired. Damaged plates can be more easily replaced without requiring the purchase of an entire new suit.

Force Fields

There are many situations in which wearing overt armour is either impractical or impossible and a more subtle means of protection is necessary. Defensive force fields are one solution, as they are generally easily concealable and very effective. Each is often a rare antique that may date back to the Great Crusade, and no grunt Guardsman would be trusted with such a priceless relic. In the Imperial Guard, Force Fields are reserved for those who have proven themselves in many campaigns.

A character may only benefit from one field at a time, regardless of how many different fields he may have equipped. When a character wearing an active field is attacked, roll 1d100. If the result is lower than or equal to the field's protection rating, the attack is nullified and has no effect on the protected character (although the attack might have an impact on the character's surroundings or other nearby characters, such as weapons with the Blast Quality).

Fields can also overload. Compare the 1d100 roll to avoid Damage to **Table 6–18: Field Overload Chance**. If the result is lower than or equal to the listed number, the field overloads and ceases to function until it is recharged or repaired (requiring the Mechanism Replenishment upgrade or a successful **Very Hard (–30) Tech-Use Test**).

Refractor Field

Refractor fields are generally the size of an eyepiece and can easily be worn as a disguised ornamentation. When active, they disperse an attack through the wide area of the field, effectively negating it. When active, though, they surround the wearer with a soft haze of light, making them easily noticeable in low lighting or darkness. They impose a –10 penalty on all Stealth Tests.

Table 6–18: Field Overload Chance

Field Craftsmanship	Overload Roll
Poor	01-15
Common	01-10
Good	01-05
Best	1

Conversion Field

Also known as Flare Fields, these work by converting the energy of an attack into blinding light, allowing them to negate much higher forces and delivering a disorientating visual blast as well.

If the field blocks more than 12 points of Damage from a single attack, the release of light is strong enough to act as a photon flash grenade burst centred on the wearer (see page 183). The character wearing the conversion field is unaffected by this burst.

Displacer Field

Displacer fields are very powerful but also more risky than other fields. Instead of absorbing or shunting away the energy of an attack, they instead shift the wearer away from the attack using miniature Warp-jump technologies. This action is usually automatically triggered by the attack through unfathomable sensors, though a user can manually activate the device if desired. This flickering into and then back from the dangers of the Empyrean is often as hazardous as the actual attack, however.

Roll 3d10 for the number of metres travelled—the wearer always emerges on solid footing and in a suitable empty space. If all three dice come up with the same number (e.g. three sevens), then the user does not re-emerge for 1d5 Rounds and gains 1 Corruption Point from exposure to strange energies. If the activation is unexpected, then the wearer cannot act for one Round while he regains his sense of place.

Power Field

While most field devices are small enough to be easily disguised or concealed, power fields, though highly effective, are also the most obtrusive and overt. The smallest are heavy backpack-sized affairs, while larger models are the size of sentry weapons. The force wall they project can deflect away the strongest of attacks, but sustained use drains energy very quickly. Personal units can only be active for an hour before depletion and are so large that users are automatically Encumbered. Larger units can protect entire vehicles or emplacements and are too big to be carried.

A power field causes the air to visibly ripple and crackle with static discharge, imposing a –20 penalty on all Stealth Tests. It also does not defend against ranged attacks made within 1 metre or attacks in melee.

Table 6-19: Force Fields

Name	Protection Rating	Weight kg	Availability
Refractor Field	30	2	Very Rare
Conversion Field	50	1	Extremely Rare
Displacer Field	55	2	Near Unique
Power Field (Personal)	80	50	Near Unique
Power Field (Vehicle/Emplacement)	80	500	Very Rare

Wargear

"Always prepare yourself for the worst. These foul Orks we fight? They are savage and highly unprepared. The Emperor shows us mercy for we are his children. Use what he has given us to succeed!"

–Sergeant Jordan Nabuu of the planet Kulth

It takes more than the ubiquitous lasgun to protect the Imperium from the threats that bear down on it from all sides. During his time in the field, a Guardsman and his squad will face a myriad of challenges in their missions and require a wide variety of specialized gear to complete them.

Due to Departmento Munitorum restrictions and the lack of space for an individual Guardsman on board an Imperial Navy vessel, very few personal items outside of standard kit are commonly allowed. Any specialized equipment required for a particular mission is provided by the Departmento Munitorum and (hopefully) shipped to the battlefront the regiment is operating in.

CLOTHING AND WORN GEAR

From the weathered, sleeveless shirts of the Catachan Jungle Fighters to the perfectly pressed dress uniforms of the Mordian Iron Guard, the uniforms of the Imperial Guard are as varied as the thousands of planets that they are drawn from. Small, generic items (better than Common Availability) are assumed to be readily available whether it be in trade from a cunning Ratling, or obtained from the abandoned buildings of the battlefield. For rarer gear and clothing, consult the following entries.

Chameleoline Cloak

Chameleoline material is made up of mimic fibres that blend the coloration of the wearer into their surroundings and are the garb of choice for snipers. A character wearing a chameleoline cloak gains a +20 bonus to Stealth Tests. If the wearer remains stationary, any Ballistic Skill Tests to target him suffer a –30 penalty.

Clip/Drop Harness

These are useful when operating on rooftops or rappelling down buildings and consist of a coiled safety line with a stout magnetic or hook fixture, all attached to a belt or torso harness. A character using a clip harness to descend a vertical surface gains a +30 bonus to Climb Tests and cannot fall if he fails. Common quality harnesses can hold 150kg, while Good quality harnesses can support 200 kg.

Deadspace Earpiece

Each of these devices can limit high-volume sonic disturbances such as explosions by automatically detecting and dampening the excessive noise down to a tolerable level. Users make any Toughness Tests against sonic effects or against the auditory effects of a Concussive weapon with a +20 bonus.

Table 6-20: Clothing and Worn Gear

Name	Weight	Availability
Chameleoline Cloak	0.5 kg	Rare
Clip/Drop Harness	2 kg	Common
Deadspace Earpiece	–	Very Rare
Filtration Plugs	–	Common
Photo-Visors/Contacts	0.5 kg	Scarce
Preysense Goggles	0.5 kg	Very Rare
Rebreather	1 kg	Scarce
Recoil Gloves	0.5 kg	Common
Respirator/Gas Mask	0.5 kg	Average
Survival Suit	–	Average
Synskin	2 kg	Very Rare
Void Suit	8 kg	Scarce

Filtration Plugs

These simple plugs of porous fibres are worn in each nostril to screen out most pollutants and harmful gases. A character wearing filtration plugs gains a +20 bonus to any Toughness Test made to resist the effects of damaging gases. Good Craftsmanship models add another +10 bonus, while Poor models must be replaced after five hours usage as the filter becomes clogged and unusable.

Photo-Visors/Contacts

These advanced lenses are designed to enhance low-level light so that even in the darkest nights users can see almost as well as in daylight. Characters wearing these gain the Dark-Sight Trait (see page 155). Good Craftsmanship visors also dampen the effects of photon flash grenades, making the wearer immune to their effects.

Preysense Goggles

Preysense goggles allow the wearer to see thermal images in low lighting, revealing hidden bodies (and other heat sources) against the coolness surrounding them. Poor Craftsmanship models cannot belie their true nature and are bulky goggles with glowing lenses; Good and Best Craftsmanship models are disguised as normal (if elaborate) eyeglasses. A character wearing these goggles suffers no penalties due to darkness and gains a +20 bonus to vision-based Perception Tests at night.

Rebreather

Rebreathers are designed to keep the wearer alive in even the most toxic atmospheres. Consisting of a mask or helmet, each contains an air supply and a character wearing a rebreather is immune to the effects of gases and can even survive underwater at limited depths. The air canisters last only for about one hour and then must be replaced, which takes a full action. Good Craftsmanship models last two hours, while Poor ones take two Full Actions to replace the canister. Replacement canisters are Scarce.

Recoil Gloves
These specialised gauntlets use interlocking plates connected with memory wire so that when the user grips a weapon, it locks together into a rigid strut around the hand and wrist and prevents wrist or arm damage when the weapon discharges. A character using a recoil glove can fire a Basic weapon with one hand without the normal –20 penalty and pistol weapons that require two hands can be used one-handed without penalty. Note that specialised weapon training is still required to use the weapon properly, without which the untrained penalty of –20 still applies.

Respirator/Gas Mask
A simple breathing mask that covers the nose and mouth or entire face, these offer much better protection than filtration plugs. A character wearing a respirator gains a +30 bonus to Toughness Tests made to resist the effects of gas and may re-roll failed results. Good Craftsmanship models add another +10 bonus, while poor models must be replaced after 10 hours usage as the filter becomes clogged and unusable.

Survival Suit
When working in harsh and extreme conditions (especially when it is not known in advance what they will be), survival suits are a must. No matter if it is too hot or too cold, the suit can maintain proper body temperature and hydration via excellent insulation capabilities. Using the differential between body temperature and outside temperature to drive thermoelectric power cells, it also has reclamation systems for turning sweat into drinking water. Most suits come complete with a hood, as well as goggles to protect the head and face. While it does not protect forever, for medium duration emergencies it can help sustain life until a rescue.

The suit grants a +20 bonus to any Tests against the effects of extreme environments. Good and Best Craftsmanship suits grant a +25 and +30 bonus, respectively, while Poor outfits only last three days before their internal mechanisms falter and need removal from the extreme temperatures to recharge.

Synskin
Synskin is a bio-reactive body glove with an inert non-reflective surface that moulds itself to the wearers form. It grants 2 Armour Points to all locations not already armoured and the wearer gains a +10 bonus to Stealth Tests. It also renders the wearer invisible to the use of infra-red goggles and Dark Sight.

Void Suit
Void suits are clumsy affairs designed to protect a user against vacuum. A Common Craftsmanship void suit has 12 hours of air and imposes a –10 penalty to Agility Tests. Poor Craftsmanship versions have six hours of air, while Good and Best Craftsmanship versions eliminate the Agility penalty.

Drugs and Consumables
Ingesting mind, mood, or constitution-modifying substances into the body has been a habit of humanity since time immemorial. Now, in the 41st Millennium, there is an entire galaxy of drugs to choose from. The Imperial Guard heavily regulates such substances and, with the exception of a few Departmento Munitorum sanctioned consumables, a Guardsman can find himself facing a firing squad if caught in possession of such drugs.

Amasec
Amasec is a popular alcoholic drink that is distilled from wine. It can range from lesser quality brews that are barely fit for firebombs to well-aged and flavourful brands that have the tendency to get confiscated by higher ranked officers due to the fact that they are suitable for only the finest of the Emperor's servants.

De-Tox
A common drug distributed by the Departmento Munitorum to squads likely to face chemical warfare, this drug can negate the effects of most dangerous gases and toxins if administered quickly enough. A dose of de-tox immediately ends the ongoing effects of both positive and negative drugs, toxins, or gases affecting the character (unless the description states that de-tox is not effective against them).

Using de-tox, however, is both painful and debilitating, and can cause several unpleasant side effects such as vomiting, nose bleeds, and a great voiding of the bowels. Upon taking this drug, a character is Stunned for a number of Rounds equal to 1d10 minus his Toughness Bonus. A result of 0 or less means that the character suffers no ill effects.

Frenzon
A generic name for a variety of combat drugs most often used with Penal Legions. Once administered, the subject becomes fanatical and fearless. A character using Frenzon gains the Frenzy Talent and becomes immune to the effects of Fear for the duration of the drug. A single dose of Frenzon lasts for 1d10 minutes.

Table 6-21: Drugs

Name	Weight	Availability
Amasec	–	Scarce
De-Tox	–	Rare
Frenzon	–	Very Rare
Lho-Sticks	–	Common
Obscura	–	Rare
Recaf	–	Abundant
Sacred Unguents	–	Very Rare
Slaught	–	Scarce
Spook	–	Rare
Stimm	–	Average
Tranq	–	Abundant

Excessive Drug Use and Addiction

When the same drug is used too often in a short period of time, there is a chance for it to have a diminished effect as the user builds up an immunity or tolerance. A character using more than one dose of a drug in a 24 hour period must make a Toughness Test for each use after the first, with a cumulative –10 penalty. Should the Test fail the drug has no useful effect and further doses have no useful effect for a full 24 hours

Excessive drug use can also lead to Addiction. Every time the effects of one of the drugs indicated below wears off, the user must take a **Routine (+20) Willpower Test** with a –5 modifier for every dose taken in the last week. Failure means the user is Addicted and will suffer one level of Fatigue unless he gets another dose (should this dose trigger the Excessive Drug Use Test above, it must be successfully passed for it to overcome the Fatigue loss). The character (should he so choose) can overcome the Addiction by passing **Very Hard (–30) Tests** for both Willpower and Toughness.

Lho-Sticks

Lho-sticks are common with Imperial Guard troopers and many menial workers. Each rolled paper tube contains a scented, mildly narcotic (and addictive) plant-derived substance, which is then lit, and the resulting smoke is inhaled through the tube.

Obscura

Though this drug is prohibited and the subject of widespread crackdowns in the ranks of the Imperial Guard, obscura remains a widely used narcotic among Imperial subjects. Smugglers can make a good living importing and selling the drug to all classes of civilians and military personnel. Obscura-users enter a dream-like state for 1d5 hours (if required to engage in combat, consider them under the effects of a hallucinogen grenade). For 1d10 hours after the effects wear off, they enter a deep depression, unless another dose of obscura is taken.

Recaf

Recaf is a popular hot beverage that is made from crushed and brewed leaves. The composition can vary from planet to planet, but most blends incorporate some form of stimulant such as caffeine or detoxified pharamoxine compounds. The perfect companion for a sentry's long watch at night.

Sacred Unguents

Sacred unguents blessed by the Omnissiah are much sought after for their mystical properties when applied to machines. If applied to a weapon—which requires a Full Action—the weapon becomes immune to jamming (see page 255) for a number of shots equal to its Clip Size. If the unguent is applied to an already jammed weapon, it immediately unjams, but there is no further effect.

Slaught

Also known as "onslaught," this drug heightens awareness and improves reaction time, literally speeding up the user but causing Fatigue and neural damage with prolonged use. Taking a dose increases the user's Agility Bonus and Perception Bonus by 3 for 2d10 minutes. When the drug runs its course, the user must pass a **Challenging (+0) Toughness Test** or suffer a –20 penalty to Agility Tests and Perception Tests for 1d5 hours.

Spook

This drug can augment and even produce short-term psychic abilities in the user. If a character without any Psy Rating takes a dose of spook, he must successfully make a C**hallenging (+0) Willpower Test** or gain 1d5 Insanity Points due to his mind being filled with terrifying visions of the Warp. If he succeeds, the user gains a Psychic Power from **Table 6–22: Spook Effects** (see descriptions in the chapter on Psychic Powers). The power lasts for 1d5 hours and the user makes all Focus Power Tests as if he has a Psy Rating of 1.

If a character with a Psy Rating of 1 or more uses spook, he must make a **Challenging (+0) Willpower Test**. If he fails, he gain 1 Insanity Point and the drug has no further effects. If he passes, he adds 1 to his Psy Rating for the next hour. However, add +25 to any rolls made on **Table 7–2: Psychic Phenomena.**

Saying that foreign drugs such as spook are frowned upon is a grave understatement. Anyone caught with this drug

Table 6-22: Spook Effects

1d100 Roll	Power Gained
1-4	Assail
5-8	Crush
9-12	Dominate
13-16	Endurance
17-20	Enfeeble
21-24	Fire Shield
25-28	Flame Breath
29-32	Foreboding
33-36	Hallucination
37-40	Mental Fortitude
41-44	Misfortune
45-48	Objuration Mechanicum
49-52	Perfect Timing
53-56	Prescience
57-60	Psychic Shriek
61-64	Scrier's Gaze
65-68	Shockwave
69-72	Smite
73-76	Spontaneous Combustion
77-80	Telekine Dome
81-84	Vortex of Doom
85-88	Roll twice, gaining both powers.
89-92	Pick any one power.
93-96	Gain 1 Insanity Point and roll again.
97-100	Gain 3 Insanity Points.

would find themselves on the wrong end of a Commissar's bolt pistol, but addicts will be addicts and it is not uncommon to hear tales of a Guardsman fighting under the influence of spook. The only question he has to ask himself is if the risk of being caught is worth the benefits?

Stimm

Stimm is a powerful drug that works to mask pain and drive fighters on when their bodies would otherwise give up. A dose of stimm works for 3d10 Rounds. During this time, a character ignores any negative effects to their Characteristics from Damage or Critical Damage and cannot be Stunned. When the stimm wears off, the character suffers a –20 penalty to Strength, Toughness, and Agility Tests for one hour.

Tranq

The term tranq covers an array of artificial, alcoholic chem-distillates made by the low-hive masses of the Golgenna Reach. The techniques for producing tranq have been carried throughout the Calixis Sector by crew-scum, criminals, and most importantly Guardsmen. Drinking tranq numbs the body and mind, which provides a very different feeling than being drunk on amasec, rotgut, or other spirits. Though similar in the end result, the effects of tranq are unpleasant, depressive, and require an acquired taste.

TOOLS

The labyrinthine bureaucracy of the Departmento Munitorum is constantly processing and transporting a dizzying array of weapons, tools, and equipment to warzones all across the Imperium. So far reaching is their influence that any specialised tool a Guardsman squad could need for a mission, the Departmento can acquire it.

Accordion Wire

A staple of trench warfare, accordion wire comes in wickedly barbed metal spools that can be quickly stretched out and deployed to defend trenches or buildings from an infantry assault. Any character attempting to cross deployed accordion wire must make a **Hard (–20) Acrobatics Test** or suffer 1d5 Rending Damage plus 1 extra Damage for each Degree of Failure on the Test.

Auspex/Scanner

The standard Imperial detection device, these are used to detect energy emissions, motion, biological life-signs, and other information. A character using an auspex gains a +20 bonus to Awareness Tests and may make a Tech-Use Test to use it to spot things not normally possible with human senses, such as invisible gases, nearby signs of life, non-visible radiation, or other things as appropriate. The standard range for an auspex is 50m, though walls more than 50cm thick and certain shielding materials can block the scanner. Good Craftsmanship models increase the bonus to +30, but Poor Craftsmanship models can only penetrate 20cm of material.

Auto Quill

These scribing devices seem arcane in appearance, but allow the user to copy text at an impressive rate with great accuracy. A character with the Trade Skill can use an auto quill to gain a +10 to their Tests involving this Skill.

Calixian Infantryman's Portable Communications Transcription Device

While the construction of the Calixian Infantryman's Portable Communications Transcription Device varies greatly from planet to planet, its function is vital. Every Guardsman tithed from a world within the Calixis Sector is expected to have a rudimentary understanding of its operating procedures so that he may communicate when Vox-operators are not available.

Typically a gripped cylinder with a reservoir or staining liquid, the device has also been manufactured successfully on primitive worlds such as Iocanthos using soft breaking metal or fissionable residue encased in a strain resistant substance, usually milled on site. When a staining liquid is used, it can be manufactured from a variety of substances found throughout the Calixis Sector including, but not limited to, flora/fauna compression, animal excretion harvesting, or synthetic means. This source can often affect the hue of the staining liquid.

The "por-com," as many Scintillan regiments have come to call it, is typically issued with locally rendered Calixian Infantryman's Portable Communications Notation Devices. These can be harvested from fauna rendering processes or created synthetically.

A Poor Craftsmanship Calixian Infantryman's Portable Communications Transcription Device is unreliable. Whenever a Guardsman wishes to make use of one, he must roll 1d10,; on a 1 or 2, the device fails to function. An **Ordinary (+10) Tech-Use Test** will allow the Guardsman to perform the Drusian Litany of Gesticulation, calling on the power Saint Drusus to restore the device to working order.

A Best Craftsmanship Calixian Infantryman's Portable Communications Transcription Device functions even in locations without gravity and has multiple reservoirs that hold different pigments of staining liquid.

Combi-tool

Commonly found in the hands of members of the Adeptus Mechanicus, combi-tools are versatile, if somewhat bizarre, mechanical devices. A character using a combi-tool gains a +10 bonus to Tech-Use Tests.

Data-slate

Data-slates are common in the Imperium and are the primary means of storing and reading printed text and other media such as video or audio recordings. They are cheap and easy to make, and many contain a single media recording, such as text, and can only play that single file. Others can re-record new information or transmit and receive data from other devices.

Table 6-23: Tools

Name	Weight	Availability
Accordion Wire	0.5 kg	Common
Auspex/Scanner	0.5 kg	Scarce
Auto Quill	–	Scarce
Calixian Infantryman's PCTD	–	Plentiful
Combi-tool	1 kg	Rare
Data-slate	0.5 kg	Common
Demolition Charge	1 kg	Scarce
Diagnostor	4 kg	Rare
Field Suture	0.5 kg	Average
Glow-globe/Lamp Pack	0.5 kg	Abundant
Grapnel & Line	2 kg	Common
Grav Chute	15 kg	Rare
Injector	0.5 kg	Common
Lascutter	4 kg	Average
Laud Hailer	4 kg	Scarce
Magboots	2 kg	Rare
Magnoculars	0.5 kg	Average
Manacles	1 kg	Plentiful
Mantrap	2 kg	Plentiful
Medi-kit	2kg	Common
Melta Bomb	12 kg	Very Rare
Micro-bead	–	Average
Multicompass	4 kg	Near Unique
Multikey	–	Scarce
Munitorum Manual	0.5 kg	Plentiful
Pict Recorder	1 kg	Average
Psy Focus	–	Average
Screamer	2 kg	Scarce
Signal Jammer	2 kg	Rare
Static Generator	3 kg	Very Rare
Stummer	2 kg	Average
Hand-Held Targeter	0.5 kg	Scarce
Uplifting Primer	–	Plentiful
Vox-caster	4 kg	Scarce

Demolition Charge

A demolition charge is a simple explosive device, commonly used for blowing open doors, breaching bulkheads, and destroying infrastructure. The listed weight for a demolition charge represents 1kg of explosives, though it is possible to rig charges together, thus increasing their destructive potential. When a demolition charge explodes, anything caught within its blast suffers 3d10 Explosive Damage plus 2 Damage for every kilogram used. The blast radius is 5 meters for each kilogram used. For setting and defusing explosives, see the Tech-Use Skill on (see page 133).

Diagnostor

The diagnostor is a sophisticated medical device used across the galaxy. It can detect and diagnose almost every ailment known to the Imperium, and can be incorporated into medical kits, servo-skulls, and other dedicated servitors. Any individual trained in medical knowledge in the Imperial Guard understands its use.

A diagnostor provides +20 to Medicae or Perception Tests to determine an ailment. A success indicates the proper treatment.

Glow-globe/Lamp pack

Sturdy and reliable, glow-globes illuminate many an Imperial paveway and cathedral. Most portable ones are roughly the size of a clenched fist and can shine strong, yellowish light a dozen or so metres in width, lasting roughly five hours before their power pack needs recharging or replacing.

Field Suture

Common implements found on battlefields across the Imperium, field sutures are used to quickly sew shut wounds to prevent blood loss. They can vary in form, from a simple needle and thread to archaic devices which staple shut the injury. Field sutures provide +30 to Medicae Tests to staunch Blood Loss.

Grapnel & Line

Grapnels use a small launcher or gas-gun to fire a hooked or magnetic grapnel, connected to the launcher with a coiled 100m length of thin but strong line. Once the grapnel attaches to the desired spot such as a rooftop, a Guardsman can manually climb the line or activate a powered winch. Common sets can hold 150kg, while Good or Best can support 200 kg.

Grav Chute

A smaller version of a jump pack, these rely on suspensor fields to counter gravity to slow descent. Two small jets on either side above the shoulders offer extra braking as well. Unlike a jetpack, Grav Chutes are designed only to allow the user to land safely from a long fall—such as combat drop from a transport—rather than leap into the air.

If the character passes a **Challenging (+0) Agility Test** or **Routine (+20) Operate (Aeronautica) Test**, the grav chute allows for a safe, guided fall from any height, otherwise the character counts as having fallen two metres for each Degree of Failure (see **Falling** on page 267 in **Chapter VIII: Combat**).

Injector

Most specialised drugs require injectors. These can take many forms, from low-tech, disposable syringes up to sophisticated hypo-sprays. An injector can hold one dose of any drug, which a character may administer as a Half Action.

Lascutter

Ideal for slicing open doors and bulkheads, lascutters were originally designed for mining where their short range but intense cutting beam could chop apart even the toughest rock. Most models can cut or weld around 10cm of metal depending on the thickness involved. They are large and cumbersome to use, however, precluding their effectiveness in combat situations. It can be used as a weapon (Heavy; 2m; 2d10+16 E; Pen 10; Clip 5; Rld 2 Full) but only on stationary targets.

Laud Hailer

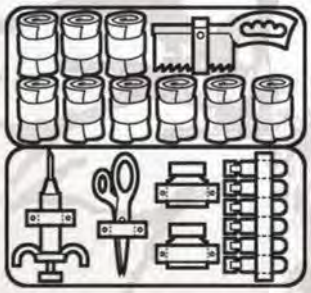
Whether belting orders over the ferocious roar of combat or addressing a crowd of thousands of men, Imperial Commanders often require great volume, and a laud hailer is the perfect tool. A laud hailer can amplify normal speech levels such that an entire crowd can hear it clearly.

Magboots
Heavy and bulky, these oversized boots contain electromagnets that allow the wearer to adhere to metallic surfaces such as exterior hull plating and are often found in void-ship emergency lockers. Magboots reduce the character's Agility Bonus by 2 when used, but otherwise allow normal movement in low- or zero-gravity areas, provided there is a suitable surface to walk upon.

Magnoculars
These are powerful vision aids that magnify distant objects. More advanced, high quality magnoculars can also do such things as give range read-outs, detect heat sources, calculate target location positioning, and take pict-captures of a view for later analysis.

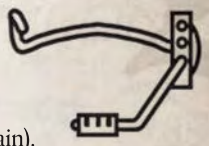
Manacles
These are solid restraints often used by bounty hunters and enforcers—and can also be found in the hands of more nefarious individuals or used for darker purposes. An Imperial Guardsman might be issued these to capture a hostile civilian or to restrain a very valuable target for questioning.

Mantrap
A portable hinged jaw device that has become popular in the Spinward Front, being used against the Orks of Waaagh! Grimtoof. It was designed as a lightweight tool that the Guardsmen could place as a trap or to protect an area from outside enemies. Most Orks, not being of the highest level of intelligence, tend not to notice them. It was developed primarily for fighting in cities such as Kulth, to slow the Orks down without sacrificing the city's buildings. If a character steps on the clutch inside the trap, it snaps shut on their leg dealing 1d10 Rending Damage, and rendering him Immobilized. The individual must pass a **Difficult (–10) Strength Test** to free themselves from the clutches of the trap.

Medi-kit


Small, compact, and reliable, medi-kits are essential gear for every Imperial Guard Squad. Each has a diagnostic cogitator complete with bio-scanner and probes, along with chemicals, drugs, and other means to treat a variety of injuries and ailments and grant a +20 to those using it in conjunction with the Medicae Skill. Advanced models include such items as tox wands, synth-skin applicators, and other aids usually available only to the wealthiest of the Imperial elite. These grant the +20 bonus to the Medicae Test even if the user does not possess the Medicae Skill, but weight an extra 3 kg and are Rare instead of Common.

Melta Bomb
Perhaps the most powerful portable explosive in existence, melta bombs use magna-adhesives to adhere to metallic surfaces where they detonate with a lethal shaped charge of intense heat, similar in effect to a melta weapon. They are ideal for destroying bulkheads, vehicle hulls, and other heavily armoured targets. The common Imperial variety is roughly domed in shape but heavy and unwieldy. Handles on the casing allow the user to heft the bomb and slap it into place against the target surface, but it is not practical to throw (especially should the explosive side be facing the user when it detonates). A melta bomb explodes for 6d10 E Damage, Penetration 12, with a range of two metres and the Flame and Melta Qualities.

Micro-bead


A micro-bead or comm-bead is a short range communication device worn in the ear, good for communication out to about one kilometre (depending on weather conditions and intervening terrain). Each fits discretely in the ear, with higher Craftsmanship models nearly undetectable in casual inspection.

Multicompass
When exploring new worlds, a device of this ancient tech-pattern is indispensable—but few have the means or influence to acquire one. After a few seconds of analyzing planetary data, a multicompass can display directions, show topographical maps, point out compass bearings, indicate altitude, and much more. Even the Mechanicus Calixis do not fully understand all of the capabilities of such a rare and hallowed device. Possessing a multicompass adds a +20 bonus to all Survival and Navigation (Surface) Tests.

Multikey
As it can open most standard Imperial locks, the multikey is not a standard item for most honest Imperial citizens. For the same reason, though, they are widely sought after by criminals and other disreputable elements. A character with a multikey gains a +30 bonus to any Security Test when trying to open locks.

Munitorum Manual
A mandatory item that is required of all Guardsmen to have on them at all times. This item details information about weaponry, supplies, and kits that the Guard and the Imperium utilize. Written by the Departmento Munitorum, it is a key staple in all Guardsmen's gear. If this item is lost or not on the person, there are severe consequences.

Pict Recorder
Pict recorders (or sometimes referred to as picters) are relatively simple live-media recording devices, and some have holographic capabilities. Most also allow for playback as well as recording, and some are even built into dedicated pict-servitors so that they can capture important archaeological quests, weapon tests, alien interrogations, and other dangerous events.



Psy Focus
Psykers often use devices to help them focus their powers. A psy-focus could be a sacred bone, carved wytch stave, or chain of crystals. When a Psyker with a psy-focus makes a Focus Power Test (see **Chapter VII: Psychic Powers)** he gains a +10 bonus.

Screamer
These proximity alarms alert their users to incoming dangers by setting off a horrendous noise. To activate, the player must succeed on a **Challenging (+0) Tech-Use Test**, but the GM rolls this Test in secret; players will not know how well the device is working until later on. Once set, a screamer has a Perception of 75 for the purposes of detecting sounds or motions. If it detects an intruder, it sounds its alarm, which can be heard anywhere out to one kilometre. Doors, walls, and other barriers may reduce the alarm's range. Simple models (Poor Craftsmanship) only detect loud noises or fast movements nearby while more advanced models (Good Craftsmanship) can detect specific sound, movement, or even odour ranges and can also have more subtle warning methods (such as screaming only into vox channels).

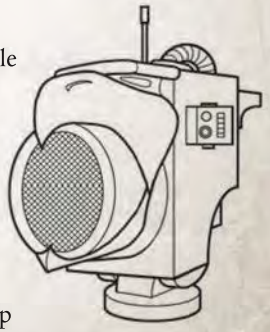
Signal Jammer
As the name suggests, this device acts to overpower local vox, data, or other transmissions. Basic models are overt and obvious, such that the transmitting agencies know they are being jammed. Sophisticated versions emit precisely-tuned frequencies that dampen out transmissions without anyone detecting the action.

Static Generator
Simple but obvious, this emits a powerful sphere of white noise across commonly used transmission frequencies within 30 metres. Comm devices do not function, but it is also clear to all users that they are being disrupted and the device can be easily located. Still, when set on a timer and placed next to a transmission tower, they are effective for short-duration sabotage.

Stummer
The reverse of a screamer, stummers generate sound waves to cancel out ambient sounds and noises made by moving personnel in a small area. A character carrying an active stummer gains a +30 bonus to Stealth Tests. A stummer typically has enough power for 20 minutes of continuous use before needing to be recharged—a process that takes about one hour.

Hand-held Targeter
A hand-held targeter is a small, hand-held device that is used by most forces of the Imperium. It is capable of detecting ranges to targets using optical sights for zooming, prediction systems for firing, and so on. It is commonly used by spotters assisting with artillery fire. A Guardsman with a hand-held targeter may spend a Half Action to grant another character +20 to his next Ballistic Skill Test when firing a weapon with the Indirect Quality.

Uplifting Primer
A staple piece of gear that Guardsmen are required to have on them at all times—this piece of kit is never to fall into the hands of the enemies of the Imperium. It details everything a Guardsman needs to know: principles and regulations of the Imperial Guard, issued arms, attire, apparatus, and equipment, basic battlefield policy and Imperial Guard organisation and structure, elementary battlefield medical instructions, and a detailed guide on the foes of the Imperium. No Guardsman should ever be found without possession of a copy of the Uplifting Primer—the punishment is severe.

Vox-caster


A vox is a standard and reliable communication device used to transmit over long distances, including to and from orbiting vessels. This allows communications with other who have vox-casters. Standard ranges are 100 kilometres, though higher Craftsmanship versions have longer ranges.

Cybernetics

Bionic implants and cybernetic augmentation are a fact of life in the Imperium. They are blessings of the Machine God, enabling damaged or diseased parts of the body to be replaced, improving on the abilities and powers of the human body and, in certain cases, extending life. There is a price to be paid for such improvements, however, and that cost is measured not simply in flesh but, it can be argued, in humanity.

While it is expected for all members of the Adeptus Mechanicus to replace their impure flesh with holy technology, for most others a bionic replacement or upgrade is more often a necessity due to injury or occupation. Guardsmen often view this as an opportunity, however, as some mechanical substitutes are far superior to the natural limb or organ they replace. While few bionics are as advanced as those granted to the Priesthood of Mars, more common forms rarely require the extensive body modifications espoused by adepts of the Machine Cult.

Due to superstition and the uneven availability of technology across the Imperium, the sophistication and use of bionics varies widely, as does the reaction to those who display augmentations. Each different kind of cybernetic grants the user different benefits (and sometimes penalties) depending on Craftsmanship (see page 166). The exception to this is Best Craftsmanship cybernetics, which rarely provide additional benefits beyond those of Good Craftsmanship, but are far more impressive in the construction and design. The availability listed below represents Common cybernetics. All mechadendrite cybernetics are considered to be of Good Craftsmanship unless otherwise noted.

Bionic Replacement Limbs and Body Parts

Bionic replacement limbs are assumed to operate at the same level of strength and dexterity as the body they are attached to—rather than risk ripping themselves out of their host through overpressure—though their robust construction does add 2 to the owner's Toughness Bonus against hits scored to that particular location. Damage taken to these locations counts towards Damage to the character, and Critical Damage dealt to these locations functions as normal. Any result that causes bleeding or some other inappropriate result instead renders the bionic limb useless. Critical Damage to a limb that results in death has the full effect, as it can be assumed that the limb explodes into shrapnel, incinerates, or discharges stored energy through its owner with lethal effect.

Replacement and additional limbs—such as mechadendrites—can only be used to perform tasks that the owner already knows how to do. So, for example, a character with a medicae mechadendrite must have the Medicae Skill in order to take advantage of the extra abilities the limb grants.

Note that the bonuses and penalties relate only to Tests made using the bionic limb, and characters who possess two bionic limbs do not gain double the bonus, but rather they may apply the bonus regardless of which bionic limb they are using.

Table 6-24: Cybernetics

Name	Availability
Augur Array	Rare
Autosanguine	Very Rare
Baleful Eye	Near Unique
Ballistic Mechadendrite	Very Rare†
Bionic Arm	Scarce
Bionic Legs	Scarce
Bionic Respiratory System	Rare
Bionic Heart	Very Rare
Calculus Logi Upgrade	Very Rare
Cerebral Implants	Very Rare
Cranial Armour	Scarce
Cybernetic Senses	Rare
Ferric Lure Implants	Very Rare
Interface Port	Rare
Internal Reservoir	Rare
Locator Matrix	Rare
Luminen Capacitor	Very Rare
Maglev Coils	Very Rare
Manipulator Mechadendrite	Very Rare†
Medicae Mechadendrite	Very Rare†
Memorance Implant	Rare
Mind Impulse Unit	Rare
MIU Weapon Interface	Rare
Optical Mechadendrite	Very Rare†
Respiratory Filter Implant	Rare
Subskin Armour	Very Rare
Synthmuscle	Rare
Utility Mechadendrite	Very Rare†
Vocal Implant	Scarce
Volitor Implant	Rare

† *Some cybernetic systems are only provided to tech-adepts of the Adeptus Mechanicus, though it is possible that skilled hereteks might risk the Machine Cult's wrath by implanting crude versions of these systems in anyone willing to pay their price.*

Bionic Arm

One of the more common replacement limbs to be found, Common Craftsmanship versions ape a normal hand and arm exactly, retaining strength, dexterity and sense of touch.

- Poor Craftsmanship versions are more cumbersome and visibly artificial; halve the owner's Agility score where matters of fine dexterity are involved. In addition, Weapon Skill and Ballistic Skill Tests made when using the limb take a –5 penalty.
- Good Craftsmanship bionic arms improve on natural design and provide a +10 bonus on Agility Tests requiring delicate manipulation.
- Best Craftsmanship arms add a +10 bonus to Strength Tests using the arm and can be used to store small items such as pistol ammo clips inside concealed interior compartments.

Bionic Heart
The paranoid (or the prepared) are ever willing to replace crude flesh with more durable, armoured materials—the light armour shielding of a bionic heart provides a last line of defence. Superior models can be triggered to pump more rapidly to increase physical capacity, though this risks stroke or other catastrophe as the rest of the circulatory system is put under pressure. A character with this implant gains +1 Armour to the Body location—this bonus stacks with any armour worn—and gains the Sprint Talent.

Bionic Legs
In the basic Common version, locomotion bionics are fully integrated into the hip with a spinal link and allow a Guardsman to walk, run, and climb at normal human levels.

- Poor Craftsmanship models, however, are lumbering affairs that reduce a character's movement rate by one, and when running the user must succeed on an **Ordinary (+10) Agility Test** or fall at the end of his movement.
- Good Craftsmanship level artificial legs grant the owner the Sprint Talent and add a +20 bonus to Athletics Tests made to jump or leap.

Bionic Respiratory System
Common bionic lungs and implanted respiratory systems mimic the action of human lungs and keep the body supplied with oxygen. Such characters gain a +20 bonus to Toughness Tests made to resist airborne toxins and gas weapons.

- Poor bionic lungs offer the same benefits as the Common system. However, they are raucously loud affairs and characters suffer a –20 penalty to Stealth Tests. A generally poor oxygen supply to the body means that the character suffers a –10 penalty on all Tests involving strenuous physical activity.
- Good bionic lungs count as a full life support system—thus if for any reason the user's own respiratory system fails, his bionic lungs keep his blood oxygenated—and their presence can be unnoticeable if designed to be so.

IMPLANT SYSTEMS
What follows are of the more widely used bionic and cybernetic implants designed to improve or salvage the human body. Implants usually serve to grant a human some ability he did not already possess, or integrate external devices into his body.

Note: Mechadendrites are cybernetic limbs that are usually mounted on the back or shoulder. The maximum number of mechadendrites a character may have mounted upon his body is equal to his Toughness Bonus.

Augur Array
These implanted devices duplicate the effects of sensor systems that go beyond normal human senses. In all cases, their use requires concentration and a Half Action.

Common systems function identically to a standard hand-held auspex device (see page 200).

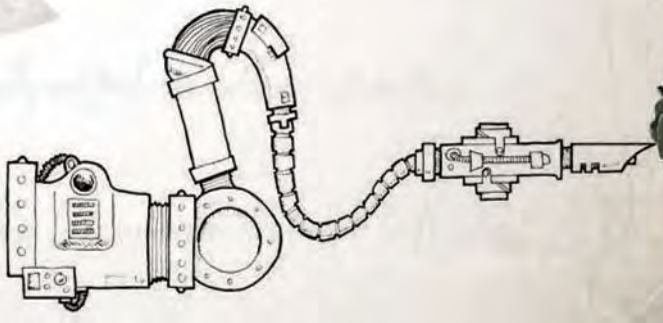
Poor systems possess only a single detection ability (either heat, radiation, electromagnetics, or very rarely Daemonic taint) and have the limited range of 20 metres. If the augur is set to detect Daemonic taint, it has the possibility to be overwhelmed and malfunction should a Daemon get too close.

Good systems function as a full auspex but also allow re-rolls on all Perception-based Tests when using its functions. In regards to the Daemonic taint detection, as opposed to the Poor system augur, a Good system cannot be overwhelmed and seems to almost filter out any taint it detects instead of getting backed up by it.

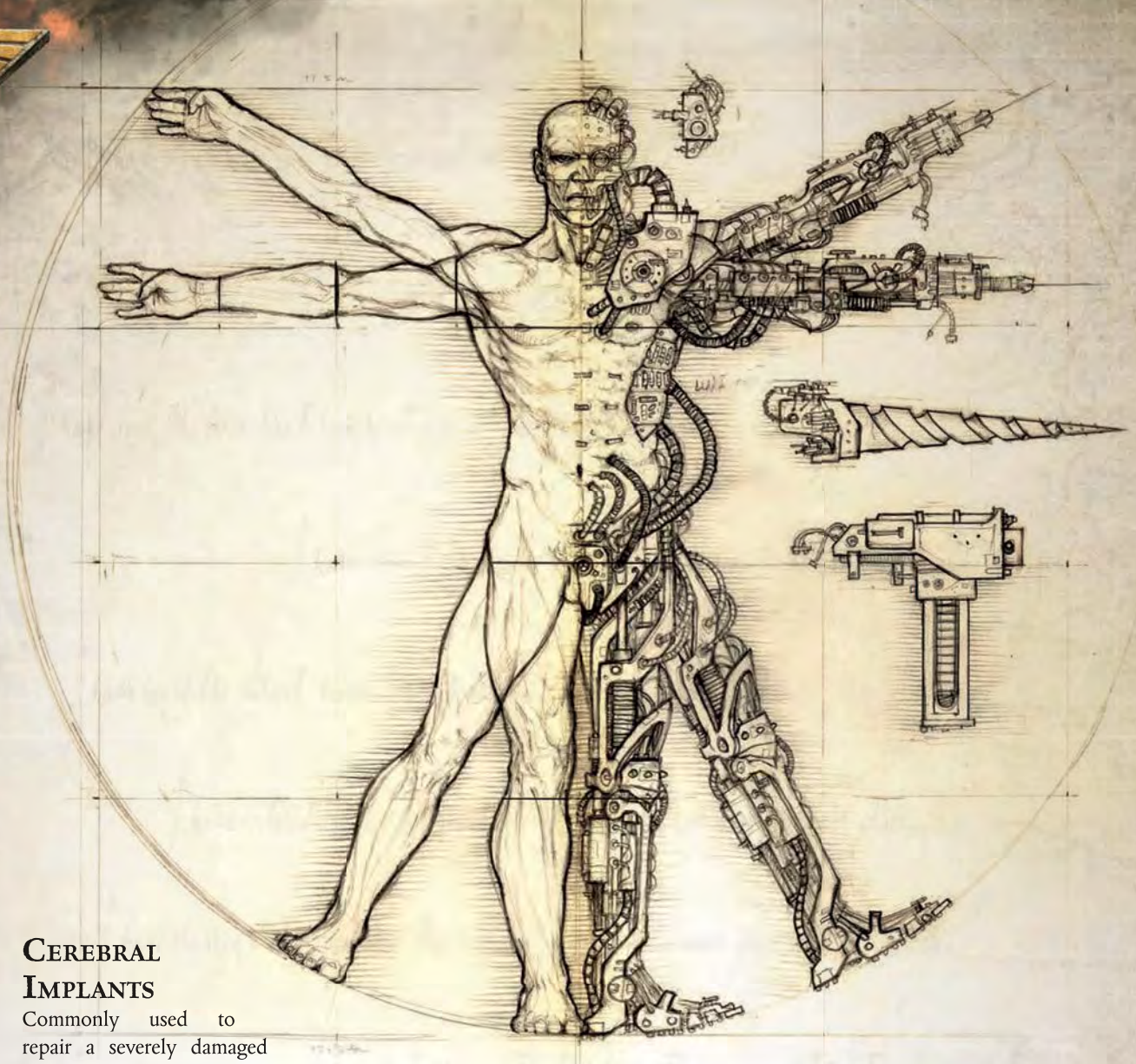
Autosanguine
This ancient and blessed technology of the Mechanicus flows through the character's blood. These miniscule machines repair minor injuries and speed healing. When applying healing, the character is always considered Lightly Damaged, and heals at an increased rate, removing 2 points of Damage per day.

Baleful Eye
A baleful eye is a legendary archaeotech bionic eye pattern that incorporates a tiny las weapon, which sacrifices some of the normal abilities of a cybernetic vision implant in order for this device to be included. Each baleful eye has been passed from recipient to recipient across centuries or millennia, reclaimed by the Machine Cult whenever its owner dies. As might be imagined, it is very intimidating when used as a part of negotiations with primitive societies. A character with this implant has a weapon equal to a hot-shot pistol in his eye with a Range of 10m. The baleful eye can be fired even if the character's hands are full and can be used as a Pistol in melee. It also has no Clip Size, however a Jam result causes the character to lose sight in the eye for a number of Rounds equal to the Degrees of Failure on the attack.

Ballistic Mechadendrite
This solid, shoulder-mounted mechadendrite is designed for self-defence. This two metre limb may be armed with any Pistol-class weapon with the Compact Upgrade. The character can attack with this weapon as his Reaction. A character must have the appropriate Mechadendrite Use Talent to operate this implant.



Calculus Logi Upgrade
These bionics are internal cogitator implants which aid in data retention and processing. The user can rapidly sift through stacked data-slates and parchments, applying intuition to vast reams of data far beyond the capabilities of a normal man. This implant grants the user a +10 bonus to Literacy, Logic, or Scholastic Lore Tests.



Cerebral Implants

Commonly used to repair a severely damaged brain or hopefully augment its abilities, these often risky implant systems represent a major step from simply replacing a limb, to altering a character from human to mechanism.

Common-level implants can restore paralysed and brain-damaged users to a semblance of normality, but with a permanent loss of 1d10 points from the character's Weapon Skill, Ballistic Skill, Agility, Intelligence and Fellowship Characteristics.

Poor versions restore brain function but destroy the personality and memories of the subject, rendering them no better than a servitor, and as such are unsuitable for Player Characters.

Good cerebral implants are very rare even among the high ranking officers of the Guard, and are exceedingly difficult to arrange, becoming Near Unique in availability. These grant the user the Unnatural Intelligence (2) Trait (see page 158) and a +20 bonus to Logic and Lore Tests, thanks to the superior mental capabilities he now enjoys.

Cranial Armour

This augmentation covers or replaces most of the skull with layers of plasteel and gel padding to better prevent concussion and other brain injuries. This implant adds +1 Armour to the Head location—this bonus stacks with any worn Armour.

Cybernetic Senses

Sight, hearing, smell, touch, and taste can be duplicated artificially, and more esoteric senses may be added.

Common systems, while usually very obviously artificial and often oversized, manage to more or less duplicate the approximate human range of senses adequately and have no further game effects.

Poor cybernetic senses are problem-ridden imitations of the real thing (hearing may be troubled by static, vision rendered in low-resolution monochrome, and so on). A character with this system suffers a –20 penalty to Tests made involving the cybernetic sense.

Good cybernetic senses grant the Heightened Senses Talent for that particular sense and a +20 bonus to Tests made to resist attacks on the sense itself, such as deafening noises and blinding flashes. Basic and advanced cybernetic eyes can also incorporate magnifying lenses, a full photo-visor, and/or a system granting the Dark-Sight Trait (see page 155). Basic or advanced cybernetic hearing can also include an internal micro-bead system.

Ferric Lure Implants

Powerful electromagnets are implanted in the Guardsman, allowing him to cast forth a net of invisible energy as a Full Action (requiring a successful **Challenging (+0) Willpower Test**), to call an unsecured metal object into his hand. The object cannot mass more than 1 kg per point of Willpower Bonus and must be within 20 metres, and the user must already have Mechanicus Implants Trait (see page 156) for this system to function. This implant can be improved by certain Talents (see page 136).

Interface Port

The Guardsman now has a mechanical port implanted in his body, commonly in the rear of the neck, which can be connected to machines via a data cable. This allows the user faster and smoother access to the valuable information within and grants a +10 bonus to Common Lore, Inquiry, or Tech-Use Tests whilst connected to a relevant mechanism or data spool.

Internal Reservoir

This implant acts as a powerful battery, storing energy for various implants and especially for functions that require energy to be expelled in rapid or violent fashions. When fully charged, the user will no longer gain Fatigue from using Luminen Capacitors either to recharge something or offensively, but each use of those implants drains the reservoir by half. The battery fully recharges after one day of resting.

Locator Matrix

Micro-cogitators implanted at the base of the skull allow the user to be aware of the direction of the planetary poles, present location to within a few meters, relative velocity, altitude, time of day, and other valuable information. The user must still have access to maps and other planetary data in order to benefit from this information, however—knowing you are at a specific location on a planetary surface has little meaning if you have no idea what is over the next rise, or what direction you must travel to reach a given destination.

Luminen Capacitors

The Guardsman's internal energies, either through biological or artificial sources, are channeled into capacitors buried in the flesh, where they can be tapped to recharge items or even released in devastating attacks.

With a successful Toughness Test, the character may recharge or power machinery. This requires one minute of mental focus and meditation. The difficulty of the Toughness Test varies depending on the nature of the powered system.

- **Ordinary (+10):** Simple Power Cell, Illuminator
- **Challenging (+0):** Weapon Charge Pack, Data-Slate, Bridge Terminal
- **Difficult (–10):** Shuttle electronics, Servo-Skull
- **Hard (–20):** Lascannon Charge Pack, Servitor, Bridge Hololith
- **Very Hard (–30):** Cogitator Core, Reactor Machine Spirit, Xenos Technology

The device can also be used offensively, however it requires Talents to use properly (see page 136). Only a Player Character with Mechanicus Implants Trait (see page 156) may use this device.

Poor Craftsmanship variants impose a –10 penalty to all Toughness Tests made to use them. Good Craftsmanship variants grant a +10 bonus to all Toughness Tests made to use them.

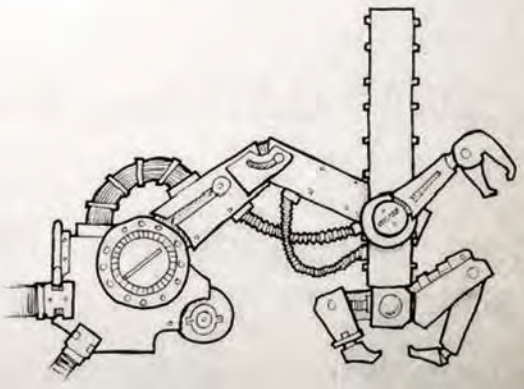
Maglev Coils

Archaeotech systems of powerful gravimetric coils are implanted in the body, allowing the user to become unshackled from gravity's grasp for short periods. Using a Half Action, the user may hover 20-30 centimetres off the ground for a number of minutes equal to 1d10 plus the character's Toughness Bonus. The character must employ a Half Action each Round to concentrate on operating this implant and may use the other Action to move normally. The character can slow his rate of descent when falling so long as this implant is active when the character reaches the ground, reducing all falling Damage to 1d10+3 Impact Damage. Each time the character activates the coils, it drains the stored power and cannot be used again until recharged (which takes 24 hours).

Manipulator Mechadendrite

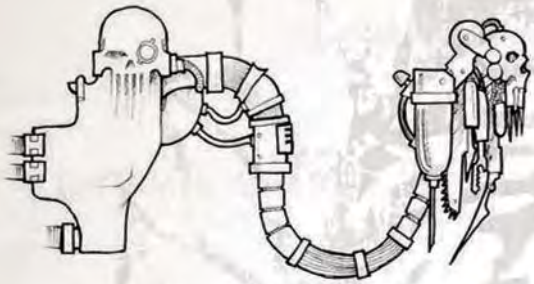
Possibly the most common form of mechadendrite, this artificial limb is a great aid to Enginseers working to repair vehicles in the heat of battle, allowing them to lift greater weights and more easily operate industrial gear. It can extend out to 1.5m and grants the user +20 to Strength-based Tests; the vicious gripping and crushing pincers can also tether the user to gantries or suitably heavy objects as a Free Action. The heavy metal pincers can be used in combat to make melee attacks. The character can strike with it as his Reaction for the Round or use it to make a Standard Attack (so long as it is only used once per Round). The manipulator mechadendrite deals 1d10+2 I Damage.

While powerful, the manipulator is not subtle, and attempts to use it for such tasks as data-slate typing, inscribing sacrificial etchings, handling delicate objects, or the like only ends with equipment being dropped, smashed, or otherwise ruined. A character must have the appropriate Mechadendrite Use Talent to operate this implant.



Medicae Mechadendrite

This two metre long, flexible limb is designed to provide medical and surgical assistance in the field. It grants a +10 bonus to Medicae Tests. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug. These may be supplied separately. In addition to providing first aid, the mechadendrite's flesh staplers may be used to staunch Blood Loss as a Half Action. A small chainscalpel attachment reduces the difficulty of limb amputation to **Challenging (+0)**. This blade can be used as an improvised weapon and on a hit it deals 1d5 Rending Damage. Finally, the medicae mechadendrite grants a +10 bonus to Interrogation Tests. This mechadendrite may be shoulder or sternum mounted. A character must have the appropriate Mechadendrite Use Talent to operate this implant.



Memorance Implant

A neurally linked datavault and pict-capture array, often incorporating augmetic replacement of one or both eyes, that records information on people or scenes viewed. It can then later replay that information, or overlay the present view with additional data on people and objects viewed. It is a tool of chroniclers, remembrancers, and masters of ceremonies, as well as factors or nobles who like to see the secrets of their rivals overlaid upon their view of the negotiating table. It can provide a +10 bonus to Trade (Remembrancer) Tests or other Tests in social situations where the recorded information provides leverage or value. The implant also grants the user the Total Recall Talent if he does not already possess it.

Attaching Bionics and Implants

Implants and bionics are only available if the character has access to both the resources and the skilled labour to have them installed; commonly this is only available in substantial medicae facilities and worlds with a very high technological base.

If a character can find a chirurgeon willing to install a bionic or implant then the process takes no less than 2d10 days, minus one day for each point of his Toughness Bonus—to a minimum of one day. How difficult it is to attach a bionic or implant is up to the GM. He might decide that given enough time, and in an advanced enough facility, it is automatic, or he can call on the chirurgeon to make a series of Medicae or even Tech-Use Tests that could lead to such things as permanent crippling or Blood Loss (see page 266).

Mind Impulse Unit (MIU)

These devices, also known as sense-links, allow the owner to interface directly with a machine or technological device. MIUs see widespread use among the Adeptus Mechanicus who regard them as objects of divine communion. A basic MIU implant involves a single spinal or cortex connector, while advanced variants include wrist connector probes—and possibly mechadendrite connectors—in addition to the spinal plug.

Common models impose no modifiers to machine spirit communication and add a +10 bonus to Tech-Use or Operate Tests used in conjunction with devices capable of MIU linking.

Poor MIU systems require a Willpower Test to use and impose a –10 penalty when attempting to interface with a device.

Good models grant a +10 bonus to communicate with machine spirits and for Tech-Use, Operate, Logic, Inquiry, and Ballistic Skill Tests made as part of interfacing with the MIU systems.

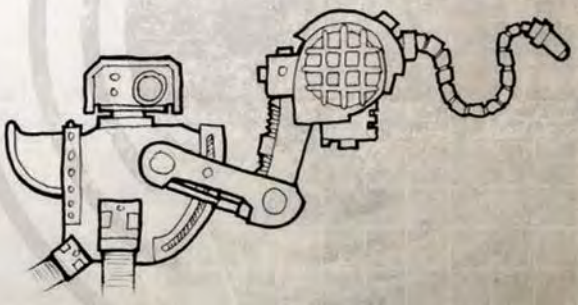
MIU Weapon Interface

Unlike the more advanced version normally only granted to priests of the Adeptus Mechanicus, this version is more simplified, allowing the user to remotely operate a single weapon which is normally attached to the shoulder. While not as elaborate, it is easier to use and a favourite of many militant professions.

This system allows the user to fire the linked ranged weapon as a Free Action during his Turn. Note that he can still only take a single Action with the Attack Subtype during his Turn. This additional weapon must be connected to the user via the MIU wepaon interface, and is often equipped as a shoulder mount.

Optical Mechadendrite

This highly flexible mechadendrite, set with pict-capture and sensor devices, is designed to assist in inspection and detection. This mechadendrite extends to a length of 3 metres and can reduce its width to pencil thickness. It grants a +10 bonus to all Perception-based Tests. The pict-devices mounted on the mechadendrite allow the user to examine surfaces at a microscopic level or may be used as telescopic sight. This mechadendrite is also mounted with an infra-red torch and sensors. A character using this mechadendrite suffers no penalties due to darkness and gains a +20 bonus to Vision-based Perception Tests at night. Finally, the mechadendrite is fitted with a light that may be tinted a variety of different colours depending on the controller's whim. This mechadendrite may be shoulder or sternum-mounted. A character must have the appropriate Mechadendrite Use Talent to operate this implant.





Respiratory Filter Implant

These are implanted inside the lungs and can sift out most toxic gases. Inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This implant allows the user to ignore any inhaled toxic gases or atmospheric contaminants.

Subskin Armour

Thin carapace plating is inserted under the skin in various locations, giving the user added protection against damage. While not as impressive as most augmentations and sometimes uncomfortable, subskin armour is very reliable. This implant adds +2 Armour Points to the Arms, Body, and Legs locations. The bonus is added to any other Armour Points for these locations.

Bionics and Craftsmanship

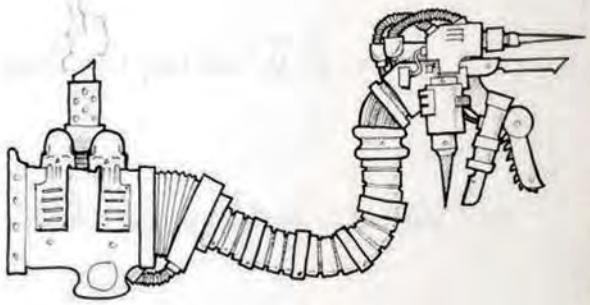
The Craftsmanship of individual bionic parts should have an impact on roleplaying as well as in-game mechanics. For instance, Poor Craftsmanship bionics might be crude, obvious augmetics that creak, grind, squeal, or constantly leak fluids. On the other hand, Good Craftsmanship bionics could be so unobtrusive that they are mostly invisible to the naked eye. Best Craftsmanship bionics should be gold- and brass-inlaid works of art to reflect an advanced and refined design.

Synthmuscle

Ropey strands of vat-grown muscle tissue, thick with slurried nutrients and laced with flakweave, are woven into existing muscle groups, granting increased strength of varying levels. Characters gain Unnatural Strength (1); Best Craftsmanship grafts grant Unnatural Strength (4) but also impose a –10 to any Agility Tests due to the newly misshapen and unnatural body shape.

Utility Mechadendrite

This two-metre long limb houses a variety of tools and attachments designed to assist a Tech-Priest in the course of his holy duties. The mechadendrite counts as a combi-tool, granting a +10 bonus to all Tech-Use Tests. The limb also houses six injector pistons, each of which may be filled with one dose of sacred unguent. These can be supplied separately. In addition to this, the limb contains an electrically powered censer, which can gust incense fumes over particularly troublesome faults. The censer generates one "blast" of smoke every fifteen minutes. This can be employed in melee combat to distract and choke, imposing a –5 penalty to Weapon Skill Tests made by all living creatures within a two-metre radius for one Round. This is a Half Action. Unless the censer is deactivated, all Perception Tests made to detect the Tech-Priest that rely on a sense of smell gain a +10 bonus. Finally, the mechadendrite contains a cutting blade. This counts as a knife with the Defensive Quality and Mono upgrade. A character must have the appropriate Mechadendrite Use Talent to operate this implant.



Vocal Implant

This implant is usually reserved for Commissars or soldiers who use their voice to project commands or statements. This implant works to amplify the vocal chords to an inhuman range in order to shout commands over the noise of a raging battle.

Volitor Implant

The subject has cranial surgery to implant neural receptors and artificial nerve routing, and can be compelled not to reveal a certain item of information, remain within a set area, or perform a specific task. If the subject attempts—or is forced—to counter this compulsion, his brain shuts down into unconsciousness—or even death for some severe volitor patterns. Typically, Guardsmen are not trusted with valuable enough information to warrant such an extreme implant. However, the Departmento Munitorum has been known to use the volitor implant on squads of Guardsmen that are told valuable secrets in order to operate behind enemy lines in the Severan Dominate.

Imperial Guard Vehicles

"There is no situation that cannot be solved with the liberal application of artillery."

–Captain Albrecht of the Mordian 8th Artillery Battalion

The myriad of vehicles and their variant patterns available to the Imperial Guard could fill volumes, and since the times of the Great Crusade, vehicles for almost every situation have been discovered and rediscovered. From the nimble Tauros scout car to the mighty Crassus Armoured Assault Transport, there is a vehicle for almost every job within the Imperial Guard. The vehicles included in this section cover only the most common or famous—the types of vehicles that have brought glory to the Imperium for thousands of years!

Vehicle Types

Within **Only War**, there are six different vehicle types:

- **Tracked Vehicles:** More commonly referred to as "tanks," tracked vehicles make up the vast bulk of all the Imperial Guard's armoured formations. Slower than most other forms of ground transport, tracked vehicles make up for this with thicker armour and their ability to traverse more terrain types than wheeled vehicles.
- **Wheeled Vehicles:** More commonly used in scouting roles within the Imperial Guard, wheeled vehicles eschew cross-country terrain abilities for greater speed and manoeuvrability. Numerous other races, especially the Orks, make extensive use of wheeled vehicles, preferring their rapid and dextrous movement to heavier and slower tracked vehicles.
- **Skimmers:** Ancient, arcane, and almost impossible to reproduce on a large scale, skimmer vehicles are able to glide above the ground, ignoring any and all obstacles. Skimmers are often faster and more manoeuvrable than other types of vehicles but usually at the expense of armour and durability. Virtually unheard of within the Imperial Guard, skimmers are seen mostly within the ranks of the Tau as well as the Eldar and their dark kin.
- **Walkers:** Mostly bipedal in form, walkers often act as scouts and infantry support units where they use their heavy frames to bring otherwise immobile heavy weapons into the thick of combat. Not much faster than a man on foot, walkers sacrifice speed for the ability to traverse terrain that would be perilous for even tracked vehicles.
- **Aircraft:** Aircraft use the aerodynamic principles of lift and powerful engines to remain aloft. Their applications are wide and varied, from air superiority fighters like the Thunderbolt, to close-support gunships like the Vulture and even the ramshackle "Deffkopta" attack craft favoured by the Orks. Aircraft are more the purview of the Imperial Navy than they are the Imperial Guard, and thus their rules will not be covered in this Core Rulebook.
- **Spacecraft:** The term spacecraft covers a wide variety of vehicle types that operate outside of a planet's atmosphere. For the most part, they are beyond the scope of the **Only War** rules and are not covered in this Core Rulebook.

Vehicle Speeds

In **Only War**, vehicles have two different modes of movement:

- **Cruising Speed:** A vehicle's Cruising Speed represents how fast a vehicle moves when it is travelling long distances and is therefore mostly relevant to Narrative Time. This speed is also used for high-speed situations, such as chases.
- **Tactical Speed:** A vehicle's Tactical Speed represents how fast a vehicle moves in situations that require skilful handling, or when the vehicle is operating in a limited or specific area such as a narrow canyon or small field. This is not the vehicle's full speed, but an abstraction of the distance it can move taking into account turns, acceleration, driver distractions, and terrain. Tactical Speed is what a vehicle uses during Structured Time.

Manoeuvrability

A Dark Eldar Raider is extremely fast and nimble, able to duck and weave between hab blocks as its crew search for victims, whereas a Leman Russ Demolisher is a ponderous leviathan of armour and guns, and is more likely to plough straight through a hab block rather than go around it.

Much of a vehicle's manoeuvring depends on the skill of the driver, but some vehicles are innately more manoeuvrable than others. A vehicle's Manoeuvrability is a representation of how well a vehicle responds to the commands of its driver or crew. This is represented by the vehicle's Manoeuvrability Value, which provides a modifier (either positive or negative) to the driver's Operate Skill while operating said vehicle. The vehicle's Type can also play a part in how manoeuvrable a vehicle is, as can some Vehicle Traits. These will be noted where applicable.

Crew and Carrying Capacity

The Imperial Guard make extensive use of transport vehicles, and thus these types of vehicles usually dedicate most of their structure to open spaces for squads of Guardsmen (or sometimes whole platoons!). Even non-transport vehicles can have large crew compliments, such as the Leman Russ, a battle tank that can have up to six crew at any given time. Other vehicles, such as the nimble Sentinel scout walker, only have room for one.

All vehicles have a crew rating that lists both how many crew a vehicle may have at its maximum, as well as what positions those crew must fill (e.g. driver, gunner, sponson gunner, etc.). Some vehicles also have a Carrying Capacity to represent their ability to transport additional personnel outside of their regular crew compliment. Carrying Capacity is always looked at in terms of standard sized humans, and the GM should be sure to keep the vehicle's total Carrying Capacity in mind should larger beings (like Ogryn) or smaller constructs (like Servo-Skulls) find themselves needing transport. The Chimera armoured transport, for example, has a Carrying Capacity of 12, indicating that twelve standard human-sized people can be transported within the vehicle.



Facings

All vehicles have what are called Facings and these are used to determine how much Armour an attacker must overcome, as well as the Firing Arcs of some weapons, especially Fixed and Hull-Mounted weaponry. There are four Facings:

- **Front:** Represented by a 90-degree arc to the front of the vehicle, any attacks made within this arc strike a vehicle's Front Facing Armour Value.
- **Rear:** Represented by a 90-degree arc to the Rear of the vehicle, any attacks made within this arc strike a vehicle's Rear Facing Armour Value.
- **Left Side/Right Side:** Both of these locations are represented by 90-degree arcs, and while most vehicles have the same Armour value on their left and right side, it is important to distinguish between the two. A vehicle that has a weapon on its Right Side Facing but not its Left Side Facing cannot suffer damage to that weapon if attacked from the opposite Facing.

Weapons, Weapon Mounting, and Firing Arcs

Many vehicles in the Imperium are armed, ranging from the heavy flamers on Hellhound Flame Tanks to the massive volcano cannons mounted on Shadowswords. All vehicle weapon entries include the statistics for the weapon, which crew member controls the weapon, and also what Weapon Mounting the weapon has. A weapon's mounting determines its Fire Arc. Each type of Weapon Mounting may also have additional rules.

Within **Only War** there are six types of Weapon Mountings:

- **Fixed:** Fixed weapons are embedded within the hull of a vehicle and do not possess the ability to turn. They might have a limited vertical traversal ability, but otherwise only fire in a direct straight line from the Facing the weapon is mounted. To turn the gun from left to right the vehicle must move. A Basilisk's earthshaker cannon is an example of a Fixed Weapon Mounting.
- **Hull:** Hull weapons are similar to Fixed weapons in that they have a limited range of movement, but benefit from being able to move from left to right as well as up and down. A Hull weapon has a 45-degree Fire Arc from the Facing the weapon is mounted. A Baneblade's demolisher cannon is an example of a Hull Weapon Mounting in the Front Facing.
- **Turret:** Turret-mounted weapons are often placed high on a vehicle on top of its hull to give them the greatest line of sight in as many directions as possible. They give the greatest tactical flexibility in their ability to point in almost every direction. A Turret weapon has a 360-degree Fire Arc, and only the vehicle itself can block this arc (e.g. a vehicle with multiple turrets would find that the Fire Arc of one turret blocks the other turret, or the vehicle itself, if the turret is mounted low enough, such as the lascannon turrets on a Baneblade). Turrets cannot turn to face directions instantaneously, and thus it takes a Half Action for every full 180-degrees that a turret needs to turn. The GM and the players should always be aware of which direction their turrets are facing, as this can be important for Critical Damage. Additionally, due to their heavier armour, turrets treat all hits as hits to the Front Facing, regardless of the direction the attack came from in relation to the turret's current facing (see **Table 8–24 Vehicle Hit Locations** on page 275). A Leman Russ' battle cannon is an example of a Turret Weapon Mounting.
- **Sponson:** Sponson-mounted weapons are often used defensively on the flanks and sometimes even the rear of a vehicle, whilst the vehicle's main weapon continues its assault upon the enemy. A Sponson weapon has a 180-degree Fire Arc from the Facing the weapon is mounted (e.g. a Sponson-mounted Weapon on a vehicle's Left Side Facing has a 180 degree Fire Arc to the left of the vehicle). Walkers, unless specified otherwise, treat all their weapons as Sponson-mounted, specifically a Sponson mounting that gives them a 180 degree Fire Arc to the Walker's Front Facing. This is to represent the fact that most Walkers have the ability to twist their torsos or even move their arms independently of the Walker's main body in much the same way as a regular infantryman. A Leman Russ' left and right heavy bolters and a Sentinel's multi-laser are examples of Sponson Weapon Mountings.
- **Co-Axial:** Co-Axial weapons are specially designed to be linked with other (usually larger) weapons. This is done for a variety of reasons, but most commonly to act as a guide (via tracer rounds) for the other gun. A Co-Axial weapon has the same Fire Arc

as the weapon it is attached to and, as an exception to the standard rules for making attacks, a Co-Axial weapon may be fired at the same time as the gun it is linked to as a Full Action. The player first works out the shot from the Co-Axial weapon, as well as any Damage. If the Co-Axial weapon missed, then the other weapon just fires as normal. If the Co-Axial weapon hit with any shots, then the other weapon it is linked to gains a further +20 to the Ballistic Skill Test (but only for that shot, not subsequent shots unless the Co-Axial weapon is used again). A Baneblade's autocannon is an example of a Co-Axial Weapon mounting.

- **Pintle:** Pintle weapons are usually optional or additional weapons bolted onto turret rings or placed in areas where spare crew or even passengers can use them. They are usually comparatively light weapons, such as heavy stubbers, and are used to defend the vehicle in much the same way as sponson weaponry. Unlike the other weaponry mounted on a vehicle, Pintle weapons do not automatically have a crew member assigned to them. Instead, they may be fired by anyone who can realistically reach one during his Turn, or who reached one in a previous Turn. Even passengers may fire a Pintle weapon if they are able. Pintle weapons usually have a 360 degree Fire Arc, as they are often mounted on the highest point of a vehicle, but there are exceptions to this and the GM should be aware of what might block a Pintle weapon's Fire Arc.



VEHICLE TRAITS

Just like Traits on people and creatures, Vehicles have their own specific set of innate or inherent abilities that are mostly derived from standardised construction techniques. All vehicles have Traits that determine their most basic functions, as well as any specific quirks that distinguish them from other vehicles. Most vehicles have a set amount of Vehicle Traits, but the GM can always add more if wanted.

Amphibious

The vehicle has additional waterproofing, sealed fuel lines, or is just simply resistant to water. Amphibious vehicles treat bodies of water as open ground.

Bike

The smallest sub-type of vehicles, bikes take many different forms from the iron steeds ridden by the Adeptus Astartes, to the nimble darts of the Eldar, right through to the smoke-belching contraptions favoured by the Orks. Bikes follow all the standard rules for vehicles and are treated as having the Open-Topped Vehicle Trait. However, due to their size and lower profiles, in Melee those attacking a vehicle with the Bike Vehicle Trait can choose between the rider and the vehicle without needing to make a Called Shot. Additionally, Bikes may make the specialist Hit & Run Action, as described on page 273, but may never make Ram! Actions. Bikes are usually Wheeled Vehicles, but can be Skimmers and, in some rare circumstances, Tracked Vehicles.

Command and Control

Vehicles are often designated as a command vehicle to ensure there is a central point for all orders and instructions. This is often done via enhanced communication systems, but can be just as easily achieved with large banners, racks of trophies and totems, or burning symbols of devotion. The commander (or driver if there is no designated commander) of a vehicle with the Command and Control Vehicle Trait may use his Command Skill to affect a number of squads or units (such as a Leman Russ or Chimera), in any combination, equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like. Any character using this equipment also gains a +10 bonus to Command Skill Tests.

Daemonic Possession

Thanks to the bound Daemonic essence that drives it, a vehicle with the Daemonic Possession Trait does not require a pilot or gunners to function. Instead, the vehicle uses its own Characteristics profile on all necessary tests. Essentially, a vehicle with this Trait is its own pilot and gunner. This Trait allows a vehicle to fire all of its weapons as a part of a single Attack Action as though each weapon had its own gunner. A vehicle with this Trait may make melee attacks if it is armed with a melee weapon and adjacent to a viable target. In addition, a Possessed vehicle that suffers any Critical Damage that results in Damage to the crew will ignore these effects. The vehicle itself can still suffer critical effects from these results, but any Damage that would be inflicted upon the crew is ignored.

Damage Control
The vehicle possesses some limited form of self-repair. This could be an ancient machine spirit, slaved servitors, quick-growing Wraithbone, or even a team of Grots scurrying across the hull hammering at loose armour plates and holding wires together. When a vehicle with the Damage Control Vehicle Trait suffers Critical Damage due to Righteous Fury, the vehicle's commander (or driver if there is no designated commander) may force the 1d5 to be re-rolled. The second result must be accepted even if it is worse than the first. Additionally, if a vehicle with the Damage Control Vehicle Trait ever catches fire, then attempting to put out that fire is a Free Action for whichever member of the crew or passengers makes the attempt.

Enclosed
The greater majority of vehicles are completely enclosed, keeping their crew and passengers safe from the outside elements with thick slabs of armour, bulky hatchways and heavy ramps. Crew and passengers within an Enclosed vehicle may not attack targets with their own personal weapons unless they have some way of getting outside of the vehicle, be it through a hatch, doorway, or firing slit. Within an Enclosed vehicle, crew and passengers cannot be specifically targeted by those outside the vehicle (unless there is a particularly good reason, such as a mind-based Psychic Attack).

Enhanced Motive Systems
The vehicle has some way of gaining extra speed out of its engines, either via an enhanced form of promethium, ancient xeno-technology, or even a squig fuel injector! Vehicles with the Enhanced Motive Systems Vehicle Trait may move twice their Tactical Speed as a Half-Action rather than a Full Action, and may move three times their Tactical Speed as a Full Action. This applies to the Floor It! Action as well, where vehicles with the Enhanced Motive Systems Vehicle Trait move triple rather than double their Tactical Speed and the Operate Test for this Action is treated as **Ordinary (+10)** rather than **Difficult (–10)**. If a vehicle has both the Enhanced Motive Systems Vehicle Trait and the Ponderous Vehicle Trait, then these two Traits cancel each other out and it may move as a regular vehicle.

Environmentally Sealed
The vehicle is sealed off from the outside world completely, allowing it to function in almost any environment. It will also have its own life support system. Vehicles that become exposed due to Critical Damage results lose this ability until their armour is repaired. Passengers and crew cannot fire their own personal weaponry from a vehicle with the Environmentally Sealed Vehicle Trait without first breaching those seals.

Extremely Volatile
The vehicle possesses an unstable power plant, large ammunition bays, or great quantities of explosive fuel. Extremely Volatile vehicles double their chance of exploding whenever they catch fire. Additionally, when an Extremely Volatile vehicle explodes, all those caught in the blast must make a **Difficult (–10) Agility Test** or catch fire.

Immobile
Some vehicles, such as drop pods, are deployed via types of motive systems that do not operate on the ground. An Immobile vehicle cannot move under its own power, has a default Manoeuvrability Value of +0, and cannot make use of the Jink Action. Immobile vehicles often have some other method of movement (such as large engines to bring them in via orbital drop), and Motive Systems Critical Damage applies to these methods.

Improved Command and Control
Vehicles that are in command of larger formations often have even greater command and control systems than low-level command vehicles. Further enhanced communication systems and scanning equipment are a good way to achieve this, but more primitive races, such as the Orks, can achieve much the same result with massive "Shoutin' Tubes" or even groups of Grots enthusiastically waving large banners and glyphs. The commander (or driver if there is no designated commander) of a vehicle with the Improved Command and Control Vehicle Trait may use his Command Skill to affect a number of squads or units (such as a Leman Russ or Chimera), in any combination, equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like. Any character using this equipment also gains a +20 bonus to Command Skill Tests and may re-roll any failed Command Skill Tests. These systems are often used to coordinate the actions of large forces, up to the size of an Imperial Guard Company or Super-Heavy Tank Regiment.

Open-topped
The vehicle's passenger or crew compartments are not sealed and are instead exposed to the open air around them. This limits their protection, but it does allow transported troops to fire their own weapons as the vehicle moves. Crew and passengers mounted on an Open-topped vehicle can be specifically targeted by those outside the vehicle via the use of the Called Shot Action. Additionally, passengers mounted in Open-Topped vehicles are struck by any Blast or Spray attacks which they would be in range of. Crew and passengers within an Open-topped may attack targets with their own personal weaponry.

Orbital Deployment
Some vehicles possess the ability to be deployed from orbit, allowing for rapid movements of troops and other vital materiel. The most famous of this type of vehicle is the Drop Pod used by the Adeptus Astartes, but there are a number of other vehicle types that are capable of orbital insertion, including Ork Roks, which are little more than hollowed out asteroids hurled at a planet in vast numbers in the hope that some will survive the impact! A vehicle with the Orbital Deployment Vehicle Trait can choose a location on the battlefield to land rather than moving to that location like other vehicles. After choosing a location, the vehicle scatters 2d10 metres in a random direction. All shooting at a vehicle undergoing an Orbital Deployment suffers a –30 to hit whilst it is in flight. If the vehicle is capable of moving after that, it may do so during the next Round. Any weapons the vehicle possesses and any passengers that were transported by the vehicle must wait a full Round before they fire or disembark.

Ponderous

Some vehicles are so massive and so bulky that their ability to move at any significant speed is greatly reduced. A Ponderous Vehicle may not use the Floor It! Action and moving its Tactical Speed requires a Full Action (therefore it can never move twice its Tactical Speed). If a vehicle has both the Ponderous Vehicle Trait and the Enhanced Motive Systems Vehicle Trait, then these two Traits cancel each other out and it may move as a regular vehicle.

Ramshackle

The vehicle's construction methods are so haphazard that it is both more fragile than regular vehicles, yet at the same time has many more redundant and jury rigged systems, making the vehicle easier to repair. When rolling Righteous Fury against a vehicle with the Ramshackle Vehicle Trait, the player rolls 1d10 rather than 1d5. The vehicle takes twice the rolled Damage against itself when attempting a Ram Action against another vehicle, building, or something equally solid. Repairing a vehicle with the Ramshackle Vehicle Trait takes half the listed time, and Tests to implement these repairs gain a +20 bonus. Damaged vehicles with the Ramshackle Vehicle Trait are always treated as Lightly Damaged unless they have taken Critical Damage.

Reinforced Armour

The vehicle's armour and vital locations have been internally reinforced with additional layers or ceramite and adamantine. Vehicles with the Reinforced Armour Vehicle Trait that receive Critical Damage halve the total (rounding up) and then apply the result. This ability does not affect rolls on the Vehicle Critical Hit Charts caused by Righteous Fury.

Rugged

Robust power systems, modular armour plates, and redundant fuel systems can make a vehicle far easier to repair, saving time and resources and allowing the vehicle to be put back into the field far quicker than more specialised designs. All Repair Tests made to repair a vehicle with the Rugged Vehicle Trait gain a +20 bonus.

Skimmer

The following rules apply to Skimmer Vehicles:

- Skimmers move roughly 2 metres above the ground at all times, in much the same way as people and creatures with the Hoverer Trait, but can adjust that height slightly when moving over ground-based obstacles. Skimmers can also move to Low Altitude, as described in the rules for Flying in **Chapter I: Playing the Game** (see page 38).
- Skimmers ignore all forms of Difficult Terrain (except those deemed appropriate by the GM).
- Skimmers gain a +10 bonus on all Tests involving Manoeuvrability.
- Skimmers are not true aircraft and therefore cannot fly at any significant altitude. Nevertheless, a sudden loss in motive power can be catastrophic to a skimmer as it ploughs into the ground, often at great speed. All Skimmers are subject to the rules for Crashing (see page 280).
- Skimmers can make use of the Ram Action (see Vehicle Movement, page 272), but if the Operate Test is failed they are treated as having Crashed into their target. This is usually a bad thing. See page 280 for the full rules for Crashing.
- Skimmers are often far more difficult to hit in melee combat than their ground-based counterparts and thus all Weapon Skill Tests made to attack a skimmer in Melee suffer a –10 penalty.
- Vehicles with the Skimmer Vehicle Trait may turn as many times as they like when moving, regardless of how far they move.

Super-Heavy

Enormous leviathans that dominate the battlefield, super-heavy vehicles are often used to take on entire troop and tank formations by themselves, or to take on massive targets such as Titans and Ork Gargants. Heavily armed and armoured, super-heavy vehicles suffer from few of the trivial problems that plague their smaller cousins. A vehicle with the Super-Heavy Trait is able to ignore penalties for moving through difficult terrain and can negotiate obstacles such as rockslides, tank traps, fallen trees, and shattered buildings without penalty. Walkers with the Super-Heavy Vehicle Trait can walk over obstacles 5 metres high, or simply bulldoze through walls, forests, or medium-sized buildings without suffering negative effects. Vehicles with the Super-Heavy Trait automatically gain the Ponderous Vehicle Trait.

Tracked Vehicle

The following rules apply to Tracked Vehicles:

- Vehicles with the Tracked Vehicle Trait suffer a –10 penalty to all Tests involving Manoeuvrability.
- Vehicles with the Tracked Vehicle Trait gain a +10 bonus to all Tests involving Difficult Terrain.
- To represent their more robust nature, whenever a vehicle with the Tracked Vehicle Trait suffers Critical Damage to its Motive Systems that results in the vehicle being slowed, the result of the roll to determine how much Tactical Speed is lost is halved (rounded down).
- The motive systems of vehicles with the Tracked Vehicle Trait are often far more complex than simple wheeled mechanisms, and therefore repairing Critical Damage to the vehicle's Motive Systems, as well as any lasting Motive System damage (such as Motive Systems Damaged, Motive Systems Crippled, etc.) takes twice as long as normal (see **Repairing Vehicles** on page 281).

Wheeled Vehicle

The following rules apply to Wheeled Vehicles:

- Vehicles with the Wheeled Vehicle suffer a –20 penalty to all Tests involving Difficult Terrain.
- Vehicles with the Wheeled Vehicle Trait gain a +10 bonus to all Tests involving Manoeuvrability.
- Wheeled Vehicles become extremely difficult to control once they start suffering serious damage to their motive systems, and the loss of even one wheel can make even the most experienced of drivers struggle to keep the

vehicle moving in a straight line, especially in the heat of combat. Vehicles with the Wheeled Vehicle Trait suffer Motive Systems Critical Damage as normal, but once any such Damage has been taken, all forms of movement require Operate Tests, and all Tests related to the vehicle's Manoeuvrability are made at a –10 penalty.

- Wheeled mechanisms are far less complex than those belonging to tracked vehicles, and therefore repairing Critical Damage to the vehicle's Motive Systems, as well as any lasting Motive System damage (such as Motive Systems Damaged, Motive Systems Crippled, etc.) takes half as long as normal (see page 282).

Walker

The following rules apply to a vehicle with the Walker Trait:

- Vehicles with the Walker Trait are able to ignore many types of Difficult Terrain due to their large feet and heavy legs. Vehicles with the Walker Vehicle Trait treat conditions such as rockslides, tank traps, fallen trees, and basic rubble and ruins as Open Ground. It is up to the GM to determine what other types of terrain a walker can ignore.
- Vehicles with the Walker Trait cannot make use of the Ram Action. They make a standard Charge Action instead.
- Far more combat capable than most other vehicle types, walkers (or rather their pilots) are better able to turn to face their opponents in the midst of a melee. A vehicle with the Walker Trait has Armour and Facings just like all vehicles and when engaged in melee combat it should always be clear to the GM and the players which direction it is facing for the purposes of working out which armour value its opponents must attempt to penetrate, as well as which direction the walker may make its attacks. Any vehicle with the Walker Trait may turn to face its melee opponents at the end of its Turn as a Free Action. This does not count as a form of movement and it may in fact put other attackers in a better position if the Walker is fighting multiple opponents in melee.
- Vehicles with the Walker Trait may turn as many times as they like when moving, regardless of how far they move.

IMPERIAL GUARD VEHICLES

While far from exhaustive, the following represents a sample of the most ubiquitous vehicles found amongst the ranks of the Imperial Guard. Many of these vehicles are not only deadly, but relatively easy to produce, since the Departmento Munitorum must ship countless numbers of these machines to every corner of the galaxy to wage the Imperium's wars.

Leman Russ Battle Tank

The Leman Russ is the workhorse of the Imperial Guard's armoured companies. Deployed to virtually every warzone across the galaxy for thousands of years, there is no other type of tank that sees more combat than the Leman Russ.

A robust and rugged design, the Leman Russ actually benefits from its unsophisticated construction techniques that allow it to traverse all sorts of terrain types and ensure that it can operate in almost any local conditions. Its heavy armour, mostly concentrated towards the front, provides a level of protection that outweighs all but the greatest tanks of the Adeptus Astartes, and its weapon configuration allows it to take on a varied range of targets.

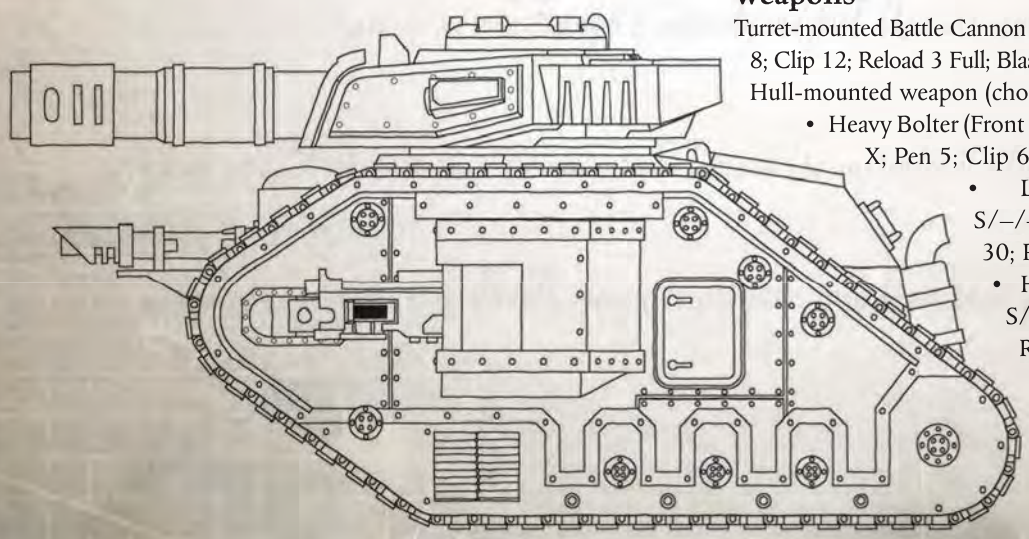
The Leman Russ is slow and bulky, yet adaptable, forming the basis for several variants such as the Executioner and the Annihilator. It is one of the most recognisable silhouettes on the battlefield and the sound the Leman Russ' battle cannon makes as it fires high explosive rounds towards the enemies of the Imperium can be as inspirational as a Ministorum Priest's battle hymn or the shouts of a Commissar.

Type: Tracked Vehicle **Tactical Speed:** 12 m
Cruising Speed: 35 kph **Manoeuvrability:** –10
Structural Integrity: 55 **Size:** Massive
Armour: Front 40, Side 32, Rear 20
Vehicle Traits: Enclosed, Reinforced Armour, Rugged, Tracked Vehicle
Crew: 1 Commander (Turret), 1 Driver, 1 Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapon), 2 additional Gunners (Sponsons; if taken)
Carrying Capacity: None

Weapons

Turret-mounted Battle Cannon (750m; S/–/–; 3d10+10 X; Pen 8; Clip 12; Reload 3 Full; Blast [10], Concussive [3], Reliable)
Hull-mounted weapon (choose one of the following):

- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Lascannon (Front Facing; 300m; S/–/–; 5d10+10 E; Pen 10; Clip 30; Reload 2 Full; Proven [3])
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)



Options
The Leman Russ may take two Sponson-mounted weapons (choose one of the following):
- 2 Heavy Bolters (Left Facing/Right Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- 2 Heavy Flamers (Left Facing/Right Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)
- 2 Plasma Cannons (Left Facing/Right Facing; 120m; S/–/–; 2d10+10 E; Pen 8; Clip 32; Reload 5 Full; Blast [1], Maximal, Overheat)

The Leman Russ may take one Pintle-mounted weapon mounted atop the turret (choose one of the following):
- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Leman Russ Demolisher
The Demolisher gets its name from the enormous siege cannon that sits within its turret. This demolisher cannon fires massive shells that can level buildings, annihilate heavily armoured infantry, and obliterate vehicles in a single hit. However, the main cannon is not the only thing that makes the Demolisher so dangerous and so popular amongst the infantry of the Imperial Guard.

Based on the venerable chassis and construction techniques of the Leman Russ, the Demolisher strains its engine by adding even more armour to its rear quarters and thickening the armour in all other locations. This makes it one of the slower vehicles in the Imperial Guard arsenal, almost as slow as some of the colossal super-heavy tanks, but also one of the most resilient. Demolishers can form bulwarks in defensive actions, and a line of these tanks can hold off a determined attacker for hours, if not days, when properly supplied with ammunition.

On the offensive, the Demolisher acts as a siege tank, spearheading attacks against the most hardened points of enemy resistance. Often equipped with hull lascannons and exceptionally dangerous sponson weaponry such as plasma cannons and multi-meltas, these siege tanks can blast holes in enemy formations, allowing for faster elements to move in and claim their objectives. The Demolisher is a vital and powerful element of any Armoured Company.

Type: Tracked Vehicle **Tactical Speed:** 10 m
Cruising Speed: 28 kph **Manoeuvrability:** –15
Structural Integrity: 60 **Size:** Massive
Armour: Front 40, Side 35, Rear 22
Vehicle Traits: Enclosed, Reinforced Armour, Ponderous, Tracked Vehicle
Crew: 1 Commander (Turret), 1 Driver, 1 Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapon), 2 additional Gunners (Sponsons; if taken)
Carrying Capacity: None

Weapons
Turret-mounted Demolisher Cannon (50m; S/–/–; 4d10+20 X; Pen 10; Clip 2; Reload Full; Blast [10], Concussive [3])
Hull-mounted weapon (choose one of the following):
- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Lascannon (Front Facing; 300m; S/–/–; 5d10+10 E; Pen 10; Clip 30; Reload 2 Full; Proven [3])
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)

Options
The Demolisher may take two Sponson-mounted weapons (choose one of the following):
- 2 Heavy Bolters (Left Facing/Right Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- 2 Heavy Flamers (Left Facing/Right Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)
- 2 Plasma Cannons (Left Facing/Right Facing; 120m; S/–/–; 2d10+10 E; Pen 8; Clip 32; Reload 5 Full; Blast [1], Maximal, Overheat)
- 2 Multi-meltas (Left Facing/Right Facing; 60m; S/–/–; 2d10+16 E; Pen 12; Clip 24; Reload Full; Blast (1), Melta)

The Demolisher may take one Pintle-mounted weapon mounted atop the turret (choose one of the following):
- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Leman Russ Vanquisher
An extremely sophisticated and rare variant of the basic Leman Russ, the Vanquisher is a dedicated vehicle destroyer and command tank. Equipped with the exceptionally long-barrelled vanquisher cannon, a Vanquisher is capable of sending specialist anti-tank shells that far outclass standard anti-tank munitions. Their built-in command and control systems also make them natural choices for squadron and company command vehicles, and Vanquisher crews are usually hand-picked from the best within any given regiment.

The unfortunate reality when it comes to the Vanquisher is that they are in short supply. Very few Forge Worlds now possess the ability to make vanquisher cannons and the specialist ammunition they use, and many Vanquishers have to make do with standard types of ammunition when their namesake rounds are unavailable.

Vanquishers are usually kept towards the middle of an armoured advance as to not expose them to enemy fire too early into a confrontation and to ensure that they can keep an eye on the battle around them, putting their command and control systems to better use. The extra range their vanquisher cannons afford mean they can often snipe enemy vehicles from afar before moving in closer to use their secondary weapons. Tank commanders privileged enough to find themselves leading the crew of a Vanquisher often have good prospects for rank advancement, and their tanks are often afforded much glory in the name of the God-Emperor.

Type: Tracked Vehicle **Tactical Speed:** 12 m
Cruising Speed: 35 kph **Manoeuvrability:** –10
Structural Integrity: 55 **Size:** Massive
Armour: Front 40, Side 32, Rear 20
Vehicle Traits: Command and Control, Enclosed, Reinforced Armour, Tracked Vehicle
Crew: 1 Commander (Turret), 1 Driver, 1 Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapon), 2 additional Gunners (Sponsons; if taken)
Carrying Capacity: None

Weapons

Turret-mounted Vanquisher Cannon (900m; S/–/–; 3d10+5 X; Pen 16; Clip 6; Reload 2 Full; Accurate)
Hull-mounted weapon (choose one of the following):

- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Lascannon (Front Facing; 300m; S/–/–; 5d10+10 E; Pen 10; Clip 30; Reload 2 Full; Proven [3])
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)

Options

The Leman Russ Vanquisher may take two Sponson-mounted weapons (choose one of the following):

- 2 Heavy Bolters (Left Facing/Right Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- 2 Heavy Flamers (Left Facing/Right Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)
- 2 Plasma Cannons (Left Facing/Right Facing; 120m; S/–/–; 2d10+10 E; Pen 8; Clip 32; Reload 5 Full; Blast [1], Maximal, Overheat)

The Leman Russ Vanquisher may take one Pintle-mounted weapon mounted atop the turret (choose one of the following):

- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Special Rules

There are very few forge worlds that still produce Leman Russ Vanquishers. As a result, each Vanquisher tends to be identifiable from the perspective of which Forge World it originated from, including those that produce slightly different versions to the norm. At the GM's discretion, a Vanquisher may be changed to a Gryphonne-pattern or Stygies-pattern Vanquisher. These types of Vanquishers are functionally the same, but their turrets also feature a Co-Axial storm bolter (Co-Axial Mount; 90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing).

Chimera Armoured Transport

More than a simple armoured personnel carrier, the Chimera is both a transport vehicle and light tank, and its dependable frame and universal design forms the backbone of the Imperial Guard's armoured might.

The Chimera is designed to transport a full squad of Guardsmen into the thick of the fighting, whilst still providing support in the form of heavy firepower. The Chimera's heavily armoured front makes it ideal for head-on assaults where lines of Chimeras can form an exceptionally effective spearhead, backed up by the infantry within them.

The Chimera's success is also down to its versatility. More vehicles are based upon the Chimera design than any other, from command tanks like the Salamander to self-propelled artillery like the Medusa. Even the basic Chimera itself has many variants, and its modular turret and hull mounts can be adapted to a number of different weapon configurations to ensure a level of tactical flexibility not normally achievable with other Guard vehicles. The Chimera's adaptability is such that many other organisations, such as the Inquisition and the Adeptus Arbites, also employ the vehicle, making it one of the most ubiquitous designs in the galaxy.

Type: Tracked Vehicle **Tactical Speed:** 15 m
Cruising Speed: 70 kph **Manoeuvrability:** +0
Structural Integrity: 35 **Size:** Massive
Armour: Front 30, Side 22, Rear 16
Vehicle Traits: Amphibious, Enclosed, Rugged, Tracked Vehicle
Crew: 1 Commander (Turret), 1 Driver, 1 Gunner (Hull Weapon)
Carrying Capacity: 12 Imperial Guardsmen plus wargear

Weapons

Turret-mounted weapon (choose one of the following):

- Multi-laser (150m; –/–/5; 2d10+10 E; Pen 2; Clip 100; Reload 2 Full; Reliable)
- Heavy Bolter (150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Heavy Flamer (30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)
- Autocannon (300m; S/3/–; 3d10+8 I; Pen 6; Clip 40; Reload 2 Full; Reliable)

Hull-mounted weapon (choose one of the following):

- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)

Options

The Chimera may take one Pintle-mounted weapon mounted atop the turret (choose one of the following):

- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Special Rules

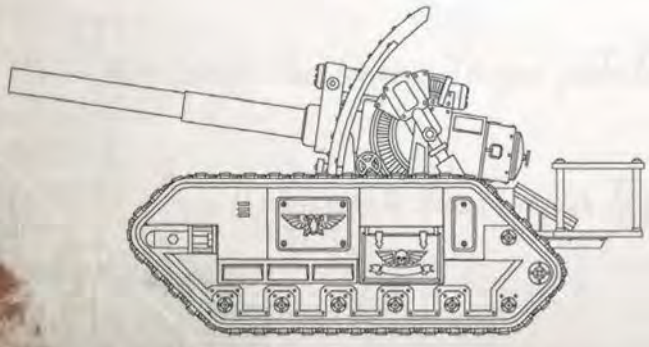
There are a wide variety of Chimera configurations and it is fairly common to see specialist command Chimeras leading mechanised infantry platoons. At the GM's discretion, a Chimera may be given the Command and Control Vehicle Trait. Additionally, most Chimeras have several firing ports running along their flanks (3 per side). Sometimes these are taken up by hull-mounted lasguns to be controlled by transported troops, but if not, they may be used as firing ports by passengers. The Chimera also has a hatch on top of the hull that can be used by passengers as a method of embarkation/disembarkation as well as a firing point.

Basilisk

Showing just how multi-purpose the basic Chimera chassis is, the Basilisk is not a transport vehicle at all but is instead the premiere artillery unit of the Imperial Guard. Entire sectors have had their fates decided by the power and roar of the Basilisk's mighty earthshaker cannon, and, true to its basic construction, it remains one of the more versatile artillery units available to Guard commanders.

Basilisk batteries are capable of flattening entire cities, decimating tank formations and cutting a swathe through massed ranks of advancing infantry. This ability stems from the earthshaker artillery shell, a type of ordnance so potent and so powerful that it tends to literally shake its targets apart. Destroying the enemies of the God-Emperor is not the only thing a Basilisk can do, as its main gun can fire a variety of shells in order to support its fellow infantry. Illumination shells can carpet battlefields in daylight, forcing heretics and xenos alike out of the darkness, and smoke shells can keep Imperial Guard infantry and tanks safe as they advance towards their targets. With abilities like these, the Basilisk becomes more than just another artillery piece—it becomes a vital part of the Imperial Guard war machine.

Type: Tracked Vehicle **Tactical Speed:** 12 m
Cruising Speed: 35 kph **Manoeuvrability:** –5
Structural Integrity: 40 **Size:** Massive
Armour: Front 30, Side 18, Rear 16
Vehicle Traits: Open-Topped, Tracked Vehicle
Crew: 1 Commander (main gun), 1 Driver, 1 Gunner (Hull Weapon), 1 Loader (main gun)
Carrying Capacity: None



Weapons

Earthshaker Cannon on a Fixed weapon mounting (3,500m; S/–/–; 4d10+10 X; Pen 8; Clip 1; Reload Full; Blast [20], Concussive [3], Indirect [5])
Hull-mounted weapon (choose one of the following):

- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)

Options

The Basilisk may take one Pintle-mounted weapon, mounted at the front of the vehicle (choose one of the following):

- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Special Rules

A number of variants of the Basilisk exist, including several that fully enclose the main gun and the gun's operators. At the GM's discretion, a Basilisk may be given the Enclosed Vehicle Trait, losing the Open-Topped Vehicle Trait. Additionally, unlike a many artillery platforms, the Basilisk is capable of being used as a direct fire siege gun. By spending a Full Action, the crew of Basilisk can remove (or add) the Indirect Quality to the Earthshaker Cannon mounted on their vehicle. All the usual requirements for Standard Attack Actions apply, such as Line of Sight, when firing the earthshaker cannon without this Quality.

Hellhound Flame Tank

One of the more specialist variants of the Chimera chassis, the Hellhound Flame Tank is a dedicated anti-infantry tank designed to clear out masses of troops with its fearsome inferno cannon. Watching a Hellhound in action is a frightening prospect, as great gouts of fiery promethium spray outwards in a large arc. The effect is short lived, but the roar of its scorching payload is soon replaced by the tortured screams of those unfortunate enough to be caught in the wave of fire.

Hellhounds are suited to the more reckless and cavalier of vehicle crews, as while they may have increased armour across their flanks, they do carry vast amounts of highly explosive promethium fuel. Every hit could spell potential disaster for a Hellhound and its crew, and exposed infantry tend to give the tank a wide berth in case a well-aimed shot from an enemy turns the tank into a raging fireball of titanic proportions.

Despite these obvious drawbacks, the Hellhound itself has a good reputation as a quick strike vehicle, moving ahead of the main line to torch dug-in enemy positions and burn away obstructions for the slower and heavier vehicles that follow behind it. The enemies of Mankind know to fear the Hellhound and their crews exploit this well-deserved dread at every opportunity.

Type: Tracked Vehicle **Tactical Speed:** 18 m
Cruising Speed: 70 kph **Manoeuvrability:** +10
Structural Integrity: 30 **Size:** Massive
Armour: Front 30, Side 28, Rear 18
Vehicle Traits: Enclosed, Enhanced Motive Systems, Extremely Volatile, Reinforced Armour, Tracked Vehicle

Crew: 1 Commander (main gun), 1 Driver, 1 Gunner (Hull Weapon)
Carrying Capacity: None

Weapons
Turret-mounted Inferno Cannon (50m; S/–/–; 2d10+15 E; Pen 8; Clip 100; Reload —; Flame, Spray)
Hull-mounted weapon (choose one of the following):
- Heavy Bolter (Front Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing)
- Heavy Flamer (Front Facing; 30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)

Options
The Hellhound may take one Pintle-mounted weapon, mounted atop the turret (choose one of the following):
- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Special Rules
The vast quantity of promethium fuel carried by a Hellhound gives it a considerable amount of staying power in prolonged engagements. The inferno cannon carried by the Hellhound doubles its Clip Size to 100 rather than 50 (this has been included in the profile above). Additionally, once the Hellhound has used all the ammunition for its inferno cannon, it loses the Extremely Volatile Vehicle Trait until the fuel has been reloaded.

Sentinel Scout Walker
Small and lightly built, the Sentinel is mostly employed as a reconnaissance walker, ranging far ahead of the main advance in order to find areas where the enemy is concentrated the most or to launch ambushes upon the enemy's own forward elements. They also make excellent close support weapon platforms, especially in tight quarters where their exceptional mobility and capacity to move and fire heavy weapons comes into its own.

Sentinels have very little armour, and most variants leave their single pilot exposed to the elements. This makes them ill-suited to drawn-out conflicts or front line action. Sentinel pilots often have to be very careful about the targets they choose, and learn to value their small walker's quick ground speeds. Variants with enclosed cockpits and even heavy armour do exist, but these are rarely used for reconnaissance roles.

Sentinels can be equipped with a wide variety of weapon systems that give Guard commanders a decent amount of options as to what types of targets they want their Sentinel squadrons to attack. The multi-laser is the most frequently used, but long-ranged autocannons and powerful lascannons are also quite common. There are even some specialist designs, such as the Elysian Drop Sentinel, that make use of very powerful weapons such as the multi-melta, a weapon not usually seen outside of the heaviest Imperial Guard Armoured Companies. This level of tactical ability, along with their capacity for traversing more terrain types than heavier vehicles, makes the Sentinel a valuable asset to the Imperial Guard and gives Guard commanders a higher level of strategic flexibility.

Type: Walker **Tactical Speed:** 10 m
Cruising Speed: 45 kph **Manoeuvrability:** +10
Structural Integrity: 20 **Size:** Enormous
Armour: Front 25, Side 15, Rear 15
Vehicle Traits: Enhanced Motive Systems, Open-Topped, Walker
Crew: 1 Driver
Carrying Capacity: None

Weapons
One weapon chosen from the following:
- Multi-laser (150m; –/–/5; 2d10+10 E; Pen 2; Clip 100; Reload 2 Full; Reliable)
- Heavy Flamer (30m; S/–/–; 1d10+5 E; Pen 4; Clip 20; Reload 2 Full; Flame, Spray)
- Autocannon (300m; S/3/–; 3d10+8 I; Pen 6; Clip 40; Reload 2 Full; Reliable)
- Lascannon (300m; S/–/–; 5d10+10 E; Pen 10; Clip 30; Reload 2 Full; Proven [3])

Special Rules
Some Sentinels are used to clear out large areas of forest and jungle using a specially adapted chainblade. Ostensibly, these blades are not designed for melee combat, but that doesn't stop Sentinel pilots from using them against the enemy should they get too close. At the GM's discretion, a Sentinel may be given a large chainblade (Melee; 2d10+4; Pen 4; Tearing, Unwieldy) that may be used like any other Melee weapon. The chainblade gains no Strength Bonus from the pilot and it does not replace the standard shooting weapon. Alternatively, the GM can choose to replace the Sentinel's Enhanced Motive Systems Vehicle Trait with the Reinforced Armour and/or Enclosed Vehicle Traits. If given the Enclosed Vehicle Trait, the Sentinel loses its Open-Topped Vehicle Trait. Finally, in very rare circumstances, the GM may agree to give a Sentinel the Orbital Deployment Vehicle Trait as a way of representing the Sentinel being deployed via grav chute. However, this sort of deployment method should be considerably uncommon outside of Elysian units.

Baneblade
The Baneblade is easily one of the most dangerous vehicles on the battlefields of the 41st Millennium. Colossal vehicles, Baneblades make Leman Russ battle tanks look tiny and pathetic in comparison, and the morale boost from seeing one of these metal leviathans can never be underestimated. Baneblades are bristling with weapons and can engage more targets by themselves than most vehicle squadrons. Their armour is nigh on impenetrable to small arms fire and they can shrug off hits that would core even a Leman Russ Demolisher.

A Baneblade's main weapon is the huge baneblade cannon. Firing a specially designed rocket-propelled warhead, it can remove entire chunks of the battlefield in fiery plumes of death and destruction. An autocannon is slaved to the main cannon in a co-axial mount, mainly used to guide the larger gun's shots. However, unlike some super-heavy vehicles, the Baneblade's arsenal does not end with its primary weapon. A hull-mounted demolisher

cannon gives the Baneblade added punch at shorter ranges and a trio of twin-linked heavy bolters give it the defensive firepower of an entire squadron of Leman Russ. Finally, two strategically placed lascannon turrets give the Baneblade protection against flanking vehicles, especially walkers, who can often turn the Baneblade's sluggish speed against it.

To be the commander of a Baneblade is to be a god among other tank crews. Baneblades are always in high demand and most Imperial Guard armies will be lucky to have one in their service, let alone a full squadron. However, even one Baneblade can turn the tide of a losing battle, or make the break in a vital siege—there is almost nothing that can stand in a Baneblade's way.

Type: Tracked Vehicle **Tactical Speed:** 8 m
Cruising Speed: 25 kph **Manoeuvrability:** –30
Structural Integrity: 120 **Size:** Monumental
Armour: Front 45, Side 38, Rear 30
Vehicle Traits: Command and Control, Damage Control, Enclosed, Ponderous, Reinforced Armour, Super-Heavy, Tracked Vehicle
Crew: 1 Commander (Turret), 1 Driver, 5 Gunners (Turret/Demolisher cannon/Hull heavy bolter turret/both sponsons), 2 Loaders (Turret/Demolisher cannon). Baneblades usually have a dedicated comms-operator and sometimes have an Enginseer as part of their crew.
Carrying Capacity: None

Weapons

Turret-mounted Baneblade Cannon (750m; S/–/–; 3d10+15 X; Pen 10; Clip 12; 3 Full; Blast [12], Concussive [3], Reliable) with Co-Axial mounted M34 Auto-cannon (300m; S/3/–; 3d10+8 I; Pen 6; Clip 20; 2 Full; Ogryn-Proof, Reliable)

Hull-mounted Demolisher Cannon (Front Facing; 50m; S/–/–; 4d10+20 X; Pen 10; Clip 2; Reload Full; Blast [10], Concussive [3])

Turret-mounted twin-linked Heavy Bolter (150m;–/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing, Twin-Linked)

2 Sponson-mounted twin-linked Heavy Bolters (Left Facing/Right Facing; 150m; –/–/6; 1D10+8 X; Pen 5; Clip 60; Reload Full; Tearing, Twin-Linked)

2 Turret-mounted Lascannons (300m; S/–/–; 5d10+10 E; Pen 10; Clip 30; Reload 2 Full; Proven [3])

Options

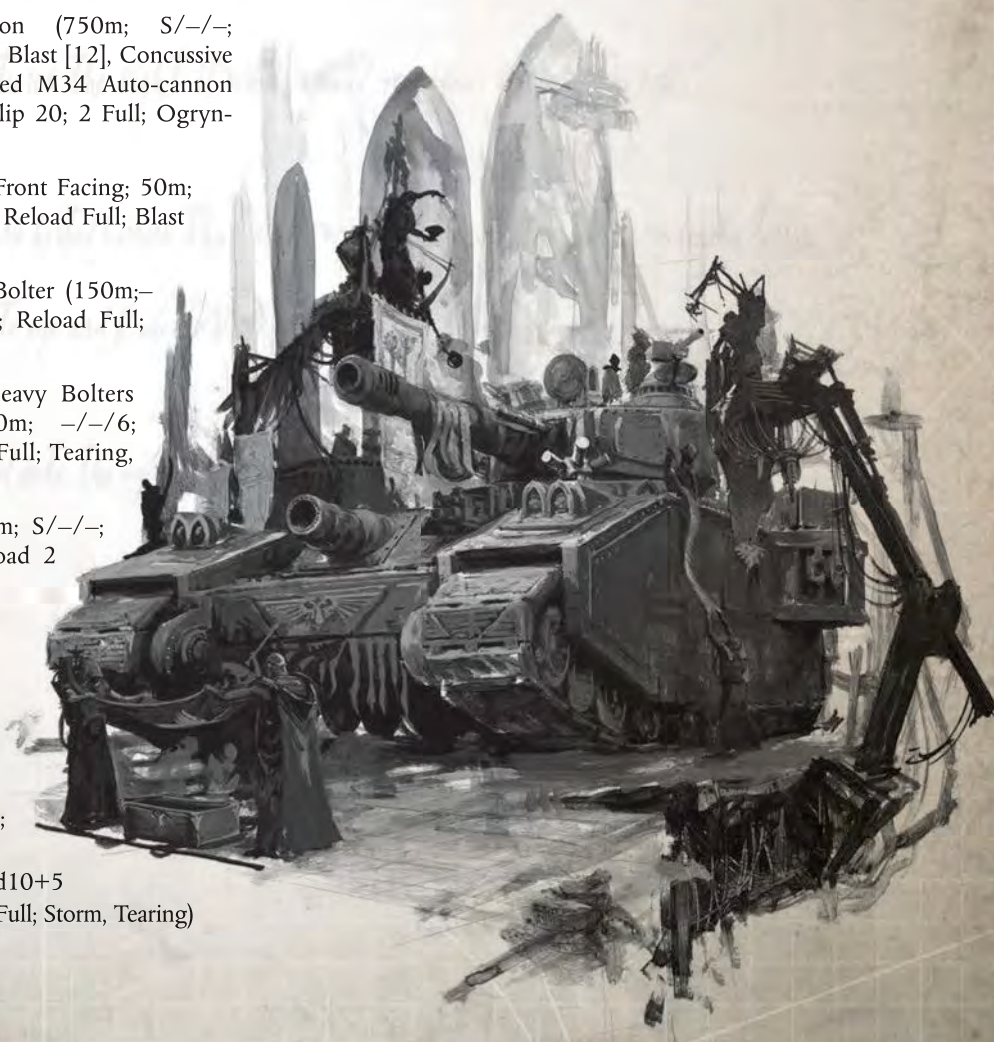
The Baneblade may take one Pintle-mounted weapon mounted atop the turret (choose one of the following):

- Heavy Stubber (100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full)
- Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 60; Reload Full; Storm, Tearing)

Special Rules

Baneblades have weapon mountings across their entire hull. To further clarify the weapons listed above, each of the Turret-mounted lascannons are located on top of the Sponson-mounted twin-linked heavy bolters, and the Turret-mounted twin-linked heavy bolter is mounted far forward on the Baneblade's hull, to the right of the demolisher cannon. Remember that whilst turrets have a 360-degree Fire Arc, the vehicle itself blocks this and limits the smaller turrets' Fire Arcs (especially the twin-linked heavy bolter turret). Additionally, the sophisticated machine spirits slaved to the Baneblade's lascannons mean they can be fired at the same time and at different targets, as the vehicle's sponson-mounted twin-linked heavy bolters by the same gunner as a Full Action.

Baneblades are often used as more than just command tanks, but command and control fortresses that can coordinate the attacks of multiple vehicle squadrons at once. At the GM's discretion, a Baneblade may be given the Improved Command and Control Vehicle Trait in place of its standard Command and Control Vehicle Trait. Additionally, the Baneblade may be given the Environmentally Sealed Vehicle Trait. If an Enginseer is part of a Baneblade's crew, its own Damage Control systems are enhanced. In these instances, the vehicle's Reinforced Armour Vehicle Trait counts against Righteous Fury rolls and all Tests to put out fires gain a +20 bonus.





Psychic Powers

Using Psychic Powers

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Biomancy

•

Divination

•

Pyromancy

•

Telekinesis

•

Telepathy

Chapter VII: Psychic Powers

"We're told not to speak to them. Truth is, that's the easiest order we could hope to follow. I don't even think they can *talk. The only one I ever seen, they keep back with the Captain and his unit; all doped up and stashed away. They call it our 'Secret Weapon.' Never seen it do nothin', though. They said it got used in Krytos, but, if it did, I didn't see it. Might have done something during that freak firestorm that tore through the enemy. What?* Caused *the storm? Shut it! Nothin' can do that."*

–Scuttlebutt on board the *Wounds of Redemption.*



Ruinous power. Highly destructive capabilities. A wild card, capable of turning the tides of war. These are the thoughts of many in the Departmento Munitorum when the idea of psykers comes into their minds. For the troops that must serve alongside these beings, they are enigmatic monsters drawing upon eldritch forces, kept in check only by the steady shot of a Commissar's bolt-pistol. Psykers are feared throughout the Imperium with good reason. On Feral worlds, witches conjure demonic power and break all laws of nature. On more civilized worlds, those who are shown to by psychically active rarely have the time to even realise the power they hold before they are captured and taken to the dreaded Black Ships. From there, they either prove themselves useful enough to serve where needed, or prove too wild and dangerous to be allowed to live; those that come up wanting are taken to Holy Terra. Once there, they will join tens of thousands more psykers in giving their souls to sustain the Emperor for another day.

While psykers are feared and distrusted throughout the Imperium, the empire of man could not function without them. Psykers are the links that hold Mankind together—psychic communication is the only means the Imperium has to communicate over the vast distances of space. Astropaths relay orders, allowing the sweeping force of the Imperial armies to spread across the galaxy. Without psykers, the Imperium would fall apart, with all of the many worlds Man has claimed being unable to communicate with even the lords of their sector. However, every psyker is also a grave danger to those around them. Each psyker is a gateway through which the daemons of the Warp may enter the material world and bring destruction to Mankind. Thus, the collection and training of those who show signs of this power is a serious—and often brutal—undertaking. Those who brandish the power of the Warp in the hopes of building cultish power often meet very swift ends at the hands of dreaded Inquisitors.

However, those who prove useful may be put to work for the benefit of man. Clever and competent Psykers may be put to use by the Imperial Guard, or find a place in the Imperial Navy, giving Commanders advice pulled from the Aether. Particularly wily and talented psykers may be called in to serve in one of the Inquisition. Many psykers are branded and marked, ensuring that they may be easily identified and punished for any unusual activity, wherever they may be.

PSYKERS IN THE IMPERIAL GUARD

Psykers play an important role amongst the ranks of the Imperial Guard. Gathered into large psychic choirs, a group of psykers can weave their power together to perform extraordinary feats. As they gain experience, psykers can even ascend to the rank of Primaris Psyker, accompanying Imperial commanders into battle and summoning incredibly destructive powers to turn the tides of battle. These potent individuals are viewed with a mix of fear and awe by the general ranks of Guardsmen, and having a psyker attached to an Imperial Guard squad can raise tensions considerably.

Scholastica Psykana

The Imperium needs psykers, but only those who can use the unstable powers of the Warp for the good of Mankind. When the seed of power is found on any Imperial world, they are gathered, sedated and sent away on board the dreaded Black Ships. They are tested, and those found worthy are selected to attend the revered Scholastica Psykana, where they may learn to control their power. Out of these countless psykers,

only a very small percentage will leave alive. Most meet their end in the deadly training, or are executed by the overseers when their power exceeds their control. If they are to control the energies of the Warp, they must first learn its true nature. Many are driven mad when they first look into the roiling energies of the Warp, and see it staring back at them. Those who survive their trials may become Sanctioned Psykers. Once sanctioned, a psyker may be approached by certain powerful individuals, if they have shown exceptional power and control. For most Sanctioned Psykers, they will get their chance to serve the Imperium and prove their loyalty to the Emperor amongst the ranks of the Imperial Guard.

The Enemy

Unfortunately for the Guardsmen fighting the Imperium's wars, the psykers of the Imperium are not the only beings in the galaxy who can wield the foul powers of the Warp. From mysterious Eldar Farseers and vicious Chaos Sorcerers, to unpredictable Ork Weirdboyz and the ominous Zoanthropes of the Tyranid Hive Fleets, powerful psychic individuals stand amongst the ranks of almost all of the enemies of man. Simply seeing the destruction that can be wrought by these individuals can drive a Guardsman mad.

Psychic Powers in Only War

Psychic powers are the physical manifestation of a psyker's abilities, and mark him as distinct from any other kind of character. In **Only War**, psychic powers are only available to Player Characters who are Sanctioned Psykers. Over the course of their adventures, troops may encounter other beings that manifest powers using Warp energies. In all cases, the GM and players should use the rules presented here to represent a psyker's deadly gifts.

Psy Ratings

Psy Rating (PR) is a raw measure of a psyker's power and his ability to draw power from the Warp. The higher a psyker's PR, the more powerful he will be. PR usually ranges from 1 (a novice Imperial psyker or petty Warp-witch) to 10 (a monstrous Greater Daemon or masterful Eldar Farseer), though in some extremely special cases it may go higher still. PR is used to determine the potency of all psychic powers, such as range, area effect, or Damage. To have any access to psychic powers, a character must have a PR of at least 1.

A starting Sanctioned Psyker has a Psy Rating of 2. Unlike other characteristics, however, Psy Rating is increased by spending Experience Points in a similar manner to gaining Talents. This represents the character's natural potential, his training, and his growing connection to the Warp (see **Chapter III: Character Creation**).

Using Psychic Powers

When a psyker, such as Sanctioned Psyker, wishes to use a psychic power, he must first choose how much power he is pouring into the ability, and any other methods he is using to draw upon and focus the power of the Warp. Then he must make a Focus Power Test (typically, but not always, a Willpower Test, modified by the difficulty of the power and the character's effective Psy Rating), to see if it manifests. Finally, if the Test is successful, the power will take effect.

Depending on how much energy the psyker used and what methods he used to bolster his efforts, there may be additional consequences. The step-by-step process for using a psychic power is described below:

- Choose the power level (Fettered, Unfettered or Push): The power level at which the psyker uses his power (reflecting how deeply he is drawing from the Warp) influences the likelihood of the psyker successfully manifesting the power, and also determines whether there are any unwanted side effects such as Psychic Phenomena.
- Make a Focus Power Test: In most cases, this is a Willpower Test (though there are some exceptions), the difficulty of which depends on the power, and which is modified further based on the power level chosen. In some cases, determined by the specific power, the target may Oppose this Test (see page 31 for Opposed Tests).
- Apply the Effects: Depending on the psyker's final Psy Rating (as determined by the power level he has chosen), the power will have variable effects, such as increased range, area of effect, or Damage. Depending on the factors described above, the power may also generate Psychic Phenomena or even Perils of the Warp.

Psychic Strength

Whenever a psyker uses a power, he is drawing energy from the Warp and channelling it into physical effects. However, opening such a conduit to the Warp is always dangerous, and the psyker incurs a chance of causing disturbances in the Warp that have undesired side-effects. In extreme cases, these disturbances may even lead to the opening of an uncontrolled rift between reality and the Warp, with potentially fatal consequences. By minimising the amount of power he draws, a psyker can reduce or eliminate the chances of side-effects such as Psychic Phenomena or Perils of the Warp (see page 227).

Alternatively, he can draw deeper from the well of the Warp to boost his powers beyond his normal capabilities. Of course, such power always comes with greater risk of unleashing unintended effects or even summoning unwanted visitors from beyond. The precise effects of Psychic Phenomena vary based on the nature of the psyker: The Sanctioned Psykers of the Imperium, the Librarians of the Space Marines, and the traitorous Sorcerers of the Chaos Space Marines draw on less power but may use it more safely, while unsanctioned witches and mortal wyrds are subject to harsher effects, but can draw more deeply in return, and those who are not mortal (that is,

Table 7-1: Psychic Strength

Class of Psyker	Fettered (Psy Rating/2)	Unfettered (Psy Rating)	Push (Psy Rating +1 to +3/+4/+5)	Sustaining Powers
Bound: Sanctioned Psykers and Astropaths, sorcerers, Librarians, and Chaos Space Marines	Make a Focus Power Test, counting Psy Rating as half normal. No chance to manifest Psychic Phenomena.	If the psyker rolls doubles during a Focus Power Test, roll on the Psychic Phenomena Table (see page 227).	May add up to +3 to Psy Rating when Pushing. Roll on the Psychic Phenomena Table, adding +10 to the total.	+10 to all rolls on the Psychic Phenomena Table, decrease Psy Rating by 1 per power.
Unbound: Wyrds, renegade psykers and mortal sorcerers	Make a Focus Power Test, counting Psy Rating as half normal. No chance to manifest Psychic Phenomena.	If the psyker rolls doubles during a Focus Power Test, roll on the Psychic Phenomena Table (see page 227), adding +10 to the total.	May add up to +5 to Psy Rating. Roll on the Psychic Phenomena Table at +5 per +1 PR added, up to a maximum of +25.	+10 to all rolls on the Psychic Phenomena Table, decrease Psy Rating by 1 per power.
Daemonic: psychic daemons, Daemonhosts, and daemon princes	May not use powers at the Fettered level.	If the psyker rolls doubles during a Focus Power Test, roll on the Psychic Phenomena Table (see page 227), adding +10 to the total. The psyker is not affected by the result unless the result causes Perils of the Warp, though those around him may be.	May add up to +4 to Psy Rating. Roll on the Psychic Phenomena Table at +10 per +1 PR added, up to a maximum of +40. The psyker is not affected by the result unless the result causes Perils of the Warp, though those around him may be.	+10 to all rolls on the Psychic Phenomena Table, decrease Psy Rating by 1 per power. The psyker is not affected by the result unless the result causes Perils of the Warp, though those around him may be.

those with the Daemonic Trait) remain largely unperturbed by such trivial fluctuations of the Warp, and suffer far less severe effects. These varying effects are described on **Table 7–1: Psychic Strength**.

When a psyker uses a power, he has a choice of using it at one of three different levels:

- **Fettered:** The psyker holds back his full power and carefully channels energy from the Warp, hopefully using just enough to manifest the power but not enough to trigger unnatural or dangerous effects. When any psyker uses a power at the Fettered level, he must make a Focus Power Test (see below) to manifest the power. The limited power involved means that the psyker must halve his PR (rounding up) when determining the bonus applied to the Focus Power Test and any effects the power has. However, regardless of the results of the Focus Power Test, there is no risk of triggering Psychic Phenomena.
- **Unfettered:** The psyker puts the full weight of his ability into the power and embraces the raging powers of the Warp. When a Psyker uses a power at the Unfettered level, he must make a Focus Power Test (see below) to manifest the power. As he is using his full natural ability, he uses his full PR when determining the bonus applied to his Focus Power Test and any effects the power has. However, should he roll a double (that is, both the tens dice and the units dice come up with the same number), he will suffer from an unexpected surge in the Warp and must roll on **Table 7–2: Psychic Phenomena**. Note that it is possible for a psyker to successfully pass his Focus Power Test (thus successfully activating the power) and still suffer Psychic Phenomena.
- **Push:** The psyker draws deeply and greedily from the Warp, and hurls as much power forth as he possibly can in an attempt to manifest truly wondrous and terrifying effects. When using a power at the Push level, he must make a Focus Power Test (see below) to manifest the power. As the psyker is drawing deeply and recklessly from the Warp, he may add +1 to +3 (or more depending on the type of the psyker; this is detailed on **Table 7–1: Psychic Strength**) to his Psy Rating when determining the bonus applied to his Focus Power Test and any effects the power has. However, regardless of the Test's result, the psyker will automatically generate a significant disturbance in the Warp and must roll on **Table 7–2: Psychic Phenomena** and modify the result depending on the psyker's nature as described in **Table 7–1: Psychic Strength**. Additionally, Pushing a power is taxing—if a psyker using this level of power rolls a double on his Focus Power Tests, he suffers a level of Fatigue from the effort.

FOCUS POWER TEST

Any use of a psychic power begins with a Focus Power Action (see page 245), which requires a Focus Power Test to determine whether or not the power manifests successfully, and how potent its effects are. The amount of time this action takes is determined by the power being used, and may be a Free Action, Half Action, Full Action, or Reaction. In most cases, a Focus Power Test is a Willpower Test, modified by the difficulty of the power being used, and the Psy Rating of the psyker, which grants a +5 bonus to the Test for every point of Psy Rating the psyker uses for that power. If this Test is passed, the power has manifested, while failing the Test means that the power does not manifest and nothing happens, though the Action is still used regardless of whether the power takes effect. A result of 91 or higher always indicates failure, regardless of any other factors. In many cases, the number of Degrees of Success scored when passing the Focus Power Test determines some of the effects of the power—when this is the case, it will be noted in the power's description.

Many powers also indicate an Opposed Test, especially when used against an unwilling foe. If the Focus Power Test is an Opposed Test, the psyker must successfully pass the Test and gain more Degrees of Success than at least one of his opponents to activate the power. Note that even if the psyker loses the Opposed Test and does not activate the power, he still can generate a disturbance in the Warp if using the power at Unfettered or Push level.

Example

Chalse Bishopstead is a neophyte Sanctioned Psyker with a Willpower of 32 and a Psy Rating of 2. When using his psychic powers at the Push power level, Chalse's Focus Power Tests (before being modified by the power) that use Willpower will succeed on 47, 52, 57 or less (Willpower 32, + Psy Rating 3, 4, or 5 x 5).

Resisting Enemy Psychic Powers

If they are attacked by enemy psychic powers, psykers have far better mental defences than "normal" people, using the power of the Warp to fight back. When making an Opposed Focus Power Test to resist a psychic attack, a psyker may select a power level (Fettered, Unfettered or Push), and add his resultant Psy Rating to the Willpower Test to resist the enemy power. However, if resisting at Unfettered or Push level and his roll is a double, this generates Psychic Phenomena, in just the same way as the attacker.

Psy Rating in Psychic Powers

Unless specifically stated otherwise, all modifiers in a power equal to Psy Rating are based on the Psy Rating used when manifesting the power. This means that if the psyker manifests a power at the Fettered Level, a power that has effects based on Psy Rating is going to do less than if he Pushes.

Sustaining Psychic Powers

Some psychic powers can be sustained for a prolonged period of time, as noted in their description. A psyker may sustain such powers without the need to make further rolls, taking only a small amount of effort to sustain a single power. However, attempting to maintain multiple powers at once becomes increasingly taxing, dividing the psyker's attention between several simultaneous effects and requiring ever greater amounts of concentration.

Any power that can be sustained has a listed Action which defines how much effort the power requires to sustain—for example, a power with a Sustain Requirement of Half Action requires a Half Action each Turn to sustain its effects. If the psyker is only attempting to sustain a single power, this is enough to maintain the effects. Any power that does not have the required Action spent to sustain it ends at the end of the psyker's Turn.

Sustaining multiple powers is more difficult and more tiring. Any character attempting to sustain two or more powers at once must spend the longest Action from the Sustain Requirements of all the powers being sustained, and reduces the effective Psy Rating for each power by the number of powers being sustained. More perilous still, the amount of energy the psyker is attempting to wield becomes unstable, swiftly going out of control at the most minor slip of concentration. Should the psyker cause Psychic Phenomena while sustaining more than one power, then he must add +10 to the result rolled on **Table 7–2: Psychic Phenomena** for every power after the first being sustained.

Cumulative Effects

Modifiers, Characteristic increases, and other benefits generated by psychic powers do not stack with each other—only the highest applies. They do stack with non-psychic bonuses, such as those granted by equipment and environment.

Range and Line of Sight

Unless noted in its description, a psychic power that directly targets an individual or thing requires a psyker to have line of sight toward (or otherwise be "aware" of) the target. The target must also be within the power's stated range.

Detecting Psychic Powers

Psykers are attuned to the Warp around them, able to sense the currents and eddies caused by other psykers dipping into the flow of the Immaterium. When psychic powers are in effect in a psyker's presence, he can make a Psyniscience Test in order to determine their source (see page 129 for details on the Psyniscience Skill and its uses).

Psychic Bolts

A number of powers produce blasts or bolts of energy that inflict direct harm in a manner not dissimilar to a weapon. Powers of this type all follow the same basic rules. The psyker must nominate a single target within range and line of sight; if the Focus Power Test is successful, then the target has been successfully hit. There are three further variations on this: Psychic Barrages, Psychic Storms, and Psychic Blasts.

Psychic Bolts of all kinds may be dodged as if they were any other kind of ranged attack. A successful Dodge Test is sufficient to avoid a normal Psychic Bolt. Dodging a Psychic Storm or Psychic Blast is resolved in the same way as dodging Auto-Fire or Area Effect Attacks (see page 244).

Pyschic Barrage

A Psychic Barrage is a cluster of bolts of energy, similar to a semi-automatic weapon. If the Focus Power Test succeeds, then the psyker produces one psychic bolt for the initial Degree of Success, plus one for every two additional Degrees of Success. The number of hits scored in this manner may not exceed the psyker's effective Psy Rating when using this power. The first hit must strike the initially chosen target, while any subsequent hits may strike either the initial target or any other targets within two metres, providing all of the targets are within range and line of sight.

Psychic Storm

A Psychic Storm is many bolts of energy, similar to an automatic weapon. If the Focus Power Test succeeds, then the psyker produces a number of psychic bolts equal to the number of Degrees of Success. The number of hits scored in this manner may not exceed the psyker's effective Psy Rating when using this power. The first hit must strike the initially chosen target, while any subsequent hits may strike either the initial target or any other targets within two metres, providing all of the targets are within range and line of sight.

Psychic Blast

A Psychic Blast detonates to cover a wide area, affecting multiple targets simultaneously. The psyker must nominate a single point in space anywhere within range and line of sight. If the Focus Power Test is successful, then every target within the radius of the Psychic Blast is hit by the power.

Psychic Phenomena

When a psyker reaches deeper into the Warp to power his abilities, there is always the chance of the Empyrean bleeding into reality, a factor which is at the very least disturbing and disconcerting, and which may be destructive or disruptive to the very fabric of reality. Sometimes this manifestation of the Warp is unique to the Psyker, but in general it is as unpredictable as the Warp itself. Some effects can include a dramatic drop in temperature, ghostly voices, feelings of unease, or nearby vegetation shrivelling and dying. In rare instances, full-scale Warp breaches can occur with the direst of consequences.

When a psyker uses his power at the Unfettered level or Push level, he risks generating such a disturbance in the Warp. Any Unfettered Focus Power Test that results in a double on the dice, or any power used at the Push level, means that the psyker must roll on **Table 7–2: Psychic Phenomena**. Particularly high rolls on this table can result in the psyker having to roll on **Table 7–3: Perils of the Warp**. A few powers, as noted in their descriptions, cause other effects upon the material world when they manifest.



Table 7-2: Psychic Phenomena

Roll	Effect
01-03	**Dark Foreboding:** A faint breeze blows past the psyker and those near him, and everyone gets the feeling that somewhere in the galaxy something unfortunate just happened.
04-05	**Warp Echo:** For a few moments, all noises cause echoes, regardless of the surroundings.
06-08	**Unholy Stench:** The air around the psyker becomes permeated with a bizarre and foul smell.
09-11	**Mind Warp:** The psyker suffers a –5 penalty to Willpower Tests until the start of his next turn as his own inherent phobias, suspicions, and hatreds surge to the surface of his mind in a wave of unbound emotion.
12-14	**Hoarfrost:** The temperature plummets for an instant, and a thin coating of frost forms to cover everything within 3d10 metres.
15-17	**Aura of Taint:** All animals within 1d100 metres become spooked and agitated; characters with Psyniscience can pinpoint the psyker as the cause.
18-20	**Memory Worm:** All people within line of sight of the psyker forget something trivial.
21-23	**Spoilage:** Food and drink go bad in a 5d10 metre radius.
24-26	**Haunting Breeze:** Winds whip up around the psyker for a few moments, blowing light objects around and guttering fires within 3d10 metres.
27-29	**Veil of Darkness:** For a brief moment (effectively the remainder of the Round), the area within 3d10 metres is plunged into immediate darkness.
30-32	**Distorted Reflections:** Mirrors and other reflective surfaces within a radius of 5d10 metres distort or shatter.
33-35	**Breath Leech:** Everyone (including the psyker) within a 3d10 metre radius becomes short of breath for one round and cannot make any Run or Charge Actions.
36-38	**Daemonic Mask:** For a fleeting moment, the psyker takes on a daemonic appearance and gains a Fear rating of 1 until the start of the next turn. However, he also gains one Corruption Point.
39-41	**Unnatural Decay:** All plant life within 3d10 metres of the psyker withers and dies.
42-44	**Spectral Gale:** Howling winds erupt around the psyker, requiring him and everyone within 4d10 metres to make an **Easy (+30) Agility or Strength Test** to avoid being knocked to the ground.
45-47	**Bloody Tears:** Blood weeps from stone and wood within 3d10 metres of the psyker. If there are any pictures or statues of people inside this area, they appear to be crying blood.
48-50	**The Earth Protests:** The ground suddenly shakes, and everyone (including the psyker) within a 5d10 metre radius must make a **Routine (+10) Agility Test** or be knocked down.
51-53	**Actinic Discharge:** Static electricity fills the air within 5d10 metres causing hair to stand on end and unprotected electronics to short out, while the psyker is wreathed in eldritch lightning.
54-56	**Warp Ghosts:** Ghostly apparitions fill the air within 3d10 metres around the psyker, flying about and howling in pain for a few brief moments. Everyone in the radius (except the psyker himself) must test against a Fear rating of 1.
57-59	**Falling Upwards:** Everything within 2d10 metres of the psyker (including the psyker himself) rises 1d10 metres into the air as gravity briefly ceases. Almost immediately, everything crashes back to earth, suffering falling Damage as appropriate for the distances fallen.
60-62	**Banshee Howl:** A shrill keening rings out across the immediate area, shattering glass and forcing every mortal creature able to hear it (including the psyker) to pass a **Challenging (+0) Toughness Test** or be deafened for 1d10 rounds.
63-65	**The Furies:** The Psyker is assailed by unseen horrors. He is slammed to the ground and suffers 1d5 Damage (ignoring Armour, but not Toughness Bonus) and he must test against Fear (2).
66-68	**Shadow of the Warp:** For a split second, the world changes in appearance, and everyone within 1d100 metres has brief but horrific glimpse of the shadow of the Warp. Everyone in the area (including the psyker) must make a **Difficult (–10) Willpower Test** or gain 1d5 Corruption Points.
69-71	**Tech Scorn:** The machine spirits reject your unnatural ways. All un-warded technology within 5d10 metres malfunctions momentarily, and all ranged weapons Jam (see page 255), whilst characters with cybernetic implants must pass a **Routine (+10) Toughness Test** or suffer 1d5 Damage, ignoring Toughness Bonus and Armour.
72-74	**Warp Madness:** A violent ripple of tainted discord causes all creatures within 2d10 metres (with the exception of the psyker) to become Frenzied for a Round and suffer 1d5 Corruption Points unless they can pass a **Difficult (–10) Willpower Test.**
75+	**Perils of the Warp:** The Warp opens in a maelstrom of energy. Roll on **Table 7–3: Perils of the Warp**, (see page 228) instead.

Table 7-3: Perils of the Warp

Roll	Effect
01-05	**The Gibbering:** The psyker screams in pain as uncontrolled Warp energies surge through his unprepared mind. He must make a **Challenging (+0) Willpower Test** or be stunned for 1d5 Rounds.
06-09	**Warp Burn:** A violent burst of energy from the Warp smashes into the psyker's mind, sending him reeling. He suffers 2d5 Damage, ignoring Toughness Bonus and Armour, and is stunned for 1d5 Rounds.
10-13	**Psychic Concussion:** With a crack of energy, the psyker is knocked unconscious for 1d5 Rounds, and everyone within 3d10 metres must make a **Routine (+10) Willpower Test** or be Stunned for one Round.
14-18	**Psy Blast:** There is an explosion of power and the psyker is thrown 3d10 metres into the air, falling to the ground moments later (see page 267 for Falling Damage).
19-24	**Soul Sear:** Warp power courses through the psyker's body, scorching his soul. The psyker cannot use any powers for the next hour and gains 2d5 Corruption Points.
25-30	**Locked In:** The power cages the psyker's mind in an ethereal prison, tormented by visions of the Warp. The psyker falls to the ground in a catatonic state. Each Round thereafter, he must spend a Full Action to make a **Difficult (–10) Willpower Test**. On a success, his mind is freed and restored to his body, haunted by his experiences but otherwise unharmed.
31-38	**Chronological Incontinence:** Time warps around the psyker. He winks out of existence and reappears in 1d10 Rounds (or one minute in narrative time) in the exact location. He suffers one point of permanent Toughness and Intelligence damage as his body and mind rebel against the experience, and gains 1d5 Corruption Points.
39-46	**Psychic Mirror:** The psyker's power is turned back on him. Resolve the power's effects, but the power targets the psyker instead. If the power is beneficial, it deals 1d10+5 Energy Damage (ignoring Armour) to the psyker instead of its normal effect.
47-55	**Warp Whispers:** The voices of daemons fill the air within 4d10 metres of the psyker, whispering terrible secrets and shocking truths. Everyone in the area (including the psyker) must make a **Hard (–20) Willpower Test** or suffer 1d5 Corruption Points and an equal amount of Willpower damage. In addition, whether or not the psyker passes the Willpower Test, he suffers an additional 1d5+5 Willpower damage.
56-58	**Vice Versa:** The psyker's mind is thrown out of his body and into another nearby creature or person. The psyker and a random being (note, this cannot be a daemon, mindless xenos, or other "soulless" creature) within 50 metres swap consciousness for 1d10 rounds. This may be an ally or enemy. Each creature retains its Weapon Skill, Ballistic Skill, Intelligence, Perception, Willpower, and Fellowship during the swap, but all other Characteristics are of the new host body. If either body is slain, the effect ends immediately and both parties return to their original bodies. Both suffer 1d5 Intelligence damage from the experience. If there are no creatures within range, the psyker becomes catatonic for 1d5 rounds while his mind wanders the Warp. This journey causes 1d10 Willpower Damage, 1d10 Intelligence Damage and 1d10 Corruption Points.
59-67	**Dark Summoning:** The Empyrean buckles and tears at the arrogance of the psyker, and a Bloodletter rips its way into existence. (see **Chapter XI: Adversaries**). The fiend appears within 3d10 metres of the psyker, for a number of Rounds equal to 1d5 plus the psyker's Toughness Bonus. The psyker's turn immediately ends, and the Daemon may take its turn immediately. It detests the psyker and focuses all of its attacks upon the fool that unwittingly summoned it. It will not attack anyone else, even if others attack it.
68-72	**Rending the Veil:** The air vibrates with images of cackling daemons and the kaleidoscopic taint of the Warp is rendered visible. All sentient creatures (any creature with an Intelligence characteristic) within 1d100 metres must test against Fear (2). The psyker must Test against Fear (4) instead. This effect lasts for 1d5 Rounds.
73-78	**Blood Rain:** A psychic storm erupts, covering an area of 5d10 metres in which everyone must pass a **Challenging (+0) Strength Test** or be knocked to the ground. In addition to howling winds and the skies raining blood, any psychic powers used in the area for 1d5 Rounds automatically invoke Perils of the Warp, in addition to any Psychic Phenomena those powers cause. The psyker gains 1d5+1 Corruption Points.
79-82	**Cataclysmic Blast:** The psyker's power overloads, arcing out in great bolts of Warp energy. Anyone within 1d10 metres (including the psyker) takes 1d10 Energy Damage with a Pen of 5. The psyker may not Dodge this, or stop the attack with a Field Save (see page 196). In addition, all of the psyker's clothing and gear is destroyed, leaving him naked and smoking on the ground. The psyker may use no further powers for 1d5 hours after the event.
83-86	**Mass Possession:** Daemons ravage the mind of every living thing within 1d100 metres. Every character in the area must resist a possession attack (see the Possession Trait in **Chapter V: Talents and Traits**; the attacker is a random Lesser Daemon). This possession will last for no more than 2d10 Rounds, after which the daemons are cast back into the Warp.
87-90	**Reality Quake:** Reality buckles around the psyker, and an area radiating out 3d10 metres from him is sundered: solid objects alternately rot, burn, and freeze, and everyone and everything in the area takes 2d10 Rending Damage, ignoring Armour (and unable to be dodged). Warded objects, daemons, and untouchables halve the Damage rolled.
91-99	**Grand Possession:** A grand and terrible Warp entity takes interest in the psyker's soul, descending from the Warp to seize the mortal's body for its own purposes. A powerful Daemon attempts to possess the psyker (see the Possession Trait in **Chapter IV: Talents and Traits**). Use the Bloodletter from page 354, but increase all of its Characteristics by +20 and give it Fear 4. Even if the daemon fails, the psyker still suffers 2d10 Toughness Damage, and will forever add +10 to all rolls on the Psychic Phenomena and Perils of the Warp tables as his body now serves as a conduit to the power of the Warp. If the character dies while possessed, the daemon manifests in the real world for a number of days equal to its Toughness Bonus or until it is destroyed.
00	**Annihilation:** The psyker is immediately and irrevocably destroyed, burned to nothing by the screaming fires of the Immaterium or dragged into the deepest maelstrom of the Warp. The psyker may not spend Fate to recover from this death, he is irrevocably destroyed. There is a chance that a daemonic entity of some sort appears in the psyker's place—the type of daemon that appears is determined by the GM, based on how powerful the psyker was—more powerful psykers draw more powerful daemons. The percentage chance that the daemon appears is equal to the psyker's Willpower characteristic (roll a d100, if the result is equal to or under the characteristic, the daemon appears).

Psychic Powers

"Right after we secured the structure, that's when he panicked and told me it was a trap. The xenos didn't want to be sieged, they wanted to besiege us!"

–From the journal of Captain Karsgard, Vostroyan XXI

Psychic powers work in much the same way as Skills and allow a psyker character to manifest effects and abilities. Psykers access their profound (some say blasphemous) power from the Warp, using an innate connection to this wellspring of energy to create effects capable of incredible greatness or ruinous destruction.

Sanctioned Psykers receive their training from the Scholastica Psykana on board the dreaded Black Ships. Here, those that are judged not to be too insane are examined and tested to see what use they can be to the Emperor. Those with great telepathic ability are taken by the Adeptus Astra Telepathica to be trained as Astropaths. Although they are important beyond imagining to the war effort, as well as Imperial civilisation, these psykers will never see combat.

Sanctioned Psykers, on the other hand, are given specialised combat training, meant to emphasise teamwork and adaption, though sacrifice and devastation are also mainstays of their education. They learn to ingratiate themselves into whichever unit in whichever army on whichever world in whichever sector in whichever area of the galaxy the Black Ship may expel them. They are taught a few sanctioned powers, though they may develop more, as they gain more experience.

The following section contains several disciplines of psychic powers. The rigid training of Sanctioned Psykers over several millennia has categorised these powers and, though psykers usually specialize in one discipline, they are free to pick and choose any powers, assuming they meet the requisite level of power and training. Psykers may only gain powers between missions, as they must be trained by a more powerful psyker, for now. A psyker may, at the GM's discretion, purchase powers while on an extended mission (by receiving tutelage from the Warp), but that psyker will have a great deal of very quick explaining to do once the squad returns to HQ. The importance of the mission will dictate the level of punishment for reaching out to the Ruinous Powers for more capabilities, but trucking with the powers of Chaos is seldom an easily forgivable offense.

Power Format

Each psychic power is presented using the following format:

Name: The power's name.

Value: This number represents the amount of Experience required to learn the power. Psychic powers may be purchased with Experience Points.

Prerequisites: Some techniques require the psyker to have first learnt other ways to use his abilities. The psyker must possess the powers (or other prerequisites) listed in order to learn the power.

Action: The Focus Power Action (see page 245) required to activate the power. This is usually a Free Action, Half Action, Full Action, Reaction or an Extended Action.

Focus Power: This states the Characteristic used in Focus Power Tests to activate this power (normally Willpower, but occasionally other characteristics are used), and whether the Focus Power Test is Opposed. The difficulty of the power is also noted here.

Range: The range at which the power can be used is usually expressed in metres or kilometres multiplied by the PR at which the power was used. If the range is a radius, this is always measured with the psyker at its centre. Radius is also applies to a sphere around the psyker and so will extend up, down and in every other direction.

Sustained: This states whether the power can be sustained (see page 225), and what Action is required to sustain the power. This entry will always be one of the following: No, Free Action, Half Action, or Full Action.

Subtype: This denotes the specific Action Subtypes for the Focus Power Test of each individual power. For more information on Action Subtypes see page 242.

Description: This details the power's effects, including variable effects that the psyker's Psy Rating, or the Degrees of Success from the Focus Power Test, have on the power's final strength. Whenever a power's description refers to the psyker's Psy Rating, it means the PR at which he manifests the power, modified by the power level (Fettered, Unfettered, or Push) he chose.

Psychic Phenomena: Some powers cause alternate or additional Psychic Phenomena. If the power uses only the normal Psychic Phenomena rules, this section will be absent.

Minor Manifestations

The psychic powers presented in this chapter represent some of the more powerful abilities that psykers in the Imperial Guard can summon on the battlefield. However, as psykers are trained in the bellies of the Black Ships, they learn to use the power of the Warp in many more subtle ways. In **Only War**, these small uses of psychic power are represented as Minor Manifestations, and are divided up by the different disciplines.

Characters with the Psyker Aptitude may purchase Minor Manifestations from any psychic discipline in which they already know a psychic power, and each individual Minor Manifestation costs 50 Experience Points. What an individual Minor Manifestation does is up to the game master and the player making the purchase, however these powers must be simple, small manifestations of power, and may not have any concrete in-game effects (such as causing significant Damage or removing a status effect). Examples of appropriate Minor Manifestations are listed at the beginning of each discipline.

To use a Minor Manifestation, the psyker must spend a Half Action and make an **Easy (+30) Willpower Test**. This Test has no chance to trigger a roll of the Psychic Phenomenon Table.

Biomancy

Those psykers who specialise in Biomancy have learned to influence the biological energies of living beings. They have learned to manipulate not just their own flesh, but that of their allies and enemies.

Example Minor Manifestations: Slightly alter the psyker's physical appearance for a short time. Sense the pulse rate of another character nearby.

Smite

Value: 200xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 20 metres x Psy Rating
Sustained: No
Subtype: Attack, Concentration
Description: Called by many names, Smite is a common destructive power used throughout the galaxy by many different psykers. The psyker conjures up bio-energy from deep within himself, summoning lethal bolts of lightning which leap from his fingertips to burn and blast his enemies to ash.

Smite is a Psychic Barrage that deals 1d10 + Psy Rating Energy Damage with a Pen of 4.

Iron Arm

Value: 400xp
Prerequisites: Endurance, Strength 35+, Toughness 35+
Action: Half Action
Focus Power: Hard (–20) Willpower Test
Range: Self
Sustained: Free Action
Subtype: Concentration
Description: The psyker's flesh transforms, hardening into a slick, living metal, weighing him down but also rendering him incredibly resistant. His new form allows him to shrug off small arms fire and crush his enemies with his bare hands.

While this power is in effect, the psyker gains the Unnatural Toughness and Unnatural Strength Traits with ratings equal to half his Psy Rating, rounded up. However, his flesh's more sturdy form weighs the psyker down, causing him to suffer a –10 penalty to his Agility characteristic while the power is in effect.

Enfeeble

Value: 100xp
Prerequisites: Toughness 35+
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 20 metres x Psy Rating
Sustained: Half Action
Subtype: Attack, Concentration
Description: The psyker lashes at his target with tendrils of Warp energy. The vile power quickly strips the victim of vitality, draining its spirit with every caress.

The psyker nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, it is Stunned for one Round. In addition, as long as this power remains in effect, if the target rolls doubles on any Test it makes, it gains a number of levels of Fatigue equal to half the psyker's Psy Rating rounded down. A single target can only be affected by one instance of the Enfeeble power at a time.

Endurance

Value: 300xp
Prerequisites: Toughness 30+
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 3 metres x Psy Rating radius
Sustained: No
Subtype: Concentration
Description: Extending his will over his allies, the psyker reaches into their bodies to mend their flesh and reinvigorate their will to fight by ridding their bodies of fatigue. Psykers trained in this power have been known to turn the tides of entire battles.

A number of allies in range equal to the psyker's Psy Rating, plus the psyker himself, recover Wounds equal to half the psyker's Psy Rating, rounded up. They also may immediately overcome the effects of Pinning.

This power is incredibly taxing and requires at least 12 hours of recovery before it may be used again.

Life Leech

Value: 400xp
Prerequisites: Enfeeble, Toughness 40+
Action: Full Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 metres x Psy Rating
Sustained: Free Action
Subtype: Attack, Concentration
Description: The psyker latches on to his target's life force and tears it from the hapless victim's body. The psyker absorbs this stolen essence, using it to reinvigorate and bolster his own flesh.

The psyker nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, he suffers 1d10 + Psy Rating Toughness Damage, and the psyker gains Unnatural Toughness (1), +1 for every full 5 points of Toughness damage the power inflicts. This Unnatural Toughness remains for as long as the power's effect persists.

Warp Speed

Value: 500xp
Prerequisites: Psy Rating 5
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: Self
Sustained: Free Action
Subtype: Concentration
Description: The immaterium flows through the psyker, allowing him the means to defy the limits of time, hastening his movements and reflexes far beyond the range of any human. He becomes but a blur to his enemies, striking out with lightning speed.

The psyker gains the Unnatural Weapon Skill, Unnatural Ballistic Skill, and Unnatural Agility Traits, all at values equal to his Psy Rating.

Haemorrhage
Value: 400xp
Prerequisites: Psy Rating 4, Smite
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpoower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Attack, Concentration
Description: Bypassing exterior defences, the psyker reaches his mind out into the body of his adversary, using the writhing power of the Warp to set a fire deep within his victim's flesh. Boiling blood begins bursting from every pore as the target's body tears itself apart from the inside.

The psyker nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, it suffers Energy Damage equal to the psyker's Psy Rating plus one additional Damage per Degree of Failure on its Toughness Test; this Damage ignores Toughness Bonus and Armour. If this Damage successfully kills the target, the psyker may immediately recast this Psychic Power as a Free Action on any legal target within 5 metres of the original target.



Divination
Diviners seek to discern the hidden past and know the course of future events. Their abilities allow them to look into the Immaterium to find the answers they seek. However, to look upon the Warp is taxing and even dangerous, often leading to insanity for those not fully prepared to embrace the glory of the aethyr.

Example Minor Manifestations: Gain a vague feeling about future events. Cause a small event of fortune or misfortune to befall a nearby character (finding a lho-stick on the ground, tripping on a root).

Prescience
Value: 200xp
Prerequisites: Psyniscience Rank 1
Action: Half Action
Focus Power: Challenging (+0) Psyniscience Test
Range: 3 metres x Psy Rating radius
Sustained: Half Action
Subtype: Concentration
Description: The psyker taps into the immaterium, using its energies to spread his senses over the battle, seeing what is, what has been, and what will be. By focussing this Warp-sight to a razor's edge he can guide his allies' aims, directing their attacks to strike home.

For the duration of this power, a number of allies within range equal to the Psyker's Psy Rating, plus the psyker himself, gain a bonus to their Weapon Skill and Ballistic Skill equal to twice the psyker's Psy Rating. Allies affected by this power lose its benefit as soon as they move out of range.

Foreboding
Value: 200xp
Prerequisites: Psyniscience Rank 1
Action: Reaction
Focus Power: Difficult (–10) Perception Test
Range: Self
Sustained: No
Subtype: Concentration
Description: The psyker's awareness of the Warp grants him the means to elude his opponents' attacks without needing to rely on mortal reflexes. He walks through the battlefield unscathed, dodging incoming fire with a simple ease.

In any situation where the psyker would be called upon to make an Evasion Test, he may instead attempt to use this power. If the power is successful, the psyker avoids the attack exactly as if he has passed an Evasion Test.

Forewarning
Value: 400xp
Prerequisites: Foreboding
Action: Half Action
Focus Power: Challenging (+0) Psyniscience Test
Range: 3 metres x Psy Rating radius
Sustained: Free Action
Subtype: Concentration
Description: The psyker's mind skims the Warp for glimpses of the immediate future, seeking to prepare himself and his allies for any incoming threats. His insight keeps them ahead of the battle, making them aware of incoming attacks before their enemies even fire a shot.

For the duration of this power, a number of allies within range equal to the Psyker's Psy Rating, plus the psyker himself, gain a bonus to all Evasion Tests equal to twice the psyker's Psy Rating. Allies affected by this power lose its benefits as soon as they move out of range.

Misfortune
Value: 300xp
Prerequisites:
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 20 metres x Psy Rating
Sustained: Free Action
Subtype: Attack, Concentration
Description: Staring down his unfortunate victim, the psyker simply snaps his fingers, twisting the strands of his target's fate. Suddenly, everything around the psyker's opponent begins to fail. His vision blurs, his weapons jam, and every bullet flying his way easily finds its way into the weakest points of his armour.

The psyker nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, misfortune follows it wherever it goes. For the duration of this power, the target's Armour points are reduced in all locations by half the psyker's Psy Rating, rounded up. Additionally, the target's weapons jam on any Attack in which they fail to hit their target.

Perfect Timing
Value: 300xp
Prerequisites: Prescience
Action: Half Action
Focus Power: Difficult (–10) Psyniscience Test
Range: 3 metres x Psy Rating Radius
Sustained: Half Action
Subtype: Concentration
Description: Tearing through the boundary to the Warp with his consciousness, the psyker begins to see vivid images of his foes' future actions with an unnatural precision. Empowered by this information, the psyker and his allies can predict exactly when their foes will peer from cover, allowing them to place their shots perfectly.

For the duration of this power, a number of allies within range equal to the Psyker's Psy Rating, plus the psyker himself, ignore the effects of cover when firing on a target. If their attacks would hit a location on the enemy that would benefit from cover, that benefit is ignored. Allies affected by this power lose its benefits as soon as they move out of range.

Precognition
Value: 400xp
Prerequisites: Perfect Timing
Action: Full Action
Focus Power: Hard (–20) Psyniscience Test
Range: 5 metres x Psy Rating radius
Sustained: No
Subtype: Concentration
Description: Such is the psyker's power that he has witnessed every action, every decision, that will bring his Squad to victory. With tremendous focus he uses his power to impart this incredible knowledge to his allies, guiding them along the true path to victory.

The psyker gains a number of re-rolls equal to his Psy Rating that last until the beginning of the his next Turn. For the duration of that Round, whenever an ally in range, or the psyker himself, rolls a Test or Damage Roll, the psyker may spend one of these re-rolls to allow that ally to re-roll all dice involved in that Test or Damage Roll. If the psyker is killed or rendered unconscious before the beginning of his next Turn, all remaining re-rolls are lost.

Scrier's Gaze
Value: 200xp
Prerequisites: Psyniscience Rank 2
Action: Special
Focus Power: Challenging (+0) Psyniscience Test
Range: Self
Sustained: No
Subtype: Concentration
Description: The psyker's gaze is cast upon the infinite tides of the Warp, seeing the entire battlefield clearly in his mind's eye. This rush of information is too much for weaker psyker's to handle, often casting them into madness. But those who can focus are able to divine information regarding them battle with astounding precision, capturing every movement of troops and war machines under their omniscient gaze.

To begin the ritual, the psyker must spend at least thirty minutes using assorted psychic foci to concentrate his vision—drawing Tarot cards, casting runes, gazing deep into fire, the methods to this are as varied as the stars of the Imperium. At the end of this thirty minutes, the psyker makes his Focus Power Test to project his vision over the battlefield. Each Degree of Success reveals more information, as explained on **Table 7–4: Scrier's Gaze Results**.

Table 7-4: Scrier's Gaze Results

DoS	Result
1	**Single Threat:** The psyker manages to focus his view on a single key manoeuvre the enemy is either planning, or currently enacting. This could be an ambush, an all out assault, or a flanking manoeuvre, but regardless of its nature, it is a key manoeuvre to the enemy's plans.
2	**Troop Movements:** The psyker's visions stretches over the entire battlefield, able to see the movement of all allied and enemy troops. However, he is unable to focus his vision enough to see the exact number and makeup of each unit.
3	**Troop Numbers:** The psyker controls the focus of his vision, he is aware of all previous effects and is also able to discern the number and makeup of each individual unit.
4+	**Commander's Plans:** The psyker breaks through the veil of time, seeing the battle and its countless different outcomes. He is aware of all previous effects, and also knows details of the enemy commanders' battle plans.

PYROMANCY

The righteous flames will burn away the wickedness, both without and within. Pyromancers are feared by all whom serve with them. They are exactly what the Generals want from their psykers: utter destruction in the most visually potent manner.

Example Minor Manifestations: Create a small flame in the palm of the psyker's hand. Cause all of the candles in a room to simultaneously go out.

Flame Breath

Value: 300xp
Prerequisites: Psy Rating 3, Spontaneous Combustion
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 20 metres x Psy Rating
Sustained: No
Subtype: Attack
Description: A truly horrifying sight, the psyker faces his enemy, opening his eyes and mouth wide as torrents of psychic flame spew forth from them at his target.

This power is a Psychic Barrage that deals 1d10+2 Energy Damage, +2 per point of Psy Rating, with a Pen of 0 and the Flame Quality.



Fiery Form

Value: 400xp
Prerequisites: Fire Shield, Psy Rating 4
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: Self
Sustained: Half Action
Subtype: Concentration
Description: The psyker engulfs his own body in the fire of the Warp. It spreads over every inch of his skin, transforming his very flesh into living Warpfire. Reborn a being of living flame, the psyker burns everything he touches, transforming his surrounding into a burning hellscape with every step he takes.

While this power is in effect, all of the psyker's melee attacks deal addition Energy Damage equal to his Psy Rating and gain the Flame Quality. In addition, at the end of each of the psyker's Turns in which he sustains this power he emits a Psychic Blast centred on himself with a radius equal to his Psy Rating. All creatures within the area of effect, with the exception of the psyker, suffer 1d10 + Psy Rating Energy Damage with a Pen of 0 and the Flame Quality.

Fire Shield

Value: 300xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 20 metres x Psy Rating
Sustained: Free Action
Subtype: Concentration
Description: With a sweep of his hand, the psyker surrounds himself with a wall of writhing flame. The living fire lashes out at his attackers, sending tendrils of flame lashing at any foolish enough to take him on.

While this power is in effect, any creatures in range and line of sight that successfully hit the Psyker with an Attack immediately suffer Energy Damage equal to the psyker's Psy Rating, this Damage is not reduced by Armour or Toughness.

Inferno

Value: 500xp
Prerequisites: Molten Beam, Psy Rating 5, Sunburst
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Attack, Concentration
Description: Channelling his rage into the fires of the Warp, the psyker calls down a pillar of flame upon his enemies. The whirling blast sets the very air aflame as it smashes into his foes.

This power is a Psychic Blast with a radius equal to the psyker's Psy Rating. All creatures caught in the blast suffer 2d10 Energy Damage, +3 per point of Psy Rating, with a Pen of 0 and the Flame Quality.

Spontaneous Combustion
Value: 200xp
Prerequisites: None
Action: Half Action
Focus Power: Ordinary (+10) Willpower Test
Range: 20 metres x Psy Rating
Sustained: No
Subtype: Attack
Description: The psyker reaches into the body of his foe, pooling his anger into his victim and igniting his rage with the powers of the Warp. The target's blood boils and flesh smoulders, and as the psyker rage reaches its pinnacle, the target's body begins to explode in blasts of ash and flame.

This power is a Psychic Bolt that deals 1d10+2 Energy Damage, +2 per point of Psy Rating, with a Pen of 0 and the Flame Quality.

Sunburst
Value: 400xp
Prerequisites: Flame Breath, Psy Rating 4
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 20 metres x Psy Rating
Sustained: No
Subtype: Attack
Description: The psyker pools his hate inside himself, channelling it into the power of the Warp. As he collects his rage he begins to glow with energy until he surrounded by a blinding globe of light that dulls out the very light of the sun. As he opens his eyes he unleashes this pent-up energy on his unfortunate target, assailing them with an unending barrage of flame.

This power is a Psychic Storm that deals 1d10+2 Energy Damage, +2 per point of Psy Rating, with a Pen of 0 and the Flame Quality.

Molten Beam
Value: 400xp
Prerequisites: Flame Breath, Psy Rating 4
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 metres x Psy Rating
Sustained: No
Subtype: Attack
Description: The psyker extend his palm towards his enemy and unleashes a concentrated, white-hot beam of energy. Such is the heat of the focused beam of Warpfire that armour melts to slag and flesh simply vaporises as it effortlessly cuts through them.

This power is a Psychic Bolt that deals 1d10+5 Energy Damage, +3 per point of Psy Rating, with a Pen equal to twice the psyker's Psy Rating, and the Melta quality.

TELEKINESIS
Those psykers who focus on telekinesis use mental energy to directly influence the material world around them. These Telekines are capable using the sheer force of their mind to shield themselves from attacks, strike out at their foes with invisible energy, and even shred the thick armour of enemy vehicles.

Example Minor Manifestations: Cause a small object to float or move across a room. Tap a squad-mate on the shoulder from across the room.

Assail
Value: 200xp
Prerequisites: None
Action: Half Action
Focus Power: Ordinary (+10) Willpower Test
Range: 20 metres x Psy Rating
Sustained: No
Subtype: Attack, Concentration
Description: With nothing but the power of his own mind, the psyker picks up a nearby object; lifting a plasteel barrel, ripping a metal pipe from a wall, or even tearing a boulder from the earth. He then pushes the object through the air, hurling it at his opponent with startling speed.

This power is a Psychic Bolt that deals 1d10 + Psy Rating Impact Damage with a Pen of 2. If the psyker scores at least three Degrees of Success on the Focus Power Test, the target is also thrown 1d5 metres away and knocked prone (certain especially large targets such as battle tanks, Greater Daemons, and Titans are immune to this at the GM's discretion).

Crush
Value: 300xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Attack, Concentration
Description: The psyker extends his hand towards his foe and clenches his fist. As he presses his finger tighter and tighter together, invisible forces push in on his target from all sides, crushing flesh, armour, and bone alike.

The psyker nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, it suffers 1d10 + Psy Rating Impact Damage with a Pen of 2 to the Body Location and counts as being affected by the Snare Quality with a value equal to half the psyker's Psy Rating rounded down.



Gate of Infinity

Value: 400xp
Prerequisites: Psy Rating 5
Action: Extended Action (3)
Focus Power: Hard (–20) Willpower Test
Range: 1 kilometres x Psy Rating
Sustained: No
Subtype: Concentration
Description: Controlling the roiling nature of time and space in the Warp, the psyker can open a hole through the immaterium, bending the fabric of reality to his will. Using this gateway, the psyker and his allies can cross great distances in a blink of the eye, travelling miles in naught but a few steps.

The psyker chooses a point anywhere within 5 metres times his Psy Rating, and opens a gate to the immaterium at that point. He then chooses a point within range of the power, and opens an exit to the gate at that location. The psyker must be aware of the location in which he is opening the exit to the gate, either having visited it before, seen it from afar, or simply studied it on a map.

The gate last for a number of Rounds equal to the psyker's Psy Rating, and has a radius in metres equal to the psyker's Psy Rating as well. For the duration of the power, the two sides of the gate are linked, and any person or objects may pass between them freely provided they can fit through the gate.

This power is incredibly taxing and requires at least 12 hours of recovery before it may be used again.

Objuration Mechanicum

Value: 300xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Concentration
Description: The psyker releases the havoc of the Warp into the orderly inner workings of nearby machines. The maligned energy twists and deforms the machines spirits, causing weapons to jam and engines to seize up.

The psyker chooses a point anywhere within range and line of sight. This power creates a Haywire Field (see page 170) centred at this point with a radius in metres equal to the psyker's Psy Rating.

Shockwave

Value: 300xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: Self
Sustained: No
Subtype: Attack, Concentration
Description: The psyker slams his palms together and uses his considerable power to amplify the noise exponentially, creating a torrential shockwave. The energy batters any unfortunate enough to be nearby, throwing them away from the psyker in a barrage of force.

This power is a Psychic Blast centred on the psyker with a radius equal to the psyker's Psy Rating. Any creature within the area of effect, with the exception of the psyker, suffers 1d10 + Psy Rating Explosive Damage with Pen 0 and is pushed directly away from the Psyker a number of metres equal to the psyker's Psy Rating.

Telekine Dome

Value: 300xp
Prerequisites: Psy Rating 4
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 metres x Psy Rating
Sustained: Free Action
Subtype: Concentration
Description: Extending his power over his allies, the psyker creates a shimmering dome of energy around them that deflects enemy fire as effectively as any bunker. Despite its sturdy protection, the dome feels no different than thin air, and allies and enemies alike can pass through it unheeded.

The psyker chooses a point in range and line of sight, and creates a dome of invisible energy centred on that point with a radius equal to half the psyker's Psy Rating, rounded up. All allies standing inside the dome gain a number of Armour Points equal to the psyker's Psy Rating to all Locations against any attack that originated outside of the dome's radius. However, enemies may still physically pass through the dome at no penalty.



Vortex of Doom

Value: 400xp
Prerequisites: Crush, Objuration Mechanicum, Psy Rating 5, Shockwave
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 5 metres x Psy Rating
Sustained: Half Action
Subtype: Attack, Concentration
Description: Playing with impossible energies of the immaterium, the psyker uses his power to punch a hole in reality, opening a tear to the Warp. Roiling energies pour into reality, tearing apart anything unlucky enough to be close to the unstable rift. The psyker struggles to keep the volatile torrent of energy in check, pouring all his energy into constraining the vortex, lest it break out of control and cause untold destruction.

The psyker chooses a point in range and line of sight, and creates a vortex of energy centred on that point that starts with a radius of 2 metres. Anyone who is touching the vortex at the end of the psyker's Turn must take 2d10 Energy Damage, +2 per point of Psy Rating, with a Pen equal to the vortex's current radius in metres. The psyker may not voluntarily stop sustaining this power. Instead, at the beginning of each Turn the Psyker is sustaining the vortex, he must take a **Challenging (+0) Willpower Test** with a –5 penalty for each metre in the vortex's current radius. If he passes the Test he may perform one of the following actions:

- Increase the vortex's radius by one metre.
- Decrease the vortex's radius by one metre.
- Move the vortex any direction a number of metres equal to the psyker's Psy Rating.

If the psyker fails the Willpower Test to sustain the vortex, or if he is unable to make the Test due to other circumstances, its radius increases by one metre and it moves a number of metres equal to the psyker's Psy Rating in a random direction (see the **Scatter Diagram** on page 255).

If the vortex's radius ever decreases to zero metres, the power ends and the vortex disappears. If the vortex's radius ever grows larger than the psyker's Psy Rating, it explodes, ending the power, destroying the vortex, and dealing 2d10 Energy Damage, +4 per point of Psy Rating, with a Pen equal to the vortex's current radius is metres, to anyone with a number of metres of the centre of the vortex equal to twice the Psy Rating of the psyker. The psyker is hit by this Damage regardless of his proximity to the exploding vortex as the energy of the Warp he was channelling lashes back into him.

TELEPATHY

Telepathy is one of the most important psychic disciplines in the Imperium. It allows millions upon millions of worlds to stay connected. In addition to their unparalleled powers of communication, telepaths posses the capability to manipulate the minds of others. They can tear away the sanity of their target, mould their thoughts like clay and bend their will.

Example Minor Manifestations: Gain fleeting glimpses into a nearby character's thoughts. Cause a nearby character to hear whispering voices.

Psychic Shriek

Value: 300xp
Prerequisites: Psy Rating 3
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Attack
Description: The psyker draws in a deep breath, pulling the power of the Warp inside of his body. He unleashes the energy in an other-worldly howl focussed with pinpoint accuracy on an enemy. The psyker's screech of psychic energy shreds the mind and body of his victim, tearing them apart with barrages of vicious resonance.

This power is a Psychic Bolt that deals 1d10+2 Explosive Damage, +2 per point of Psy Rating, with a Pen of 0 and the Concussive (1) Quality.

Dominate

Value: 200xp
Prerequisites: Willpower 40+
Action: Full Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 5 metres x Psy Rating
Sustained: No
Subtype: Concentration
Description: The psyker extends his will into the mind of his enemies, twisting around their thoughts and beating down their mental defences. With their protection down, the psyker can plant ideas into their heads, making them perform his bidding as if it were their own idea.

The psyker nominates a number targets in range and line of sight up to half his Psy Rating (rounded up) who opposes this power with a Willpower Test. Those targets that fail to resist the power must follow a simple command given by the psyker. Some example orders include "Flee," "Fall," or "Attack your friend." If the command is a potentially suicidal act, the targets receive a +20 to their Willpower Tests. In all cases the command must be achievable in a single Round.

Mental Fortitude

Value: 300xp
Prerequisites: Fearless
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 3 metres x Psy Rating radius
Sustained: Free Action
Subtype: Concentration
Description: The psyker uses his mastery of the human mind to bolster his allies in battle. He extends his power over them, projecting inspirational thoughts into their minds and banishing fear, moving even the greatest cowards to acts of heroism.

For the duration of this power, a number of allies within range equal to the Psyker's Psy Rating, plus the psyker himself, count as having the Fearless Talent. Allies affected by this power lose its benefits as soon as they move out of range.

Puppet Master

Value: 400xp
Prerequisites: Dominate
Action: Full Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 metres x Psy Rating
Sustained: Special
Subtype: Concentration
Description: Focussing his telepathic ability, the psyker is able to fully extend his mind into the will of another. He wraps his influence around their mind, controlling not only their thoughts, but their physical actions as well. He gains full command over his victim's body, controlling them like a puppet under his grasp.

The psyker nominates a single target in range and line of sight with total Wounds no greater than 3 times the psyker's Psy Rating, who opposes this power with a Willpower Test. If the target fails to resist the power, it is controlled by the psyker like a puppet. For the duration of the power, the psyker may divide his Actions between himself and the target. The dominated target uses its own Characteristics, but at –10 due to the crudity of the control. If at any point the psyker would make the target perform a potentially suicidal action, the target may attempt a **Challenging (+0) Opposed Willpower Test** to try and break free of the power. Additionally, the power breaks as soon as the target moves out of range.



Terrify

Value: 400xp
Prerequisites: Hallucination
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Concentration
Description: Slithering deep into the mind of his victim, the psyker unearths their greatest failings, greatest weaknesses, and greatest fears. Using these as tools against his opponent, the psyker can turn even the most courageous warriors into pathetic, whimpering cowards before him.

The psyker nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, it must roll on **Table 9–5: Shock** on page 304, adding +10 times the psyker's Psy Rating to the roll in place of the normally addition for Degrees of Failure, and immediately apply the effects.



Invisibility

Value: 400xp
Prerequisites: Agility 30, Psy Rating 4
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 10 metres x Psy Rating
Sustained: Free Action
Subtype: Concentration
Description: The psyker worms his way into his opponents' senses, causing even their sight to betray them. Using this control he can bend their vision around a target, rendering it all but invisible to their eyes.

The psyker nominates a single target within range and line of sight, this could be the psyker himself. For the duration of the power, the target counts as being Trained in the Stealth Skill, and gains a bonus to Stealth Tests equal to +5 times the psyker's Psy Rating. Additionally, all ranged attacks made against the target suffer a penalty equal to –5 times the psyker's Psy Rating. The target loses this power's benefits as soon as it moves out of range.

Hallucination

Value: 200xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 10 metres x Psy Rating
Sustained: No
Subtype: Concentration
Description: As with many things, the mind is much easier to break than it is to control. The psyker reaches into his victim's mind, snapping the fragile controls over its own paranoia, confusion, and panic that roil beneath the surface. Once freed, these violent mental energies do the psyker's work for him, tearing through his opponent's mind, bending the hapless victim's very perception of reality.

The psyker nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, it must roll on **Table 6–7: Hallucinogenic Effects** on page 170, and immediately apply the effects. The effect rolled on the table lasts for a number of Rounds equal to half the psyker's Psy Rating, rounded up.



Combat

Combat
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Injury
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Vehicle Combat

Chapter VIII: Combat

"Fix bayonets, lads—this is about to get interesting…"

–Major Lucius Sharpe of the 444th Cadian Mechanised

War is life for the men and women of the Imperial Guard. Trillions of Guardsmen across countless battlefields fight against the God-Emperor's enemies on a daily basis, and all of them must know how to fight lest they be brought to ruin by the blasphemous and heretical foes that stand against them. Unsurprisingly, combat is an essential component to a game of **Only War**, and all characters must be ready to repel whatever evil the galaxy has thrown their way.

Narrative Time vs Structured Time

The passage of time is flexible in a game of **Only War** and subject to the GM's discretion, based on the needs of the story and the choices the players make. Sometimes the GM only needs to convey a very loose sense of time, which is known as Narrative Time. In other situations, especially combats, more precise time keeping is necessary, and the GM should adopt what is known as Structured Time.

Narrative Time

Many situations in a game of **Only War** do not require precise time keeping. It is usually enough to know if a certain action takes a few minutes, about an hour, several weeks, or anything in between. Narrative Time is most often used outside of combat and other situations where the precise order of actions is unimportant.

Structured Time

In contrast to the abstract approach of Narrative Time, Structured Time is important for resolving complex encounters, such as combat, when every second counts and the order in which things happen is crucial. Structured Time is divided into Rounds, Turns, and Actions.

Rounds

A Round consists of every character participating in the encounter taking one Turn each. It is assumed that characters act more or less simultaneously in an encounter, so a Round is approximately five seconds long, regardless of how many characters are involved.

Turns

Each character in an encounter gets one Turn each Round. During a character's Turn, he can perform one or more Actions. While characters' Turns actually overlap each other slightly, Turns are resolved in a specific order known as Initiative Order (see page 241).



Actions

A character can perform one or more Actions during his Turn. If a character is performing multiple Actions during his Turn, the order in which they are resolved may or may not matter. For example, a character could draw his pistol and then move a few metres, or he could move first and then draw his pistol, but either way the end result is the same. However, if the same character wants to shoot his pistol, he obviously needs to draw it first! Actions are described in detail on page 242.

Combat Overview

Combat is usually resolved using Structured Time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order. When a new combat begins, follow these steps to determine what happens.

Step 1: Surprise

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats wherein nobody is Surprised. During the first Round of combat, a Surprised character loses his Turn and cannot use Reactions because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

Surprise

Surprise only affects the beginning of a new combat. It is up to the GM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgement call on the GM's part, based on the circumstances and the Actions of the various combatants leading up to the encounter. The GM should take the following into account when determining Surprise:

- Is anyone hiding? Successful use of the Concealment Skill before the combat may mean that some combatants are hidden. Extremely wary characters may oppose this with an Awareness Test.
- Is anyone sneaky? Successful use of the Silent Move Skill may have positioned some characters for an ambush. Again, wary opponents may oppose this with an Awareness Test.
- Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.
- Are there any distractions? It is possible that something quite distracting is going on. A group of Orks may be so fixated on fighting one another that they fail to hear a group of Guardsmen approaching.

Bearing all of this in mind, the GM must decide which combatants are Surprised. While it's often the case that one entire side or the other is Surprised, there can be individual exceptions. If no one is Surprised, proceed with the combat as normal.

If there are one or more Surprised combatants, the first Round of combat is referred to as a Surprised Round. During a Surprised Round, all combatants roll for Initiative as per the standard rules detailed [above], but any Surprised combatant loses their Turn during the Surprised Round. All the non-Surprised combatants take Actions using the standard Initiative Order. The Surprised combatant (or group of combatants) can do nothing except remain in whatever state they were when combat started (which in most cases means they will just stand still) either because they are in shock or because they are simply unaware that they are under attack. Surprised combatants cannot use Reactions during a Surprised Round. Furthermore, a non-Surprised attacker receives a +30 bonus to Weapon Skill and Ballistic Skill Tests made to attack a Surprised target. After the Surprise Round completely resolves, all Surprised characters recover their wits and can act normally, joining the Initiative Order at whatever place they rolled at the start of the Surprised Round.

Step 2: Roll Initiative

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility characteristic). The result of the roll applies to all successive Rounds in the combat.

Step 3: Determine Initiative Order

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

Step 4: Combatants Take Turns

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the active character. During his Turn, the active character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the active character and takes his Turn, and so forth.

Step 5: Round Ends

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of "until the end of the Round" now end.

Step 6: Repeat Steps 4–5 as Needed

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch from Narrative Time to Structured Time is resolved.

Initiative

Initiative determines the order in which participants act during each Round. To determine Initiative, roll 1d10 and add the result to the character's or NPC's Agility Bonus. The GM rolls the Initiative for any NPCs and creatures present. To keep things simpler, it is recommended that the GM make one Initiative roll for an entire group of similar enemies. After each combatant (or group of combatants) has determined his Initiative, the GM makes a list and places them in order, from highest to lowest. This is known as the Initiative Order, which is the order the combatants act in each Round, until the combat is over.

If more than one character has the same Initiative, they act in order from the highest Agility to the lowest. If they also have the same Agility, then each should roll a die, with the highest going first. Most combats last for multiple Rounds, but each combatant's Initiative is only determined once at the start of the combat. Once the Initiative Order has been established, it usually remains the same from Round to Round. If new combatants join in the middle of the fight, simply determine their Initiatives normally and insert them into the Initiative Order. The GM can choose to re-do the Initiative Order during an Encounter if the events of the story demand it, and this can involve additional Surprised Rounds. Generally speaking though, events such as this should be rare, and should be used to heighten tension and introduce unique or interesting new elements to the combat rather than just when more enemy forces show up.

Actions

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions. There are five types of Actions in Only War, and every action also has one or more subtypes.

Full Actions

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions. Grappling an opponent is an example of a Full Action.

Half Actions

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. Readying a weapon or making a Standard Attack are both examples of Half Actions.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his Turn. Examples include making an Evasion Test to avoid an attack.

Free Actions

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds. Examples of Free Actions include dropping an item or speaking a few words.

Extended Actions

Some Actions take more time than a single Round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended Action, or is interrupted, all progress towards completing the Extended Action is lost.

Action Subtypes

In addition to its type, every Action is also categorised into one or more subtypes. Action subtypes don't do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make a Charge Action (Full Action) or make an Aim Action and a Standard Attack Action, such as shooting (two Half Actions). It is important to remember that a Round is only a few seconds long, so the character's Turn within that Round is but a few moments.

Any Action can be combined with talking, banter, battle cries, and other short verbal expressions—these are considered Free Actions—but it is left to the GM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult of an enemy is always reasonable, but recounting the intimate details of one's seven duels to the death between swings of a power sword should probably count as something more than just a Free Action.

Most Actions are started and completed within the active character's same Turn. For example, a character does not begin a Charge on one Turn and finish it on a later Turn or a later Round; he performs the entire Charge (which is a Full Action) at once during his Turn. However, there are two broad exceptions: Reactions are always performed when it is not the reacting character's Turn, and Extended Actions always take more than one Round to complete.

In addition, characters in **Only War** may only take one Action with the Attack subtype and one Action with the Concentration subtype during their Turn. They may still take Reactions with the Concentration or Attack subtype during the same Round, since this does not happen during their Turn. Note that sustaining psychic powers (most of which have the Concentration subtype) does not count as taking Actions.

Action Descriptions

These Actions provide players with options in combat.

Aim

Type: Half Action or Full Action
Subtype: Concentration
The active character takes extra time to make a more precise attack. Aiming as a Half Action grants a +10 bonus to the character's next attack, while aiming as a Full Action grants a +20 bonus to the character's next attack. The next Action the Aiming character performs must be an attack (Standard, Semi-Auto, Lightning Attack, and so on) or the benefits of Aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks.

All Out Attack

Type: Full Action
Subtypes: Attack, Melee.
The character makes a furious melee attack at the expense of personal safety. He makes one melee attack with a +30 to his Weapon Skill, but he cannot make Dodge or Parry attempts until the start of his next Turn. A character cannot combine an Aim Action with an All Out Attack.

Table 8-1: Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 (Half) or +20 (Full) to character's next attack.
All Out Attack	Full	Attack, Melee	Give up that Round's Evasion Reaction to gain +30 WS.
Brace Heavy Weapon	Half	Miscellaneous	Ready a Heavy weapon to fire.
Called Shot	Full	Attack, Concentration, Ranged or Melee	Attack a specific location on a target with a –20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move at least 4 metres, +20 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction. Opponents suffer –20 WS.
Delay	Half	Miscellaneous	May take any Half Action before character's next Turn.
Disengage	Full	Movement	Break from melee without incurring a free attack.
Evasion	Reaction	Movement/Melee	Used with either the Dodge (Movement) or Parry (Melee) Skill to avoid incoming attacks.
Feint	Half	Melee	Opposed WS Test, if character wins his next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Half	Attack, Ranged	–10 BS, one hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Action	Half	Concentration, Melee/Ranged	–10 to WS or BS, +10 to all Evasion Tests until start of next Turn.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Lightning Attack	Half	Attack, Melee	–10 WS, one hit for every Degree of Success.
Manoeuvre	Half	Melee, Movement	Opposed Test, if character wins move enemy 1 metre.
Move	Half/Full	Movement	Move up to Ag Bonus as Half Action or twice Ag Bonus as Full Action.
Overwatch	Full	Attack, Concentration, Ranged	Shoot a target coming into a set kill zone.
Ready	Half	Miscellaneous	Ready a weapon or an item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move six times Ag Bonus, enemies get –20 BS and +20 WS to hit character whilst running.
Semi-Auto Burst	Half	Attack, Ranged	+0 BS, additional hit for every two additional Degrees of Success.
Stand	Half	Movement	To stand up from being knocked over/prone.
Standard Attack	Half	Attack, Melee or Ranged	+10 to WS or BS, make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, –20 BS.
Swift Attack	Half	Attack, Melee	+0 WS, additional hit for every two additional Degrees of Success.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Miscellaneous	Character may use a skill.

Brace Heavy Weapon
Type: Half Action
Subtype: Miscellaneous
Heavy weapons must be braced before they can be fired accurately. Bracing a heavy weapon can involve using a bipod or tripod, propping the weapon up on a windowsill or sandbags, or simply assuming a wide stance or kneeling. When a heavy weapon is fired without being braced, the attacker suffers a –30 to his Ballistic Skill Test (in addition to any other penalties). Once this Action is made, the weapon is braced, and remains braced until it is moved. Once a heavy weapon has been braced, the firer cannot move without losing the benefits of bracing. However, the user can still traverse his weapon 45 degrees (or sometimes more) depending on the type of bracing. For example, a weapon braced in the notch of a broken wall would have a limited traverse, while a weapon with a full tripod could potentially traverse up to 180 degrees. Note that a character can leave a braced weapon behind, assuming that the character was bracing the weapon against something other than himself—the weapon will only cease being braced once the weapon has been moved from its current location.

Called Shot
Type: Full Action
Subtypes: Attack, Concentration, Melee or Ranged
The active character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (e.g. Head, Body, Left Arm, Right Arm, Left Leg, or Right Leg) and makes an attack following all the rules for Standard Attacks, except the Test is either a **Hard (–20) Weapon Skill** or **Ballistic Skill Test** (depending on whether the attack is melee or ranged). If he succeeds, he skips the Determine Hit Location step of the attack and instead hits the declared location. At the GM's discretion, this attack may be used to aim at specific locations on monsters or within the environment, such as shooting a door lock from across the room or disabling a wall-mounted vid-recorder. This attack does not gain the usual +10 bonus for Standard Attacks.

Charge
Type: Full Action
Subtypes: Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move (see **Table 1–4: Structured Time Movement**). The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. Once the attacker reaches his target, he makes a single melee attack by making a **Routine (+20) Weapon Skill Test**. Success inflicts one hit on the target. For more information on making an Attack, see page 249. If the Charging character has no weapons or others items currently readied, he can attempt to Grapple his opponent instead of inflicting Damage. See **Grappling**, page 251.

Fleeing and Leaving Melee

Sometimes the best course of action in combat is to get away from danger by any means necessary. A character can voluntarily flee from an opponent or be forced to flee because of Fear, a psychic power, or some other effect. When a character flees under his own control, he may take any of the following Actions: Disengage, Move, or Run. When a character flees against his will, he must Run.

Leaving Melee

If a character is engaged in melee with one or more opponents and he leaves combat with them (such as fleeing or moving to another target) without using the Disengage Action, each of his opponents gets a free Standard Attack against the fleeing character. Such a free attack is made in addition to any other attacks the combatant receives during his Turn.

Defensive Stance
Type: Full Action
Subtype: Concentration, Melee
The character makes no attacks and instead concentrates entirely on self-defence. Until the start of his next Turn, the character may only use his Reactions to make the Evasion Reaction, but may make one additional Reaction, and all opponents suffer a –20 penalty to Weapon Skill Tests made to attack him.

Delay
Type: Full Action
Subtype: Miscellaneous
Instead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn immediately ends. Any time before the start of his next Turn, the character can perform a Half Action of his choice—even though it is not currently his Turn. If this Half Action is not used before the start of the character's next Turn, it is lost. If two or more characters both attempt to perform a Half Action gained from Delay at the same time, they must make an **Opposed Agility Test** to see who acts first.

Disengage
Type: Full Action
Subtype: Movement
The character breaks off from melee combat and may take a Half Move. Opponents that were engaged with the character do not gain any free attacks. See the Fleeing sidebar for more details.

Evasion
Type: Reaction
Subtype: Movement (Dodge) or Melee (Parry)
After a character is hit, but before Damage is rolled, the character may attempt to avoid the attack by making a Dodge or Parry Test. A character must be aware of the attack in order to make the Test (and cannot be Surprised). If the Test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Evasion Test fails, the attack connects and deals Damage normally. If the attack is a Ranged Attack, the character must Test his Dodge Skill. If the attack is a Melee Attack, he may Test either his Dodge or his Parry Skill. The default difficulty for this Test is **Challenging (+0)** before any applicable modifiers. Keep in mind that Reactions cannot be used during the character's own Turn, so a character cannot Dodge/Parry attacks made via Overwatch, when they flee from combat during their own Turn, and so on.

Evading Auto-Fire, Multiple Attacks, and Area Effect Attacks
Some attacks—such as those made with grenades, flamers, or guns firing semi-automatic or fully-automatic bursts—are especially difficult to avoid. When Dodging an area effect weapon (such as a weapon with the Blast or Spray Qualities), a successful Dodge Test moves the character to the edge of the area of effect, as long as it is no further away than the character's Agility Bonus in metres. If the character would need to move further than this to avoid the attack, or is unable to



be moved out of the way due to an obstruction of some sort (such as when they are within the confines of a tight corridor), then the Dodge Test automatically fails. When Evading Swift Attacks, Lightning Attacks, Full Auto Bursts, Semi-Auto Bursts, or any weapon with the Twin-Linked Quality, each Degree of Success on the Dodge Test negates one additional hit. When Evading weapons with the Storm Quality, each Degree of Success on the Dodge Test negates two hits.

Feint

Type: Half Action
Subtype: Melee
The character attempts to use guile and combat training to trick his opponent into a mistake. The character and his target make an **Opposed Weapon Skill Test**. If the active character wins, his next Melee Standard Attack Action against that same target during this Turn cannot be Evaded. If the active character's next Action is anything other than a Melee Standard Attack Action, the advantage of Feinting is lost.

Focus Power

Type: Varies by Power
Subtype: Varies by Power
This Action is used to manifest psychic powers in combat. Every psychic power specifies an Action type and one or more subtypes. For more information, see **Chapter VII: Psychic Powers**.

Full Auto Burst

Type: Half Action
Subtype: Attack, Ranged
The character grips his gun tightly and unleashes a furious burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this Action. If the character has a pistol in each hand, both capable of fully automatic fire, he may fire both with this Action (see **Two-Weapon Fighting**, page 252).

The attacker makes a Ballistic Skill Test with a –10 penalty to his attack. A dice result of 94 to 00 indicates the weapon has Jammed (see **Weapon Jams**, page 255). If he succeeds, he scores one hit with his weapon per Degree of Success. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the Test (see **The Attack**, page 249).

If the character is armed with two weapons, and has the appropriate Talents, he may make a secondary attack with his other weapon as part of this Action. See **Two-Weapon Fighting** on page 252.

Grapple

Type: Half or Full Action
Subtype: Attack, Melee
This Action is only used when a character is already engaged in a Grapple. See **Grappling**, page 251, for full rules on starting a Grapple. If the active character is controlling the Grapple, the first thing he must do on his Turn is declare Grapple as a Full Action in order to maintain the Grapple; if he does not declare Grapple as his Full Action, the Grapple immediately ends. After that, he can choose one of the following Controller Grapple Options:

Controller Grapple Options

- **Damage Opponent:** The controller of the Grapple can attempt to Damage his opponent with brute force by making an **Opposed Strength Test** with the Grappled opponent. If the active character wins, he inflicts unarmed Damage (1d5–3+SB) to his opponent's body location and one level of Fatigue. If the grappled opponent wins the **Opposed Strength Test**, no Damage is dealt, but he remains Grappled. This Action can benefit from Assistance. There are certain Talents and Traits that may modify these numbers.
- **Throw Down Opponent:** The controller of the Grapple can attempt to wrestle his Grappled opponent to the ground by making an **Opposed Strength Test**. This Test can benefit from Assistance. If the active character wins, the Grappled opponent becomes Prone. The character controlling the Grapple can choose to end the Grapple at this point as a Free Action, or may continue to Grapple the Prone opponent, gaining a +10 to all further Opposed Tests made during this Grapple

Table 8-2: Multiple Hits

First Hit	Second Hit	Third Hit	Fourth Hit	Fifth Hit	Each Additional Hit
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

until the Prone opponent manages to stand (assuming they are able to). This bonus is in addition to the standard +10 gained when attacking Prone opponents.

- **Push Opponent:** The controller of the Grapple can attempt to force his Grappled opponent to move. This is resolved with an **Opposed Strength Test**, which can benefit from Assistance. If the active character succeeds, he pushes his opponent one metre in a direction of his choice, plus one additional metre for each Degree of Success. This pushed distance cannot exceed the active character's Half Move distance. The active character must move with his Grappled opponent in order to maintain the Grapple, or he can choose to let go of his opponent as a Free Action, which ends the Grapple, but allows the active character to keep his ground.
- **Ready:** The controller of the Grapple can ready one of his own items. Or if the GM allows, he can use the Ready Action to grab an item belonging to his Grappled opponent.
- **Stand:** If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this Action. He can also attempt to drag his Grappled opponent up with him by making an **Opposed Strength Test**. This Test can benefit from Assistance. If the controller of the Grapple wins, both participants stand.
- **Use Item:** The controller of the Grapple can use a readied item.

Grappled Target Options

If the active character is the target of the Grapple, the first thing he must do on his Turn is declare Grapple as a Half Action—this is part of the penalty for being Grappled. After that, he can choose one of the following Grappled Target Options:

- **Break Free:** The Grappled target can attempt to break free of the Grapple by making an **Opposed Strength Test** against the controller of the Grapple. This Test can benefit from Assistance. If the active character wins, he breaks free and may perform any Half Action.
- **Slip Free:** The Grappled target can attempt to wriggle out of the Grapple by making a **Challenging (+0) Acrobatics Test**. If he succeeds, he slips free and may perform any Half Action.
- **Take Control:** The Grappled target can attempt to take control of the Grapple by making an **Opposed Strength Test** against his Grappling opponent. This Test can benefit from Assistance. If the active character wins, he becomes the controller of the Grapple and his opponent becomes the Grappled target. The active character may then immediately perform one of the Controller Grapple Options, but he cannot take any other Half Actions.

Grappling Size Differences

If one participating Grappler is larger than the other (see **Size**, page 157), the larger Grappler counts an extra Degree of Success per size category difference on all successful Opposed Tests performed within the Grapple.

Guarded Action

Type: Half Action
Subtype: Concentration, Melee (Parry), Ranged (Dodge)
The character's next actions are careful and guarded, making sure he remains well poised to defend himself. The character suffers a –10 penalty to any Weapon Skill Tests or Ballistic Skill Tests made this Turn, but he gains a +10 bonus to all Evasion Tests until the start of his next Turn.

Jump or Leap

Type: Full Action
Subtype: Movement
The character can Jump vertically, or Leap horizontally. If the character is engaged in melee, each opponent he is engaged with can make a free Standard Attack against the character. See **Movement**, page 33, for details on Jumping and Leaping.

Knock Down

Type: Half Action
Subtype: Attack, Melee
The attacker smashes his opponent in the hopes of knocking him off his feet. Make an **Opposed Strength Test**. If the attacker wins, the target is knocked Prone and must use a Stand Action in his Turn to regain his feet. If the attacker succeeds by two or more Degrees of Success, he may choose to inflict 1d5–3+SB Damage and one level of Fatigue on the target. If the target wins the Test, he keeps his footing. If the target wins by two or more Degrees of Success, the attacker is knocked Prone instead. If the attacker spent a Half Action to move before performing the Knock Down Attack or combined the Knock Down Action with a Charge Action, he gains a +10 bonus to the Test.

Lightning Attack

Type: Half Action
Subtype: Attack, Melee
This Action may only be taken if the attacker has the Lightning Attack Talent. With fury and precision, the attacker strikes his target multiple times in close combat. The attacker must be armed with a melee weapon or be able to make unarmed attacks to take this Action. If he is armed with two melee weapons, he may attack with both as per the rules for Two-Weapon Fighting. Unbalanced or Unwieldy melee weapons cannot be used to make a Lightning Attack.

The attacker makes a **Difficult (–10) Weapon Skill Test**. Success indicates he has hit his target with his melee weapon once for every Degree of Success. The number of hits scored cannot exceed the attacker's Weapon Skill Bonus. Extra hits can either be allocated to the original target or any other targets the character is in melee with, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the Test (see **The Attack**, page 249).

If the character is armed with two weapons, and has the appropriate Talents, he may make a secondary attack with his other weapon as part of this Action. See **Two-Weapon Fighting** on page 252.

Manoeuvre

Type: Half Action
Subtype: Melee, Movement
By using superior footwork and aggression, the attacker can force his opponent to move by making an **Opposed Weapon Skill** with his opponent. If he succeeds, the opponent must move one metre in the direction of the attacker's choice. If desired, the attacker can advance one metre as well. The opponent cannot be forced into another character or some other obstacle (such as wall), but can be pushed off ledges.

Move

Type: Half or Full Action
Subtype: Movement
The active character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance, see **Table 1–4: Structure Time Movement** on page 33. If the active character ends his movement adjacent to an opponent, he may engage that opponent in melee. If the active character moves away from an opponent with whom his in engaged, that opponent may make a free Standard Attack against the active character.

Overwatch

Type: Full Action
Subtype: Attack, Concentration, Ranged
The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone consisting of any general area, such as a corridor or tree line, that encompasses a 45-degree arc in the direction that the active character is facing. The active character then specifies Standard Attack, Full Auto Burst, or Semi-Auto Burst, along with the conditions under which he will perform the chosen attack. At any time the specified conditions are met before the start of the character's next Turn, he can perform that attack. If this attack occurs at the same time as another character's Action, the character with the higher Agility acts first. If both characters have the same Agility, they make an **Opposed Agility Test** to see who acts first. Additionally, targets caught in the kill zone must make a **Challenging (+0) Pinning Test** or become Pinned (see **Pinning** on page 254). If a character on Overwatch performs any Actions or Reactions, such as Evasion, his Overwatch immediately ends. Note this does not include Free Actions, such as speech.

Ready

Type: Half Action
Subtype: Miscellaneous
The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this Action (but note that simply dropping an item is considered a Free Action). This Action can also be used to do things such as apply a medi-patch, inject stimm or some other kind of drug, coat a blade with poison, and so forth. Ready can be declared twice in the same Turn if it is used on two different weapons or items.

Reload

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous
The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. See **Chapter VI: Armoury** for details. Note that any Reload Action that is spread across more than one Round is an Extended Action.

Run

Type: Full Action
Subtype: Movement
The active character runs, covering a distance equal to his Run Movement (see **Table 1–4: Structured Time Movement**). This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next Turn, ranged attack made against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks gain a +20 bonus to Weapon Skill Tests.

Semi-Auto Burst

Type: Half Action
Subtype: Attack, Ranged
With precision and discipline, the active character fires a short, controlled burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this Action. If the character has a pistol in each hand, both capable of semi-automatic fire, he may fire both with this Action (see **Two-Weapon Fighting**, page 252).

The attacker makes a **Challenging (+0) Ballistic Skill Test**. A dice result of 94 to 00 indicates the weapon has Jammed (see **Weapon Jams**, page 255). If he hits, he scores a hit for the initial Degree of Success plus an additional hit for every two additional Degrees of Success. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the Test (see **The Attack**, page 249).

If the character is armed with two weapons, and has the appropriate Talents, he may make a secondary attack with his other weapon as part of this Action. See **Two-Weapon Fighting** on page 252.

Stand/Mount/Dismount
Type: Half Action
Subtype: Movement
If the active character is lying or sitting on the ground, he can stand. If he is already standing, he can mount a riding beast or enter a vehicle. If he is already atop a riding beast or is already within a vehicle, he may dismount the riding beast or leave the vehicle and end the Dismount Action standing.

Standard Attack
Type: Half Action
Subtype: Attack, Melee or Ranged
The active character makes either one melee attack by making an **Ordinary (+10) Weapon Skill Test** or one ranged attack by making an **Ordinary (+10) Ballistic Skill Test**. Success inflicts one hit on the target. For more information on making a Standard Attack, see page 249. If the attacking character is unarmed and engaged in melee, he can attempt to Grapple his opponent instead of inflicting Damage. See **Grappling**, page 251.

If the character is armed with two weapons, and has the appropriate Talents, he may make a secondary attack with his other weapon as part of this Action. See **Two-Weapon Fighting** on page 252.

Stun
Type: Full Action
Subtype: Attack, Melee
If the active character is unarmed or armed with a melee weapon, he can strike to Stun instead of attempting to land a killing blow. The attacker makes a **Hard (–20) Weapon Skill Test**. If the attack succeeds, roll 1d10 and add the attacker's Strength Bonus. This result is compared to the targets total of his Toughness Bonus +1 per Armour Point protecting his head. If the attacker's roll is equal or higher, the target is Stunned for a number of Rounds equal to the difference between the rolls, and gains one level of Fatigue.

Suppressing Fire
Type: Full Action
Subtype: Attack, Ranged
The active character unleashes a devastating hail of firepower to force his opponents to take cover. This Action requires a weapon capable of semi-automatic or fully automatic fire (see **Rate of Fire**, page 168). When Suppressing Fire is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, that encompasses a 45-degree arc in the direction the active character is facing. Then, as part of the Action the character fires a Full Auto or Semi-Auto Burst (as per the Full Auto and Semi-Auto Burst Actions) and expends the appropriate ammo. All targets within the kill zone must make a **Difficult (–10) Pinning Test** or become Pinned (see page 254). If the attacker fired a Full Auto burst, the Pinning Test is **Hard (–20)** instead.

The character does not roll to hit following the usual penalties or bonuses of the Full Auto and Semi-Auto Burst Actions. Instead the character makes a **Hard (–20) Ballistic Skill Test** to see if his gunfire has hit anything. A roll of 94–100 on the Test indicates the weapon has Jammed (see **Weapon Jams,** page 255). If the Ballistic Skill Test succeeds, the GM assigns the hit to a random target within the kill zone. Furthermore, every two Degrees of Success scores an extra hit against another random victim. Use of the Suppressing Fire Action does not affect the defensive benefits of Armour or cover. The number of hits scored may not exceed the weapon's semi-automatic or fully automatic Rate of Fire. Use **Table 8–2: Multiple Hits** to determine Hit Locations against the same target. The active character cannot choose to fail this Ballistic Skill Test.

Swift Attack
Type: Half Action
Subtype: Attack, Melee
This Action may only be taken if the attacker has the Swift Attack Talent. With fury and precision the attacker strikes his target multiple times in close combat. The attacker must be armed with a melee weapon or be able to make unarmed attacks to take this Action. If he is armed with two melee weapons, he may attack with both as per the rules for Two-Weapon Fighting.

The attacker makes a **Challenging (+0) Weapon Skill Test**. Success indicates he has hit his target with his melee weapon once for the initial Degree of Success, plus once for every two additional Degrees of Success. The number of hits scored cannot exceed the attacker's Weapon Skill Bonus. Extra hits can either be allocated to the original target or any other targets the character is in melee with, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the Test (see The Attack below).

If the character is armed with two weapons, and has the appropriate Talents, he may make a secondary attack with his other weapon as part of this Action. See **Two-Weapon Fighting** on page 252.

Tactical Advance
Type: Full Action
Subtype: Concentration, Movement
The active character moves from one position of cover to another position of cover. In so doing, he may move a distance up to his Full Move. For the duration of the move, he is considered to benefit from the cover he left, even though he is moving in the open for a brief time.

Use a Skill
Type: Half, Full, or Extended Action (Varies by circumstance)
Subtypes: Concentration, Miscellaneous
The active character may use a Skill. This usually involves making a Skill Test. This can be an Extended Action, depending on the Skill and the circumstances.

Other Actions
If a player wants to do something not covered by the Actions described here, the GM should make a judgement about how long something might take and what type of Action it would be. Generally, most Actions should be resolved with some sort of Test: a Characteristic Test, Skill Test, or Opposed Test. Keep in mind that a Round is only around five seconds long.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the GM should verify that the attack is even possible by checking the basic requirements for the attack. Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee, unless he is firing a pistol-class weapon. In either case, the attacker must be aware of his target. See the Spray and Pray sidebar for additional information. Assuming the attack is possible, follow these steps:

- Step One: Apply Modifiers to Attacker's Characteristic
- Step Two: Attacker Makes a Test
- Step Three: Attacker Determines Hit Location
- Step Four: Attacker Determines Damage
- Step Five: Target Applies Damage

Step One: Apply Modifiers to Attacker's Characteristic

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. There are many instances where one or more factors make performing an attack easier or more difficult than normal. For example, using the Full Auto Burst attack action imposes a –10 penalty on the attacker's Ballistic Skill Test, whereas a Standard Attack grants a +10 bonus whether the attack is melee or ranged. The GM may also impose additional penalties or bonuses to the Test if the situation warrants it. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate Characteristic. The maximum total bonus that can be applied to a Test is +60. Conversely, the maximum total penalty that can be applied to a Test is –60. When adjudicating difficulty, common sense should prevail. Regardless of the usual limits on Test penalties, some actions are simply impossible.



Example

Sergeant Johansson wants to use a Standard Attack action to shoot his lasgun at a vile Chaos Cultist. Johansson's Ballistic Skill is 45 and he is at Short Range, which grants him a +10 bonus. Johansson spends a Half Action to Aim, granting him another +10 bonus. In addition, the Standard Attack confers a +10 bonus to the attack roll as well. However, there is a lot of heavy mist in the area so Johansson suffers a –20 penalty as he tries to spot his target through the fog. After all bonuses and penalties have been combined, Sergeant Johansson needs to roll 55 or less on his Ballistic Skill Test to hit the Cultist (45 + 10 + 10 + 10 – 20 = 55).

Step Two: Attacker Makes a Test

After the modified Characteristic has been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. Both of these are resolved like any other Test. If the roll is equal to or less than the modified Characteristic, the attack hits. If the attack roll is a double (both the tens dice and the unit dice come up with the same number), and the target of the attack has a Comrade in Cohesion, the attack hits the Comrade instead (see page 271).

Example

Sergeant Johansson makes a Ballistic Skill Test by rolling percentile dice and gets 14, which is less than his modified Ballistic Skill of 55. His attack hits the despicable Cultist!

Evasion Reactions

When a target is hit by an attack, it may have a chance to negate the hit with an Evasion Reaction. See **Action Descriptions**, page 242 for details on resolving each of these Reactions. If the Evasion Reaction is successful, the attack is negated and no Damage is dealt.

Example

After Sergeant Johansson's las shot hits the Cultist, the GM rules that the traitor will attempt to Dodge the attack. The Cultists' Agility is 30, and has Dodge as a trained Skill, so he must roll under a 30 to avoid the burning hot las shot. The GM rolls for the Cultist and gets a 56. The Chaos Gods are not with him, and the Cultist fails to evade the attack!

Step Three: Attacker Determines Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Using the percentile dice result from the attacker's Weapon Skill or Ballistic Skill Test, reverse the order of the digits (e.g. a roll of 32 becomes 23, a roll of 20 becomes 02, and so on) and compare this number to **Table 8–3: Hit Locations**.

Example

*Sergeant Johansson's Ballistic Skill Test to hit the Cultist resulted in a percentile dice roll of 14. He reverses these digits and gets 41. Consulting **Table 8–3: Hit Locations**, he sees he has hit the Cultists' body.*

Table 8-3: Hit Locations

Roll	Location
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the Damage dealt by his attack. Each weapon has a Damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the Damage total.

For all attack rolls, count the Degrees of Success. The attacker may choose to replace the result on a single Damage die with the number of Degrees of Success from his attack roll. If the attack inflicts more than one die of Damage, the attacker may replace the result on one die of his choice with the Degrees of Success from the attack roll. If a natural 10 is rolled on any Damage die, there is a chance of Righteous Fury.

Spray and Pray

One of the basic requirements for making an attack is that the attacker needs to be aware of his target. But why can't someone just blast away into the darkness in the hopes of hitting something that might be hiding there? This is possible of course, but it shouldn't be treated as a normal attack. Instead, the GM should simply decide the likely outcome of such an action, taking all appropriate factors into consideration. For example, if the GM knows there is a hulking xenos monstrosity lurking in the darkness, it makes sense that it would be hit by a random volley of gunfire shot in its general direction.

Righteous Fury

When rolling Damage after a successful attack, if any die rolled results in a natural 10 (rolling the 10 result on a 10 sided die), a particularly bloody and spectacular hit may be inflicted (this also includes a result of 10 when rolling 1d5 for Damage). After resolving the effects of the hit, one of two things may happen.

If the attack dealt Damage after being reduced by Armour and Toughness Bonus (see Step Five, below), then the shot becomes more severe. The attacker then rolls 1d5 and consults the Critical Hit Table appropriate to the Damage type and location of the original attack. The target suffers all effects listed. However, the target does not count as having suffered a Critical Hit. In other words, if he takes Damage during later Turns it will affect his Wounds, not directly stack onto worsening critical effects. Talents that modify Critical Damage (such as Crack Shot and True Grit) do not modify the critical effects generated by Righteous Fury, and these critical effects do not stack if a target suffers Righteous Fury multiple times. Each roll is applied as a separate effect.

Alternatively, if the attack does not do any Damage once reduced by Armour and Toughness Bonus, then the attack Deals 1 point of Damage, not reduced by Armour or Toughness. This is the extent of the Righteous Fury effect for this attack; the victim does not suffer a roll on a Critical Hit Table. This represents some weapons simply not being potent enough to deal major Damage, but still able to do harm through a "lucky hit."

Righteous Fury for Player Characters and NPCs

In **Only War**, Righteous Fury is something that both Player Characters and NPCs can inflict and suffer from. This means if a Chaos Cultist shoots a Player Character and rolls a 10 for Damage, then the Player Character suffers a 1d5 Critical result. This makes combat gritty, dangerous, and more dynamic, as the characters can suffer from flavourful (and often awful) Critical effects, and may leave combat with interesting new scars. However, in order to ensure that combat does not bog down too much, when a low level NPC (a faceless soldier or minion, usually an unnamed NPC not central to the story plot) suffers Righteous Fury, he is simply slain instead. This allows for faster paced combat, and also "lucky shots" on the part of the PCs.

Finally, if the GM desires, he can choose to reserve Righteous Fury for Player Characters and high level NPCs only (so only named, important NPCs can inflict it on the characters). This makes for a faster-paced, more "epic" game as the PCs may easily shrug off most attacks. It also ensures that combat moves more quickly. However, the GM should probably refrain from doing this unless he finds his combat bogging down excessively. After all, it's not Warhammer 40,000 Roleplay if the player characters don't suffer a few scars along the way!

Example

*Sergeant Johansson has hit the Cultist with his lasgun and proceeds to make his Damage roll. A lasgun deals 1d10+3 points of Damage. Johansson rolls 1d10 and gets an 8, a good hit! He adds this to the 3 for a total of 11 Damage dealt to the unlucky Cultist. If Johansson had been lucky enough to roll a 10 instead of the 8, he would have also been able to roll 1d5 on **Table 8–8: Energy Critical Effects: Body**, and applied those effects to the hapless Cultist as well.*

Tactical Combat Maps (Optional)

During large combats, some players may want visual references to help keep track of enemy positions, as well as their own. The GM can accomplish this by sketching out simple overhead maps on paper. Many game stores also sell large game mats that you can draw on with wet-erase markers. These mats are usually pre-printed with squares grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some role-players like to combine large-scale maps with miniatures where a one-inch square represents one square metre. While tactical combat maps can be very useful, they are not necessary to play Only War. Many role-players prefer to use rich narrative descriptions to allow fellow players to simply imagine all the action. This requires players to keep a snapshot of the relative positions of all combatants in their heads, but it also allows for greater freedom in detailing the events of a combat.

Step Five: Target Applies Damage

From the Damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the location hit by the attack. If this reduces the Damage to zero or less, the target shrugs off the attack. The target records any remaining Damage, adding it any previously suffered, and then compares this total to his total amount of Wounds. If the target's Damage equals or exceeds his Wounds, he notes any excess Damage as Critical Damage and the GM consults the appropriate table based on the type of Damage, the location hit, and the amount of Critical Damage accumulated. See **Critical Damage** on page 256 for more information.

Example

Sergeant Johansson's lasgun shot has struck the Cultists' body for 11 total Damage. The GM notes the target's Toughness Bonus is 3 and he is wearing a Mesh Combat Cloak, which provides 4 points of Armour. The lasgun has no AP, so the Cultist can apply 7 total Damage reduction to the attack. This means he suffers only 4 Damage, and since he has 10 Wounds, he could suffer 6 more Damage before he's in trouble. The Cultist chants a chaotic curse and takes aim at Johansson, who'd better be ready to dodge!

Unarmed Combat

Not every fight in Only War requires lasguns and chainswords. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if you're a sneaky Ratling, teeth). To make an unarmed attack, the attacker must be engaged in melee with his opponent. The attacker then makes a **Challenging (+0) Weapon Skill Test**, or if his opponent is armed with a melee or pistol weapon, a **Hard (–20) Weapon Skill Test**. If the unarmed attack hits, it deals 1d5-3 Impact Damage, plus the character's Strength Bonus. In addition, a successful hit that inflicts Damage equal to or greater than the target's Toughness Bonus also inflicts one level of Fatigue. During unarmed combat, if a 10 is rolled on a die for Damage, the rules for Righteous Fury apply with 10s counting as 5s in terms of Damage caused. As with most melee attacks, an Unarmed attack can be Parried.

Grappling

Instead of inflicting Damage with an unarmed attack, a character can attempt to Grapple his opponent. Attempting a Grapple is a melee attack that uses either a Charge Action or a Standard Attack Action. The attacker makes a Weapon Skill Test as normal. The target of the Grapple may use a Reaction, if able, to avoid the attack. If the attack is successful, the attacker and the target start to Grapple, with the attacker controlling the Grapple. The controller of the Grapple can end it any time as a Free Action.

In a Grapple, all of the following apply:

- Participants in a Grapple cannot use Reactions.
- Participants in a Grapple are considered to be engaged in melee combat.
- Participants in a Grapple can only use the Grapple Action.
- The controller of the Grapple can voluntarily end the Grapple at any point during his Turn as a Free Action.
- Other attackers gain a +20 bonus to Weapon Skill Tests to hit any target engaged in a Grapple.
- Only two characters can be engaged in the same Grapple, but up to two other characters can lend Assistance to each Grappler in certain situations. See the **Grapple Action** on page 245 for details.



TWO-WEAPON FIGHTING

Many warriors fight with a weapon in either hand, and there are advantages and disadvantages to this style of fighting. While it offers some improved opportunities to make attacks it also reduces the chances of successfully striking a target. Unless the two-weapon fighter has the Ambidextrous talent, it is important to consider which hand is his primary hand and which is his secondary hand; players should have these details noted on their character sheets. Two-weapon fighting can be quite complex, so the following applies when fighting with two weapons:

- The character may use any melee weapons or ranged weapons that can be reasonably used in one hand. These are generally pistol-class ranged weapons (though some Basic-class weapons may have modifications that allow them to be used with one hand), and melee weapons that note they are one-handed weapons in their descriptions.
- The character may use either hand to make an attack. Attacks made using the character's secondary hand suffer a –20 penalty to Weapon Skill or Ballistic Skill Tests.
- If the character has the Two-Weapon Wielder Talent, he may attack with both weapons, but each attack suffers a –20 penalty to the Weapon Skill or Ballistic Skill Test, plus an additional –20 penalty for attacks made with his secondary hand (this means that the primary hand will suffer a –20 penalty, and the secondary hand will suffer a –40 penalty).
- If the character has the Ambidextrous Talent, the penalty to the attack made by his secondary hand disappears completely, and the penalty for fighting with two weapons drops to –10 (note that other Talents or situational modifiers may further affect these modifiers).
- If the character is wielding at least one melee weapon, he may use the Parry Skill to perform an Evasion Reaction once each Round as normal with this weapon, though he still may not Evade more than once in a Round. This Weapon Skill Test is not an attack, and therefore it does not suffer the standard penalty for attacks made using a secondary hand.
- If a character with the Two-Weapon Wielder (Melee) Talent is armed with two melee weapons, he may perform a melee Attack Action (either a Standard Attack, Swift Attack, or Lightning Attack) with one of these weapons. He may then perform a melee Attack Action (either a Standard Attack, Swift Attack, or Lightning Attack) with the other weapon, with any applicable modifiers to the Test. These attacks may be against any target in melee.
- If a character with the Two-Weapon Wielder (Ballistic) Talent is armed with two pistols (or two other ranged weapons that can reasonably be wielded in one hand), he may perform a ranged Attack Action (either a Standard Attack, Semi-Auto Burst, or Full-Auto Burst) with one of these weapons. If he does so, he may perform another ranged Attack Action (either a Standard Attack, Semi-Auto Burst, or Full Auto Burst) with his second weapon.



- When firing a ranged weapon with each hand, the character may fire each weapon on a different mode, for example, one on full automatic and one on semi-automatic. When firing a full automatic weapon in each hand, the character may only lay down one area of suppressive fire.
- If a character with the Two-Weapon Wielder (Melee) and Two Weapon Wielder (Ballistic) Talent is armed with a melee weapon in one hand and a pistol in the other, he may perform a melee Attack Action (either a Standard Attack, Swift Attack, or Lightning Attack) or ranged Attack Action (such as Standard Attack, Semi-Auto Burst, or Full-Auto Burst) with one weapon. He may then make a second melee Attack Action or ranged Attack Action with his secondary weapon. Any pistol hits must be against targets in melee. Resolve each attack separately by Testing Weapon Skill for the melee weapon and Ballistic Skill for the pistol.
- The character may fire two weapons at different targets, though the targets must be within 10 metres of each other.

COMBAT CIRCUMSTANCES

Only War offers endless potential for gripping, dramatic, white-knuckle action. Combat is an essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilisation-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous. Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to Tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies. Player Characters should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skilful use of tactics can often make the difference between life and death for an Imperial Guardsman. The following circumstances are some of the most common ones encountered in combat. For situations not covered here, use these as a guide. Remember, the GM has the final say about the Difficulty of any particular Test, or the outcome of any unusual situation.

Cover

Cover is a vital part of surviving a firefight and a good Guardsman knows that it is best to find cover first and then draw your gun (no matter what the Commissar might say!). There are no penalties to Ballistic Skill Tests made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the Guardsman to decide which parts of his body he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the Damage against the Armour Points of the cover instead, with any excess being applied to the target as normal (see **Table 8–4: Cover Examples** for a guide to the Armour Points of different kinds of cover).

Damaging Cover

Cover is not invulnerable. Attacks can Damage or destroy the protection afforded by cover. Each successful hit against cover that deals any amount of Damage in excess of the Armour Points it provides reduces the cover's Armour Points by 1.

Table 8-4: Cover Examples

Cover Type	Armour Points
Armour-glass, genatorium pipes, thin metal, wooden planks	4
Flakboard, storage crates, sandbags, ice, trees	8
Cogitator banks, stasis pods, standard barricades	12
Rockcrete, hatchways, thick iron, stone	16
Armaplas, bulkheads, plasteel	32

Darkness

Weapon Skill Tests made in darkness are regarded as **Hard (–20)**, while Ballistic Skill Tests are regarded as Very **Hard (–30)**. While a character is concealed by darkness, Concealment Skill Tests are **Routine (+20)**.

Difficult Terrain

Weapon Skill and Evasion Tests made whilst standing in difficult terrain, such as mud, are **Difficult (–10)**. Tests made whilst standing in arduous terrain, such as deep snow or slick ice, are **Very Hard (–30)**.

Engaged in Melee

If an attacking character is adjacent to his target, both the character and his target are considered to be engaged in melee.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target engaged in melee combat are **Hard (–20)**. If one or more characters engaged in the melee are Stunned, Helpless, or Unaware, this penalty is ignored.

Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistic Skill Tests made to hit targets at Extreme Range are **Very Hard (–30)**.

Fatigued

When a character is Fatigued, all his Tests, including any Weapon Skill and Ballistic Skill Tests, suffer a –10 penalty.

Fog, Mist, Shadow, or Smoke

Ballistic Skill Tests made to attack targets concealed by fog, mist, shadow, or smoke are **Hard (–20)**. While a character is concealed by fog, mist, or shadow, Concealment Skill Tests are **Ordinary (+10)**.

Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponent two to one, their Weapon Skill Tests are **Ordinary (+10)**. If a group of characters outnumber their opponent by three to one or more, their Weapon Skill Tests are **Routine (+20)**.

Helpless Targets

Weapon Skill Tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed. When rolling Damage against such a target, roll twice and add the results (note that Prone and Stunned targets are not automatically considered Helpless Targets).

Higher Ground

Characters standing on higher ground, such as on a table, hill, or atop of a mound of dead squad mates, have an advantage in melee. Weapon Skill Tests made by these characters are **Ordinary (+10)**.

Table 8-5: Combat Difficulty Summary

Difficulty Skill Modifier	Example
Easy +30	Attacking a Surprised or Unaware target.
	Shooting at a Massive target.
	Shooting a target at Point Blank Range.
Routine +20	Melee Attacks against a foe that is outnumbered three to one or more.
	Attacking a Stunned opponent.
	Shooting an Enormous target.
Ordinary +10	A Standard Attack.
	Attacking a Prone opponent with a melee weapon.
	Attacking from higher ground.
	Shooting a Hulking target.
	Shooting a target at Short Range.
	Melee Attacks against a foe who is outnumbered two to one.
Challenging +0	Making a Swift Attack Action in melee.
	Making a Semi-Auto ranged Action.
Difficult –10	Any Test whilst Fatigued.
	Shooting at a target at Long Range.
	Shooting a Prone target.
	Shooting a Scrawny Target.
	Making a Lightning Attack Action in melee.
	Making a Full-Auto ranged Action.
Hard –20	Shooting into melee combat.
	Dodging whilst Prone.
	Making an unarmed attack against an armed opponent.
	Melee attacks in the darkness.
	Shooting at a target in fog, mist or shadow.
	Shooting a Puny target.
	Using a weapon without the correct Weapon Training Talent.
Very Hard –30	Attacking or Dodging in deep snow.
	Firing a heavy weapon that has not been Braced.
	Shooting a Minuscule target.
	Shooting at Extreme range.
	Shooting a completely concealed target.
	Shooting at a target in darkness.

Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Ballistic Skill Tests made to hit targets at Long Range are **Difficult (–10)**.

Stray Shots (Optional Rule)

GMs keen on reinforcing the merciless nature of the 41st Millennium may rule that if a character shooting into a melee combat misses his target by a small margin (one Degree of Failure), the attack instead hits another target engaged in the same melee. The GM might also rule that anyone shooting into a melee combat with a Semi-Auto Burst or Full Auto Burst must allocate multiple hits to different targets engaged in the melee.

Missing and Scattering

Sometimes, when flinging a thrown weapon, it's important to know where the weapon lands should the attacker fail his Ballistic Skill Test. On a failed roll, the GM rolls 1d10 and consults the **Scatter Diagram** on page 255. Roll 1d5 to determine the number of metres the weapon travels in the indicated direction. This is also used with weapons with the Blast Quality. They affect a wide enough area that if the shot goes awry, it may still Damage something, even if it's not the original target.

Scattering in Zero Gravity

The consequences of throwing dangerous objects in a zero gravity environment can be both amusing and deadly. One way of determining exactly where that errant krak grenade floats after it bounces off the bulkhead is to roll twice on the **Scatter Diagram**, once for the X-axis and once for the Y-axis.

Pinning

Being shot at is a terrifying experience at the best of times, and even the most inexperienced Guardsmen know to keep their heads down when the bullets and bolt shells start flying. Pinning represents a character's survival instincts telling him to stay in cover. Certain combat actions or other circumstances call on their targets to make a Pinning Test (**Challenging [+0] Willpower Test**). On a success, the character may act normally. On a failure, the character becomes Pinned.

Being Pinned

A Pinned character is busy trying to avoid getting shot, so may only take a single Half Action each Turn, though he can take Free Actions and Reactions as normal. Additionally, he suffers a –20 penalty to all Ballistic Skill Tests. If a Pinned character is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while doing so). If he is not in cover when Pinned, he must use his next Turn to reach cover. If there is no cover nearby, he must move away from the attacker that Pinned him. A character can make a **Challenging (+0) Willpower Test** at the end of his Turn to escape Pinning, in which case he may act as normal on his next Turn. This Test is **Easy (+30)** if the character has not been shot at since his last Turn or is under cover. A character engaged in melee combat automatically escapes Pinning. Characters cannot initiate melee combat in an attempt to escape Pinning.

Point-Blank Range

When a character makes a ranged attack against a target that is two metres away or closer, that target is at Point-Blank Range. Ballistic Skill Tests made to attack a target at Point Blank Range are **Easy (+30)**. This bonus does not apply when the attacker and the target are engaged in melee combat with each other. For weapons with a short range of less than three metres, Point-Blank Range is one metre less than the weapon's short range.

Scatter Diagram



Prone

A character is considered Prone any time he is lying on the ground. Weapon Skill Tests made to attack Prone targets are **Ordinary (+10)**, but Ballistic Skill Tests made to hit Prone targets are **Difficult (–10)** unless the attacker is at Point Blank Range. A character who is Prone suffers a –10 penalty to Weapon Skill Tests and a –20 penalty to Evasion Tests.

Short Range

Targets that are at a distance of less than half the Range of a character's weapon are at Short Range. Ballistic Skill Tests made to attack targets at Short Range are **Ordinary (+10)**.

Size

Size is an important factor when shooting ranged weapons because it's usually easier to hit a larger target. All characters and creatures in Only War have a defined size category, and it should be relatively easy for the GM to assign appropriate size categories to objects as needed. Use **Table 5–6: Size** (see page 157) for determining bonuses and penalties based on a target's size.

Stunned Targets

Weapon Skill and Ballistic Skill Tests to attack Stunned targets are **Routine (+20)**.

Unaware Targets

When a character has no idea that he about to be attacked, he is considered an Unaware Target. Usually, this happens at the beginning of a combat when one or more characters are Surprised (see page 240). Weapon Skill or Ballistic Skill Tests made to attack Unaware Targets are **Easy (+30)**.

Weapon Jams

Weapons may jam either through extreme age, maltreatment of their machine spirit, or just plain poor design. An unmodified result of 96 to 00 on a Ranged attack, in addition to being an automatic miss, also indicates the weapon has jammed. A jammed weapon cannot be fired until it is cleared. Clearing a jam is a Full Action that requires a Ballistic Skill Test. If the Test is successful then the jam has been cleared, though the weapon needs to be reloaded and any ammo in it is lost. If the Test is failed, the weapon is still jammed, though the character can attempt to clear it again next Round.

Note: Some weapons, such as plasma guns, grenades, and missiles, are particularly dangerous to use. For these weapons, refer to their descriptions and Weapon Special Qualities (see **Chapter VI: Armoury**). Semi-automatic and fully automatic fire also increases the likelihood of jamming. This is described within the Semi-Auto Burst, Full Auto Burst and Suppressing Fire Actions.

Weather and Unnatural Conditions

Weapon Skill and Ballistic Skill Tests made to attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm, or standing knee-deep in waves of fungus, are considered **Hard (–20)**, unless stated otherwise (see **Chapter I: Playing the Game**).

Injury

"Stop complaining corporal; you still have one perfectly functional eye!"

–Medic Yammer, Catachan 63rd Infantry Battalion, "The Shadow Snakes"

Common physical injuries to Only War characters are represented by Damage and Fatigue. Additionally, characters can also experience several types of Conditions and Special Damage such as fire, suffocation, and limb loss. It is important to know how much physical abuse a character can take and a key measurement of this is how many Wounds he possesses.

Wounds

Wounds are a measurement of how much punishment a character can take before suffering debilitating effects and ultimately death. Every character in Only War has a specified number of Wounds. Wounds do not normally deplete. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

Damage

Damage is physical trauma dealt to a character. Characters can suffer Damage a number ways, including being shot by a lasgun, cleaved by an Ork choppa, being run over by a tank, exposure to the hard vacuum of space, and so forth. When a Player Character suffers Damage, record the amount on his character sheet. That Damage remains with the character until it is removed over time by natural healing, or the character receives medical attention (see page 268). Damage is cumulative; each time a character suffers Damage, the amount is added to any previous Damage he had. Each time a character is dealt Damage, there may be an opportunity for him to reduce it before it is applied to his total. By default, a character reduces incoming Damage by an amount equal to his Toughness Bonus. Armour can also help further reduce Damage. If the source of the Damage struck a body location protected by armour, the incoming Damage is reduced by an amount equal to the Armour Points provided by the armour. It is important to note that some sources of Damage ignore armour and/or Toughness; such cases are always detailed in the description of the Damage source. As long as a character's total Damage is equal to or less than his Wounds, his body still functions normally. If a character's Damage ever exceeds his Wounds, he begins to take Critical Damage.



Damage Types

All Damage is divided up into four types:

- Energy (lasers, fire, plasma)
- Explosive (grenades, bolt rounds)
- Impact (clubs, bullets, falling)
- Rending (swords, blades, claws)

If a source of Damage does not specify a type, treat it as Impact. The type of Damage inflicted is usually only important for determining Critical Effects resulting from Critical Damage.

Critical Damage

Whenever a character's total Damage exceeds his Wounds, he begins to take Critical Damage. Each time a character suffers Critical Damage he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effect Table based on the affected body location (Arm, Body, Head, or Leg) and the Damage type (Energy, Explosive, Impact, or Rending). As with normal Damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention (see page 268). Each Critical Effect also has its own duration (including permanent). If a Critically Damaged character suffers more Damage, the amount is added to his existing Critical Damage and a new set of Critical Effects are applied based on his total Critical Damage (assuming he is still alive). Note that

this new Critical Damage does not override or negate the previous Critical Damage Effects unless the two Effects are mutually exclusive, in which case, use the most recent Critical Damage Effect.

Removing Damage

Characters automatically remove Damage (both ordinary and Critical Damage) over time through natural healing. Medical attention and some psychic powers can also remove Damage. The rate of Damage removal depends on several factors and is fully explained in Healing, page 268.

FATIGUE

Not all injuries in Only War are lethal. Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered but more or less intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, Grappling, some Critical Effects, and other Actions that push them beyond safe limits. Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Toughness Bonus and still function, albeit with some side effects. Should a character take a number of levels of Fatigue in excess of his Toughness Bonus, he collapses, unconscious for 10–TB minutes; after the character awakens, his levels of Fatigue revert to a number equal to his Toughness Bonus. Characters suffering from any level of Fatigue suffer a –10 penalty to all Tests.

Removing Fatigue

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness) that includes no combat, no Psychic Powers, and no other strenuous activity, removes one level of Fatigue. Six consecutive hours of rest removes all Fatigue.

CHARACTERISTIC DAMAGE

Some Psychic Powers, poisons, diseases and other hazards circumvent a character's Wounds and deal Damage directly to a Characteristic. Characteristic Damage cannot reduce a Characteristic below zero. Characteristic Damage may also affect the corresponding Characteristic Bonus. **Table 8–6: Effects of Zero Characteristic** summarises what happens when a particular Characteristic is reduced to zero.

Removing Characteristic Damage

Unless otherwise specified, Characteristic Damage is never permanent. A character automatically recovers one point of Characteristic Damage each hour, regardless of his activity level. The GM may allow certain types of medical attention to remove Characteristic Damage at a faster rate.

Table 8-6: Effects of Zero Characteristic

Characteristic	Effect
Zero Weapon Skill	The character may not make Tests based on this Characteristic.
Zero Ballistic Skill	The character may not make Tests based on this Characteristic.
Zero Strength	The character collapses into unconsciousness.
Zero Toughness	The character dies.
Zero Agility	The character is paralysed, helpless, and can take no Actions.
Zero Intelligence	The character slips into a dreamless coma and is treated as helpless.
Zero Perception	The character is bereft of his senses and suffers a –30 penalty to all Tests (except Toughness) until he recovers.
Zero Willpower	The character collapses into a nightmare-filled sleep.
Zero Fellowship	The character withdraws into a catatonic state. He may not speak or take Tests based on this Characteristic.



Table 8-7: Energy Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack grazes the target's arm, causing it to spasm uncontrollably. All Tests involving that arm suffer a –30 penalty for 1d5 Rounds.
2	The attack smashes into the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the target takes 1 level of Fatigue.
3	The arm suffers superficial burns inflicting no small amount of pain on the target. The target may only take a Half Action in his next Round and he suffers 1d5 levels of Fatigue.
4	The shock of the attack causes the character to temporarily lose control of his autonomous functions. He is Stunned for 1 Round and is knocked Prone. The arm is useless for 1d10 Rounds.
5	The attack causes energy to course through the target's arm leaving him Stunned for 1 Round, and the arm is useless until the target receives medical treatment.
6	The attack wreathes the arm in flame, scorching clothing and armour, and temporarily fusing together the target's fingers. The target suffers 1d5 Weapon Skill and Ballistic Skill Damage, suffers 1d5 levels of Fatigue, and must make a **Challenging (+0) Toughness Test** or lose the use of the hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in the target's arm, causing it to crack or even shatter. The target's arm is broken and, until it is repaired, the target counts as only having one arm. The target is Stunned for 1 Round and suffers 1d5 levels of Fatigue.
8	Energy ripples across the target's arm, causing skin and muscle to slough disgustingly from the target's limb, revealing a sticky red mess of sinew and bone. The target must take a **Challenging (+0) Toughness Test** or become Stunned for 1d5 Rounds. In addition, the target suffers 1d10 levels of Fatigue. The target now only has one arm.
9	Fire consumes the target's arm, burning the flesh to a crisp right down to the bone. The target must make an immediate **Challenging (+0) Toughness Test** or die from shock. If he survives, however, the target suffers 1d10 levels of Fatigue and is Stunned for 1 Round. The target now only has one arm.
10+	The attack reduces the arm to a cloud of ash and sends the target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.

Table 8-8: Energy Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals the air from his lungs. The target can take only a Half Action on his next Turn.
2	The blast punches the air from the target's body. The target must make a **Challenging (+0) Toughness Test** or be knocked Prone.
3	The attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and 1d5 Toughness Damage.
4	The energy ripples all over the character, scorching his body with horrid third-degree burns and inflicting 1d10 levels of Fatigue. The target may only take a Half Action on his next Round.
5	The fury of the attack forces the target to the ground, helplessly covering his face and keening in agony. The target is knocked Prone and must make a **Challenging (+0) Agility Test** or catch fire (see Special Damage). The Target must also make a **Challenging (+0) Toughness Test** or be Stunned for 1 Round.
6	Struck by the full force of the attack, the target is sent reeling to the ground; smoke spiralling out from the wound. The target is knocked Prone, Stunned for 1d10 Rounds, and suffers 1d5 levels of Fatigue. In addition, he must make a **Challenging (+0) Agility Test** or catch fire (see **Special Damage** on page 266).
7	The intense power of the energy attack cooks the target's organs, burning his lungs and heart with intense heat. The target is Stunned for 2d10 Rounds and suffers 1d10 permanent Toughness Damage.
8	As the attack washes over the target, his skin turns black and peels off while melted fat seeps from his clothing and armour. The target is Stunned for 2d10 Rounds and the attack halves his Strength, Toughness and Agility until he receives medical treatment. The extensive scarring deals 2d5 permanent Fellowship Damage.
9	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
10+	As above, except in addition, if the target is carrying any ammunition, there is a 50% chance it explodes. Unless they can make a successful Evasion Test, all creatures within 1d5 metres take 1d10+5 Explosive Damage. If the target carried any grenades or missiles, one Round after the Damage was dealt, they detonate where the target's body lies with the normal effects.

Table 8-9: Energy Critical Effects - Head

Critical Damage	Critical Effect
1	A grazing blow to the head disorientates the target, imposing a –10 penalty to all Tests (except Toughness) for 1 Round.
2	The blast of energy dazzles the target, leaving him Blinded for 1 Round.
3	The attack cooks off the target's ear, leaving him with a partially burned stump of cartilage and deafened until he receives first aid or waits for 1d5 hours.
4	The energy attack burns away all of the hairs on the target's head as well as leaving him reeling from the injury. The attack deals 2 levels of Fatigue and the target is blinded for 1d5 Rounds.
5	A blast of energy envelops the target's head, burning his face and hair, crisping his skin, and causing him to scream like a stuck Grox. In addition to losing his hair, he is blinded for 1d10 Rounds, Stunned for 1 Round, and takes 1 permanent Fellowship Damage.
6	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for the next 1d10 hours and suffers 1d5 permanent Fellowship Damage and 1d5 permanent Perception Damage. The target also suffers 1d5 levels of Fatigue.
7	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. The target is blinded permanently and suffers 1d10 levels of Fatigue. Also, roll 1d10. This is the target's new Fellowship, unless their Fellowship is already 10 or less, in which case don't bother rolling, as nobody really notices the difference.
8	The target's head is destroyed in a conflagration of fiery death. He does not survive.
9	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The target is very dead!
10+	As above, except the target's entire body catches fire and runs off headless 2d10 metres in a random direction (use the **Scatter Diagram** on page 255). Anything flammable it passes, including characters, must make a **Challenging (+0) Agility Test** or catch fire (see **Special Damage**, page 266).

Table 8-10: Energy Critical Effects - Leg

Critical Damage	Critical Effect
1	The blast of energy sears the flesh and bone of the target's leg, leaving a nasty burn scar. The target may not Run or Charge for 2 Rounds.
2	The attack flash-fries the target's leg, cooking chunks of flesh into char. The target must pass a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue.
3	A solid blow to the leg sends currents of agony coursing through the target. The target suffers 1 level of Fatigue and reduces his Movement by half (rounding up) for 1d10 Rounds. The Target is knocked Prone.
4	The blast causes a nasty compound fracture in the target's leg. The target reduces his Movement by half (rounding up), and the target may not Run or Charge. The effects to the target's Movement persist until the target receives medical attention.
5	The target's leg endures horrific burn Damage, fusing clothing and armour with flesh and bone. The target suffers 1 level of Fatigue and reduces his movement by half (rounding up) for 2d10 Rounds. The target is knocked Prone.
6	The attack burns the target's foot, charring the flesh and emitting a foul aroma. The target must make a **Challenging (+0) Toughness Test** or lose the foot. On a success, the target reduces his movement by 1/2 (rounding up) until he receives medical attention. In addition, the target suffers 2 levels of Fatigue.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the target counts as having lost the leg. The target must take a **Challenging (+0) Toughness Test** or become Stunned for 1 Round. In addition, the target suffers 1d5 levels of Fatigue. The target now only has one leg.
8	Energy sears through the bone, causing the leg to be severed. The target must take a **Challenging (+0) Toughness Test** or become Stunned for 1 Round. In addition, the target suffers 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one leg.
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. The target makes a **Challenging (+0) Toughness Test** or die from shock. The leg is utterly lost.
10+	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonising seconds.

Table 8-11: Explosive Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack throws the limb backwards, painfully jerking it away from the body, inflicting 1 level of Fatigue.
2	The force of the blast snaps the bones of the arm in half. The target drops anything held in the hand and must pass a **Challenging (+0) Toughness Test** or become Stunned for 1 Round.
3	The explosion removes 1 finger (and the tips from up to 1d5 others) from the target's hand. The target suffers 1d10 WS and 1d10 BS Damage, and anything carried in the hand is destroyed. If this is an explosive such as a hand grenade, it goes off—messy (use result 9 instead).
4	The blast rips the sinew of the arm straight from the bone. He is Stunned for 1 Round, and the limb is useless until medical attention is received. The target must make a **Challenging (+0) Toughness Test** or suffer Blood Loss.
5	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle alike. He must immediately make an **Ordinary (+10) Toughness Test** or lose his hand. If he succeeds, he suffers 1 permanent Weapon Skill and Ballistic Skill Damage from the Damaged nerves.
6	The explosive attack shatters the bone and mangles the flesh, turning the target's arm into a red ruin, inflicting 1d5 levels of Fatigue. The target's arm is broken and, until repaired, the target counts as having only one arm. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	In a violent hail of flesh, the arm is blown apart. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 Rounds, suffers 1d10 levels of Fatigue, and suffers Blood Loss. He now only has one arm.
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, where he dies in a pool of his own blood and organs.
9	With a mighty bang the arm is blasted from the target's body, killing the target instantly in a rain of blood droplets. In addition, if the target was carrying a weapon with a power source in his hand (such as a power sword or chainsword) then it explodes, dealing 1d10+5 Impact Damage to anyone within two metres.
10+	As above, except if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres (this is in addition to Damage caused by exploding power weapons noted above). If the target is carrying any grenades or missiles, these detonate immediately.

Table 8-12: Explosive Critical Effects - Body

Critical Damage	Critical Effect
1	The explosion flings the target backwards 1d5 metres. The target is knocked Prone.
2	The target is blown backwards 1d5 metres by a terrific explosion, taking 1 level of Fatigue per metre travelled. The target is knocked Prone.
3	The force of the blast sends the target sprawling to the ground. The target is knocked backwards 1d5 metres, Stunned for 1 Round, and is knocked Prone.
4	The power of the explosion rends flesh and bone with horrific results. The target must make a **Challenging (+0) Toughness Test** or suffer from Blood Loss and be Stunned for 1 Round.
5	Concussion from the explosion knocks the target to the ground and turns his innards into so much ground meat. The target must immediately make a **Challenging (+0) Toughness Test** or suffer Blood Loss and 1 permanent Toughness Damage. The target then suffers 1d5 levels of Fatigue and is knocked prone.
6	Chunks of the target's flesh are ripped free by the force of the attack leaving large, weeping wounds. The target is Stunned for 1 Round, may only take a Half Action in his next Round, and is now suffering Blood Loss.
7	The explosive force of the attack ruptures the target's flesh and scrambles his nervous system, knocking him to the ground. The target suffers Blood Loss, is knocked Prone, is Stunned for 1d10 Rounds, and must make a **Challenging (+0) Toughness Test** or fall unconscious.
8	The target's chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing him instantly.
9	Pieces of the target's body fly in all directions as he is torn into bloody gobbets by the attack. In addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate immediately.
10+	As above, except anyone within 1d10 metres of the target is drenched in gore and must make a **Challenging (+0) Agility Test** or suffer a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round as blood fouls their sight.

Table 8-13: Explosive Critical Effects - Head

Critical Damage	Critical Effect
1	The explosion leaves the target confused. He can take only a Half Action on his next Turn.
2	The flash and noise leaves the target Blinded and Deafened for 1 Round.
3	The detonation leaves the target's face a bloody ruin from scores of small cuts. Permanent scarring is very likely. The target suffers 2 levels of Fatigue and must make a **Challenging (+0) Toughness Test** or suffer 1d10 points of Perception and Fellowship Damage.
4	The force of the blast knocks the target to the ground and leaves him senseless. The target suffers 1d10 Intelligence Damage and is knocked Prone. He must also pass a **Challenging (+0) Toughness Test** or suffer 1 permanent Intelligence Damage and be Stunned for 2 Rounds.
5	The explosion flays the flesh from the target's face and bursts his eardrums with its force. The target is Stunned for 1d10 Rounds and is permanently deafened. Finally, the target gains hideous scars—he suffers 1d5 points of permanent Fellowship Damage.
6	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing the target. In addition, if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to any creatures within 1d5 metres. If the target was carrying grenades or missiles, these too explode immediately.
8	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make a **Challenging (+0) Agility Test** or fall Prone.
9	The target ceases to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except…
10+	As above, except such is the unspeakably appalling manner in which the target was killed, that any of the target's allies who are within two metres of where the target stood, must make an immediate **Challenging (+0) Willpower Test** or spend their next Turn fleeing from the attacker.

Table 8-14: Explosive Critical Effects - Leg

Critical Damage	Critical Effect
1	A glancing blast sends the character backwards one metre. The target must make a **Challenging (+0) Toughness Test** or be knocked Prone.
2	The force of the explosion takes the target's feet out from under him. He is knocked Prone and may only take Half Move movement Actions for 1d5 Rounds.
3	The concussion causes the target's leg to fracture, inflicting 2d10 Agility Damage.
4	The explosion sends the target spinning through the air. The target is flung 1d5 metres away from the explosion. It takes the target a Full Action to regain his feet, and his Movement is reduced by half (rounding up) for 1d10 Rounds.
5	Explosive force removes the target's foot and scatters the ragged remnants over a wide area. The target suffers 1d5 permanent Agility Damage. The target must make a **Difficult (–10) Toughness Test** or suffer 1d5 levels of Fatigue.
6	The concussive force of the blast shatters the target's leg bones and splits apart his flesh, inflicting 1d10 levels of Fatigue. The leg is broken and, until repaired, the target counts as having only one leg. The target must also make an immediate **Challenging (+0) Toughness Test** or permanently lose his foot.
7	The explosion reduces the target's leg into a hunk of smoking meat. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a successful Test, the target is still Stunned for 1d10 Rounds, suffers 1d10 levels of Fatigue, and suffers Blood Loss. He now has only one leg.
8	The blast tears the leg from the body in a geyser of gore, sending him crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9	The leg explodes in an eruption of blood, killing the target immediately and sending tiny fragments of bone, clothing, and armour hurtling off in all directions. Anyone within two metres suffers 1d10+2 Impact Damage.
10+	As above, except in addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these detonate immediately.

Table 8-15: Impact Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack strikes the target's limb, with a powerful blow, causing him to drop anything held in that hand.
2	The strike leaves a deep bruise, possibly causing minor fractures in the arm. The target suffers 1 level of Fatigue.
3	The impact smashes into the arm or whatever the target is holding, ripping it away and leaving the target reeling from the pain. The target is Stunned for 1 Round and drops whatever he was holding in his arm. There is a %10 chance that anything the target was holding in that hand is Damaged and unusable until repaired.
4	The impact crushes flesh and bone. The target drops whatever was held in that hand, and must make a **Challenging (+0) Toughness Test** or suffer 1d10 WS and 1d10 BS Damage.
5	Muscle and bone take a pounding as the attack rips into the arm. The limb is useless until the target receives medical attention.
6	The attack pulverises the target's hand, crushing and breaking 1d5 fingers. The target suffers 1 level of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or suffer 2 permanent WS and BS Damage.
7	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. The arm is broken and, until repaired, the target counts as having only one arm. The target suffers from Blood Loss.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is still Stunned for 1d10 Rounds, suffers 1d5 levels of Fatigue, and suffers from Blood Loss. He now only has one arm.
9	In a rain of blood, gore, and meat, the target's arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed by the force of the attack, bone, clothing, and armour fragments fly about like shrapnel. Anyone within 2 metres of the target suffers 1d5–3 Impact Damage to a random location (see **Table 8–3: Hit Locations** on page 250).

Table 8-16: Impact Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The impact punches the air from the target's body, inflicting 1 level of Fatigue and knocking the target Prone.
3	The attack breaks a rib and the target is knocked Prone. The target is also Stunned for 1 Round.
4	The blow batters the target, shattering a rib. The target suffers 1d10 Toughness Damage and must make a **Challenging (+0) Agility Test** or be knocked Prone.
5	A solid blow to the chest pulverises the target's innards, and he momentary doubles over in pain, clutching himself and crying in agony. The target is Stunned for 2 Rounds and must make a **Challenging (+0) Toughness Test** or suffer 1d5 levels of Fatigue.
6	The attack knocks the target sprawling on the ground. The target is flung 1d5 metres away from the attacker and falls Prone (if the target strikes a wall or other solid object, he stops). The target suffers 1d5 levels of Fatigue and is Stunned for 2 Rounds.
7	With an audible crack, 1d5 of the target's ribs break. The target can either lie down and stay still awaiting medical attention (a successful Medicae Test sets the ribs) or continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the character instantly. The target suffers 1d5 permanent Toughness Damage.
8	The force of the attack ruptures several of the target's organs and knocks him down, gasping in wretched pain. The target suffers Blood Loss and suffers 1d10 permanent Toughness Damage.
9	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except the target is thrown 1d10 metres away from the attack. Anyone in the target's path must make a **Challenging (+0) Agility Test** or be knocked Prone.

Table 8-17: Impact Critical Effects - Head

Critical Damage	Critical Effect
1	The impact fills the target's head with a terrible ringing noise. The target must make a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue.
2	The attack causes the target to see stars. The target suffers a –10 penalty to any Perception or Intelligence Tests for 1d5 Rounds.
3	The target's nose breaks in a torrent of blood, blinding him for 1 Round. The target must make a **Challenging (+0) Toughness Test** or be Stunned for 1 Round.
4	The concussive strike staggers the target. The target must make a **Challenging (+0) Toughness Test** or be Stunned for 1 Round and knocked Prone.
5	The force of the blow sends the target reeling in pain. The target is Stunned for 1 Round, gains 1 level of Fatigue, and staggers backwards 1d5 metres. He suffers 1 permanent Intelligence Damage.
6	The target's head is snapped back by the attack leaving him staggering around trying to control mind-numbing pain. The target is Stunned for 1d5 Rounds, knocked backwards 1d5 metres, must make a **Challenging (+0) Agility Test** or be knocked Prone.
7	The attack slams into the target's head, fracturing his skull and opening a long tear in his scalp. The target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.
8	With a sickening crunch the target's head snaps around to face the opposite direction. The twisted vertebrae immediately sever every connection within the target's neck. Death is instantaneous.
9	The target's head bursts like an overripe fruit and sprays blood, bone, and brains in all directions. Anyone within 4 metres of the target must make an Agility Test or suffer a –10 penalty to their WS and BS on their next Turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through the target and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

Table 8-18: Impact Critical Effects - Leg

Critical Damage	Critical Effect
1	A blow to the leg results in deep bruises and teeth-clenching pain. The target suffers 1 level of Fatigue.
2	A grazing strike against the leg slows the target. The target's Movement is reduced by half (rounding up) for 1 Round, and he must make a **Challenging (+0) Toughness Test** or be Stunned for 1 Round and fall Prone.
3	A solid blow to the leg sends lightning agony coursing through the target. The target suffers 1d10 Agility Damage and is knocked Prone.
4	A powerful impact causes micro-fractures in the target's bones, inflicting considerable agony. The target suffers 2d10 Agility Damage, and is knocked Prone.
5	The blow breaks the target's leg, leaving him Stunned for 1 Round and reducing his movement to 1 metre until he receives medical attention. The target is also knocked Prone.
6	With a sharp cracking noise, several of the tiny bones in the target's foot snap like twigs. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot. The target's Movement is reduced by 1/2 (rounding up) until he recieves medical attention. The target suffers 2 levels of Fatigue.
7	With a nasty crunch, the leg is broken and the target is left mewling in pain. The target falls Prone with a broken leg and, until it is repaired, he counts as only having one leg. The target is Stunned for 2 Rounds.
8	The force of the attack rips the lower half of the leg away in a stream of blood. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. The target suffers from Blood Loss and suffers 1d5 permanent Agility Damage. He now only has one leg.
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, he falls to the ground and dies in a spreading pool of gore.
10+	As above, but such is the agony of the target's death that his piteous screams drown out all conversation within 2d10 metres for the rest of the Round.

Table 8-19: Rending Critical Effects - Arm

Critical Damage	Critical Effect
1	The slashing attack tears free anything that was held in this arm.
2	Deep cuts cause the target to drop whatever was held and inflicts 1 level of Fatigue.
3	The attack shreds the target's arm into ribbons, causing the target to scream in pain. The target drops whatever was held in that hand and must make a successful **Challenging (+0) Toughness Test** or suffer Blood Loss.
4	The attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The target falls Prone from the agony and takes 2 levels of Fatigue. The limb is useless for 1d10 Rounds.
5	A bloody and very painful looking furrow is opened up in the target's arm. The target suffers from Blood Loss and vomits all over the place in agony. He drops anything held and the limb is useless without medical attention.
6	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off too). The target is Stunned for 1 Round and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	The attack rips apart skin, muscle, bone, and sinew with ease, turning the target's arm into a dangling ruin. The target suffers 1d10 Strength Damage. The arm is broken and, until repaired, the target counts as having only one arm. In addition, numerous veins have been severed and the target is now suffering from Blood Loss.
8	With an assortment of unnatural, wet, ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is Stunned for 1d10 Rounds and suffers Blood Loss. He now has only one arm.
9	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing the target instantly.
10+	As above. However, as the arm falls to the ground its fingers spasm uncontrollably, pulling the trigger of any held weapon. If the target was carrying a ranged weapon there is a 5% chance that a single randomly determined target within 2d10 metres is hit by these shots, in which case resolve a single hit from the target's weapon.

Table 8-20: Rending Critical Effects - Body

Critical Damage	Critical Effect
1	If the target is not wearing armour on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing armour, there is no effect. Phew!
2	A powerful slash opens a painful rent in the target's body. He suffers 1 level of Fatigue and must make a **Challenging (+0) Toughness Test** or becomes Stunned for 1 Round.
3	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is Stunned for 1 Round and must make a **Challenging (+0) Toughness Test** or suffer from Blood Loss.
4	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target suffers from Blood Loss and is Stunned for 1 Round.
5	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must make a **Challenging (+0) Agility Test** or fall Prone. The target suffers 1d10 Toughness Damage and also suffers Blood Loss.
6	The mighty attack takes a sizeable chunk out of the target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The target is knocked Prone and suffers 1d10 Toughness Damage and Blood Loss.
7	The attack cuts open the target's abdomen. The target can either choose to use one arm to hold his guts in (until a medic can bind them in place with a successful Medicae Test), or fight on regardless and risk a 20% chance each Round that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage. In either case, the target suffers 1d5 permanent Toughness Damage and is now suffering Blood Loss.
8	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. The target must make a **Challenging (+0) Toughness Test** or die. If he passes, he suffers 1d10 permanent Toughness Damage, is Stunned for 1 Round, and now suffers Blood Loss.
9	The powerful blow cleaves the target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The target is now quite dead.
10+	As above, except that the area and the target are awash with gore. For the rest of the fight, anyone moving within four metres of the target's corpse must make a **Challenging (+0) Agility Test** or fall Prone.

Table 8-21: Rending Critical Effects - Head

Critical Damage	Critical Effect
1	The attack tears a painful rent in the target's face. They suffer 1 level of Fatigue. If the target is wearing a helmet, there is no effect. Lucky!
2	The attack slices open the target's scalp, which immediately begins to bleed profusely. Due to blood pouring into the target's eyes, he suffers a –10 penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The target must pass a **Challenging (+0) Toughness Test** or suffer from Blood Loss.
3	The attack rips open the target's face, leaving him Stunned for 1d5 Rounds. If the target is wearing a helmet, the helmet is torn off. The target suffers Blood Loss.
4	The attack slices across one of the target's eye sockets, possibly scooping out the eye. He must make a **Routine (+20) Toughness Test** or lose the eye (augmetics can repair this). He also suffers 1d10 Perception Damage.
5	The attack tears the target's helmet from his head. If wearing no helmet, the target loses an ear instead, becoming Deafened until he receives medical attention. If he loses an ear, he must also must pass a **Challenging (+0) Toughness Test** or suffer 1 point of permanent Fellowship Damage. The target is Stunned for 1d5 Rounds.
6	As the blow rips violently across the target's face it takes with it an important feature. Roll 1d10 to see what the target has lost. 1–3: Eye (see **Conditions and Special Damage** on page 266), 4–7: Nose (the target suffers 1d10 permanent Fellowship Damage), 8–10: Ear (the target Deafened until he receives medical attention). In addition, the target is now suffering Blood Loss and suffers 1d5 levels of Fatigue.
7	In a splatter of skin and teeth, the attack removes most of the target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the target is suffering from Blood Loss and is Stunned for 1 Round.
8	The blow slices into the side of the target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.
9	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 metres away with a soggy thud. The target is instantly slain.
10+	As above, except the target's neck spews blood in a torrent, drenching all those nearby and forcing them to make a **Challenging (+0) Agility Test**. Anyone who fails the Test suffers a –10 penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes or fouls his visor.

Table 8-22: Rending Critical Effects - Leg

Critical Damage	Critical Effect
1	The attack knocks the limb backwards, painfully twisting it awkwardly. The target suffers 1 level of Fatigue.
2	The target's kneecap splits open. He must make a **Challenging (+0) Agility Test** or fall Prone and suffer from Blood Loss as the already Damaged extremity hits the ground.
3	The attack rips a length of flesh from the leg. The target suffers 1d5 Agility Damage and suffers Blood Loss.
4	The attack rips the kneecap free from the target's leg, causing it to collapse out from under him. The target's Movement is reduced by 1/2 (rounding up) until medical attention is received. In addition, he is knocked Prone and suffers 1d10 Agility Damage.
5	In a spray of blood, the target's leg is deeply slashed, exposing bone, sinew, and muscle. The target suffers Blood Loss, and must make a **Challenging (+0) Toughness Test** or suffer 1 point of permanent Agility Damage.
6	The blow slices a couple of centimetres off the end of the target's foot. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot. On a success the target's Movement is reduced by half (rounding up). In either case, the target suffers Blood Loss.
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the level of maiming is such that the target is now suffering from Blood Loss. He also is Stunned for 1 Round and is knocked Prone.
8	In a single bloody hack the target's leg is lopped off, spurting its vital fluids across the ground. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 Rounds, and suffers Blood Loss. He now has only one leg.
9	With a meaty chop, the leg comes away at the hip. The target pitches to the ground howling in agony before dying.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the target must make a **Challenging (+0) Agility Test** or be knocked Prone.

Conditions and Special Damage

Common injuries are far from the only forms of bodily harm facing those who brave the battlefields of the galaxy. Soldiers may find themselves set on fire, suffering from massive loss of blood, broken bones, or facing a permanent amputation. All of these, and more, are collectively known as Conditions and Special Damage.

Amputated Limbs

A character that loses body parts (except for his head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the Medicae Skill must be found to adequately treat the stump to ensure that it heals well. If no medic is available, there is only a 20% chance that the stump will heal over. If it does not, the amputee dies a horrible death from infection after 1d10 days. Whether or not it heals naturally or a medic treats it, the character does not start removing Damage for 1d10+2 days. Assuming the character survives all of the above, he'll also have to cope with the disagreeable side effects of the lost limb, which are explained below.

Lost Hand

The character suffers a –20 penalty on all Skill and Characteristic Tests that rely on the use of two hands and he cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, he must cope with the customary –20 penalty to Weapon Skill Tests made to attack with weapons using his secondary hand. For every 100 xp he spends, he can reduce this penalty by 10. If a character loses both hands, he should either secure at least one replacement or learn how to fire a lasgun using his feet.

Lost Arm

As with a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is worse. You can't even dig trenches, so what use are you?

Lost Eye

Losing one eye permanently reduces a character's Ballistic Skill by –10. In addition, he suffers a –20 penalty to all Skill and Characteristics Tests that rely on sight. Should a character have the misfortune to lose both eyes, he becomes Blinded.

Lost Foot

The character permanently reduces all his movement by half (round up) and suffers a –20 penalty to all movement Actions as well as Skill and Characteristic Tests that rely on mobility, such as Stealth. Losing both feet makes it hard to walk, but if the Guardsman can learn to walk on his hands this might not be a problem…

Lost Leg

Treat this as a lost foot, but the character cannot use the Dodge Skill. Losing both legs means the character cannot walk, but if they are lucky they might be able to secure a replacement that is made out of something other than wood.

Blinded

A blind character automatically fails all Tests based on vision and automatically fails all Ballistic Skill Tests (and, when you think about it, they probably shouldn't be handling firearms in the first place!). He also suffers a –30 penalty to Weapon Skill Tests and most other Tests that ordinarily benefit from vision. Needless to say, blindness is a bad thing in the Imperial Guard, but most Commissars don't care as long as you can be pushed in the direction of the enemy.

Blood Loss

Blood Loss is a Critical Effect that can result from Critical Damage. Characters suffering from Blood Loss have a 10% chance of dying each Round unless treated in some way. If the suffering character is conscious, he may attempt a **Difficult (–10) Medicae Test** each Round to staunch the bleeding. If the character is also trying to simultaneously engage in strenuous activity, such as running away from whatever caused the Blood Loss, attempts to staunch the bleeding instead require a **Very Hard (–30) Medicae Test**. If the suffering character is not conscious, or gets freaked out by the sight of his own blood, another character may attempt the Test.

Deafened

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has the Damage repaired, he automatically fails any Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating with his fellow Guardsmen, the GM is free to decide what effects a deaf character will have on the game.

Fire

A character suffers Damage from fire each Round he is exposed to it. At the beginning of each Round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame Quality or suffers certain Energy Critical Effects), he must make a **Challenging (+0) Agility Test** or catch on fire. Once a character is on fire, he suffers 1d10 Damage (ignoring Armour) and takes 1 level of Fatigue each Round until the fire is extinguished. All Damage from fire is Energy Damage and if the location is not otherwise specified, use the body location. While on fire, a character must make a **Challenging (+0) Willpower Test** at the beginning of each of his Turns in order to be able to take Actions normally; otherwise, he may only run around and scream, which counts as a Full Action. A character who is on fire may try to extinguish the flames by dropping prone and making a **Hard (–20) Agility Test** as a Full Action. The GM can make this Test easier or harder depending on environmental conditions and whether the blazing character is able to receive any help from nearby allies.

Falling

Characters can fall off things for all manner of reasons, though the results are usually the same. To work out Damage from falling, simply roll 1d10 and add +1 per metre the character fell. Use **Table 8–3: Hit Locations** on page 250 to determine which part of the body hits the ground first. Armour offers no protection against falls. Damage from falling is Impact Damage. The GM may adjust the Damage depending on the type of surface landed upon as well abnormal gravity conditions, and so forth.

Stunned

In addition to Damage and Fatigue, characters may also become Stunned due to certain attacks or effects. Weapon Skill and Ballistic Skill Tests to hit Stunned characters are considered **Routine (+20)**. In addition, Stunned characters cannot take Actions or Reactions such as Evasion. A Stunned character is not considered a Helpless or Unaware Target.

Suffocation

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is actively trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Toughness Bonus. If a character is instead engaged in strenuous activity (combat, swimming, and so forth) he may hold his breath for a number of Rounds equal to twice his Toughness Bonus. While holding his breath, a character must make a **Challenging (+0) Toughness Test** each minute (if conserving oxygen) or each Round (if engaged in strenuous activity). If he fails, he suffers one level of Fatigue. Remember, any amount of Fatigue imposes a –10 penalty to all Tests, and if a character ever has a number of levels of Fatigue in excess of his Toughness Bonus, he immediately falls unconscious for 10 minutes. If the character has not gained a fresh source of oxygen by the end of the allotted time, he automatically falls unconscious regardless of his levels of Fatigue. If a character is both unconscious and deprived of a fresh source of oxygen, he dies after a number or Rounds equal to his Toughness Bonus.

Unconsciousness

Unconsciousness is usually a temporary state that typically results from excessive levels of Fatigue or Critical Damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it, but if no other duration is given, unconsciousness lasts for 10 minutes. An unconscious character is completely unaware of his surroundings and cannot take any actions. He is also treated as a Helpless Target (see page 253). If a character falls into unconsciousness due to excessive levels of Fatigue, he recovers some of that Fatigue when he awakens. See Fatigue, page 257.



Useless Limbs

Certain Critical Effects indicate a risk of permanently losing the use of a limb unless the affected character succeeds at a **Challenging (+0) Toughness Test**. Should a character with the Medicae Skill assist the injured character, the victim gains a +20 bonus to such a Test. Even if the Test is successful, the limb must be held in a sling or cast for 1d5+1 weeks and is useless during this time. Should the Toughness Test fail, the limb must be removed, requiring a character with the Medicae Skill to succeed at a **Difficult (–10) Medicae Test**. Should this fail, the limb still comes off, but the surgery inflicts 1d10 Damage to the limb's Location—almost always Critical Damage. Should the amputee live, the limb comes off, but he suffers Blood Loss and must be treated for it. Once this has been dealt with, the chirurgeon must treat the wound as if it were an amputated limb.

Vacuum

There is nothing good about being exposed to vacuum. There are two main ways this unfortunate event could occur:

- A character can be suddenly thrust into an airless, pressureless environment (such as being expelled from an airlock).
- A character can be slowly affected (such as being on a star ship as atmosphere is vented into space).

If exposed to vacuum, a character may survive unharmed for a number of Rounds equal to his Toughness Bonus. Unless he has an oxygen source, he will begin to suffer from the effects of Suffocation. At the end of each Round after this, he suffers 1d10 Explosive Damage from depressurisation. If he is in the vacuum of space, at the end of each Round make a **Challenging (+0) Toughness Test** or suffer 1d10 Energy Damage from the extreme cold. Both ignore Armour and Toughness Bonus. If a character dies in space, it takes five Rounds for his corpse to freeze. If a frozen corpse suffers any Damage, it shatters into thousands of blood-red ice shards. If a character is trapped in a gradually worsening atmosphere, he may survive unharmed for a number of Rounds equal to twice his Toughness Bonus. At the end of this time, he begins to experience suffocation and depressurisation as detailed previously. However, the Damage is only 1d5 instead of 1d10.

HEALING

A character will inevitably suffer Damage during his wars in the name of the God-Emperor. As a character accumulates Damage, he progresses through three different states: Lightly Damaged, Heavily Damaged, and Critically Damaged.

Lightly Damaged

A character is considered Lightly Damaged if he has taken Damage equal to or less than twice his Toughness Bonus. A Lightly Damaged character removes one Damage per day through natural healing. If a Lightly Damaged character devotes an entire day to bed rest, he removes an amount of Damage equal to his Toughness Bonus.

Heavily Damaged

A character is Heavily Damaged whenever he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged character does not removed Damage unless he devotes himself to complete rest (such as when receiving extended care, as per the Medicae Skill on page 125). If he does so, the character removes 1 point of Damage at the end of each 24-hour period. Once a Heavily Damaged character's Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged.

Critically Damaged

A character is Critically Damaged whenever he has taken Damage in excess of his Wounds. A Critically Damaged character does not removed Damage unless he devotes himself to complete rest (such as when receiving extended care, as per the Medicae Skill on page 125). If he does so, the character makes a **Challenging (+0) Toughness Test** at the end of each 24-hour period. If he succeeds, he removes 1 point of Critical Damage. Once all Critical Damage has been removed, a character becomes Heavily Damaged instead.

Medical Attention

Medical attention can range from the application of healing drugs to a successful Medicae Test. Medical attention can provide immediate recovery or can speed the process of natural healing. For additional information, see the Medicae Skill on page 125. Medical attention can also be something granted between game sessions by the GM, and would not necessarily be tied to Medicae Tests or other Skills that any character might have. This is up to the GM to establish, would usually involve the passage of time via Narrative Time (see the start of this Chapter), although this should be done to help speed the game along. Try not to leave players in a situation where they have a Heavily or Critically Damaged character and due to this are unable to participate in the game.

Cybernetic and Bionic Replacements

It is possible—and often a good idea—to restore lost limbs with bionic replacements. In fact, sometimes a character may prefer to lop off a perfectly good arm to gain the benefits of having a cybernetic replacement. Of course, life in the Imperial Guard isn't easy, and access to such technological wonders may not be as simple as the character wishes. See **Chapter VI: Armoury** for how cybernetic and bionic replacements work as well as the process for obtaining them.



Comrades in Combat

One of the Player Character's biggest assets when they charge into combat are their Comrades. With a few exceptions, each Player Character is accompanied by a single Comrade that he has direct control over through the use of a series of Orders. These vary from simple combat actions to special abilities granted by a character's Speciality. For more information on Comrades see page 110 of **Chapter III: Character Creation**.

In combat, a Comrade is treated differently than a usual NPC. He doesn't take independent actions around the battlefield or make attacks, he instead is issued Orders and acts as an extension of his partnered Player Character. Because of this, neither the Comrade nor his controlling player make Tests when he performs Action. Instead, he performs actions that benefit his controlling Player Character passively.

A Comrade acts during the same Turn as his controlling Player Character each Round, either before or after the character performs his Actions at the player's discretion. During this Turn, the Comrade, like any other NPC, is limited to two Half Actions or one Full Action per Turn (however, the Comrade may never perform a Reaction). He uses these actions to perform Orders issued by his controlling Player Character. If he is ever out of communication range with his controlling Player Character his actions are dictated narratively by the GM until the Comrade is back in contact with his Squad.



Cohesion

The battlefields of the 41st Millennia are dangerous places, and a lone Guardsman has a very small chance of surviving them by himself. To avoid this danger, Comrades stick close to their controlling Player Character. The two Guardsmen work closely together on battlefield, coordinating their actions to great effect and keeping each other safe.

A Comrade is considered to be in Cohesion as long as he is within 5 metres of his controlling Player Character, and they are not separated by a solid barrier, such as if the Player Character is inside a sealed bunker while the Comrade is trapped in the open outside. While in Cohesion, a Comrade is considerably safer from the dangers of the battlefield (see Comrades Being Attacked), and is able to perform supporting tasks. Unless otherwise stated, Player Characters only receive the benefits of an Order if their Comrade is in Cohesion with them.

Maintaining Cohesion

Once the Player Character and his Comrade are close together it is much easier for them to coordinate and stick together amongst the chaos of combat. Whenever the Player Character has his Comrade in Cohesion and uses an Action to move, his Comrade may spend a single Half Action to maintain Cohesion. This represents the Comrade tagging behind the Player Character and following him close on his heels. By spending this Half Action, the Comrade performs the same movement as the Player Character—regardless of how large an action the player spent—and must end his movement within 5 metres of the Player Character.

In this way, unless they split up or are separated by other events, the Player Character and his Comrade act as a single entity, moving around the battlefield as a pair.

Breaking Cohesion

Occasionally, a Player Character and his Comrade become split up, whether by a hail of disorienting artillery fire or simply the necessity of the mission. When this happens, the Player Character no longer benefits from any Orders or Special Abilities that require his Comrade to be in Cohesion. Additionally, the Comrade becomes increasingly vulnerable to enemy fire (see Comrades Being Attacked).

Once out of Cohesion, the Comrade may no longer spend a Half Action to duplicate his Player Character's move, and must move independently of the Player Character. The Comrade may use any of the following move actions as Ordered by his Player Character:

Disengage: Full Action (page 244)
Move: Half/Full Action (page 247)
Run: Full Action (page 247)
Stand/Mount: Half Action (page 248)
Tactical Advance: Full Action (page 248)

Performing Orders

A Comrade's primary role is to support the actions of his controlling Player Character in combat. At any point during a Player Character's Turn, he may give an Order to his Comrade. To give this Order, the Guardsman must have some way of communicating with his Comrade. In general, this means his Comrade must be within hearing distance of the Guardsman. However, the Guardsman could also communicate via hand signals or with a micro-bead communications device. This is primarily a narrative requirement, and the GM is the final arbitrator over whether a Guardsman can communicate with his Comrade.

Unless stated otherwise in the Order's description, giving an Order is a Free Action that does not require a Test from the Player Character. Once an Order has been issued, the Comrade enacts it immediately, performing an Action based on what Order has been used. Each Order has an Action type listed with it, the Comrade enacting the Order spend that Action to perform the order (Full or Half Action). Once a Comrade has used all of his Actions for the Turn, all additional Orders issued to him have no effect as he is too busy performing other tasks.

Certain Specialities—such as the Sergeant—have the ability to issue Sweeping Orders, which affect all Comrades in the Squad. These Orders work differently than individual Orders issued by the Player Characters, and don't require the Comrade to expend Actions. Instead, Sweeping Orders act as passive bonuses that affect the Comrade for an entire Round of Combat. See the Sergeant Speciality on page 82 for more details.

Orders

There are two basic types of Orders. The first are the generic orders all Guardsmen can give to their Comrades. The second are Orders unique to each Speciality, these can be bought as advances using XP and are found in **Chapter III: Character Creation**.

Generic Orders

The following are the generic orders that any Player Character can issue to his Comrade. Unless otherwise stated by an Order, the Comrade must be in Cohesion for the Player Character to gain benefits from an Order.

Move Actions

In addition to their ability to maintain Cohesion, Comrades have access to a majority of the normal Move Actions available to player characters:

Disengage: Full Action (page 244)
Move: Half or Full Action (page 247)
Run: Full Action (page 247)
Stand/Mount: Half Action (page 248)
Tactical Advance: Full Action (page 248)

Ranged Volley (Comrade Half Action)

The Comrade lines up with the Player Character and fires upon his target. The Player Character gains an additional +5 to all Ballistics Skill Tests this Turn.

Special Situations

The following are special situations that could affect Comrades, and how to resolve them.

Fear Tests

Comrades do not take Fear Tests. If their controlling Player Character passes his Fear Test, they pass as well. If their controlling Player Character fails his Fear Test, they fail as well. Comrades always count as rolling a 81-100 result on **Table 9–5: Shock** on page 304 (meaning they always flee the source of their fear as quickly as possible). They remain affected until the end of combat, or until they receive an order that allows them to recover from Fear.

If the Comrade is benefiting from ability that makes him immune to Fear, he does not fail Fear Tests, and may act even if his controlling Player Character is under the effects of Fear (though his options may be fairly limited).

Pinning Tests

Comrades do not take Pinning Tests. If their controlling Player Character passes his Pinning Test, they pass as well. If their controlling Player Character fails his Pinning Test, they fail as well. They must move to cover, and may not take Actions until they receive an order that allows them to recover from Pinning.

If the Comrade is benefiting from ability that makes him immune to Pinning, he does not fail Pinning tests, and may act even if his controlling Player Character is under the effects of Pinning (though his options may be fairly limited).

Insanity and Corruption

Comrades do not track Insanity or Corruption. If they ever receive either for any reason, they do not track it unless they would suffer 10 Insanity or 10 Corruption in a single Round. If this occurs, the Comrade dies.

Other Circumstances

Many circumstances concerning a Comrade may arise that aren't covered in these rules. In these cases it is recommended that the GM uses his best judgement to resolve the situation. If anything ever happens to a Comrade that requires information from a profile, refer to the Imperial Guardsman profile on page 371 of **Chapter XI: Adversaries & NPCs**.

Close Quarters (Comrade Half Action)

The Comrade joins the Player Character in close combat, striking out with bayonet, lasgun stock, knife, or his M9 Entrenching Tool. The Comrade moves to flank one of the opponents the Player Character is engaged with, granting the Player Character the benefit of Ganging Up (see page 253), even if the two of them do not outnumber their opponents.

Take Cover! (Comrade Full Action)

If the Comrade has suitable cover in his immediate vicinity, he immediately hunkers down, trying to avoid incoming fire. For the next Round, all attacks that hit the Comrade must roll Damage. If the Damage of the attack does not exceed the 3 + the AP of the Comrade's cover (see page 253 for cover APs), the Comrade is not Wounded by the attack.

Other Actions

In certain cases, Player Characters might want their Comrades to perform actions not on this list, such as helping to clear a section of barbed wire while the Players pin down the enemy, or using a winch to pull a Chimera clear of the mud while the Players drive off waves of attackers. In cases such as this, the GM should determine the number of Rounds it would take to perform this task (assuming one character is doing it). A Comrade can be assigned to perform this task, and automatically completes it after the predetermined number of Rounds have passed.

Other Guardsmen can assign their Comrades to help. Each additional Comrade reduces the total number of Rounds it takes to perform the task by one, to a minimum of one.

These tasks should be fairly simple; jobs that anyone could accomplish given enough time. Any task that requires a **Challenging (+0)** or harder Skill Test should not be assigned to a Comrade.

COMRADES BEING ATTACKED

As noted earlier in this section, Comrades do not have the option to perform Reactions. This is to simplify a Comrade's Turn; since the controlling player also has his own character to control, managing his Comrade should not require excessive Testing. The game assumes that a Comrade does his best to stay alive and out of trouble, letting the Player Character Guardsmen perform the heroics.

However, it is always possible that a Comrade might draw an enemy's ire, or simply be hit by an errant las-blast. To represent this, as long as his Comrade is in Cohesion, attacks against a Player Character have a chance of hitting his Comrade instead. If a successful to hit roll against a Player Character also result in doubles, (say, a roll of 33 or 11), the hit strikes the Comrade instead. If the attack roll is being made for a weapon that may generate multiple hits (such as a Full Auto Attack or Lightning Attack), only one of the hits strikes the Comrade; the rest hit their intended target. The player may still use his Reaction as normal to attempt to Dodge or Parry an attack that would hit his Comrade, this represents the Player Character quickly pulling his Comrade out of the way of incoming fire, or stepping in the way of an incoming melee swing, deftly deflecting it away.

Blast and Spray weapons, due to their unique means of attack, automatically hit any targets in their area of affect. This includes Comrades, and makes these weapons particularly dangerous for a Squad.

These are the only means that attacks can hit a Comrade while he is in Cohesion. Otherwise, the game assumes that they are doing their best to avoid being killed, and that any enemies are far more concerned with what the Player Characters are doing to be worried about the actions of a few NPCs.

Of course, whether or not a potential hit can actually be transferred to a Comrade relies a bit on common sense. If, for example, the Comrade is sheltering behind a metre-thick rockcrete wall while the Guardsman is standing in the open on the other side, then any attacks at the Guardsman should hit the Guardsman, no matter how many times doubles are rolled.

If a Comrade is ever out of Cohesion with his controlling Player Character, he can be targeted by enemies as normal.

Comrades and Cover

Comrades do not have the battlefield expertise, training, or survival instincts of the Player Characters, and do not take full advantage of cover unless specifically ordered to. If a character wants his Comrade to take cover from incoming fire, he must use the Take Cover! Order on page 271.

Comrades Taking Damage

Comrades do not track wounds as normal NPCs do. Instead, Comrades have three states; unharmed, wounded, and dead.

Unharmed is the Comrade's default state. If an unharmed Comrade suffers a hit from a weapon, he becomes wounded. If a Comrade is wounded he cannot Run, but is otherwise fine. If a wounded Comrade suffers another hit from a weapon, he dies. Players should record his manner of death on the Squad Sheet and cross off his name. At the next available opportunity (such as when the Squad returns to camp for refitting and rearming) they can request and receive a replacement.

At the GM's discretion, some particularly potent weapons (such as point blank shots from heavy artillery, Titan-grade weapons, or orbital bombardments) can kill Comrades outright, rather than wounding them. However, the GM should exercise this option sparingly. The idea is to give the GM leeway in order to better represent particularly catastrophic events, not punitively kill of Comrades.

Healing Comrades

If a Comrade becomes wounded, it can take a long time for him to fully recover from his injuries. A wounded Comrade will return to the unharmed state seven days after receiving the original injury. A Player Character may speed this process up by making a single **Difficult (–10) Medicae Test** at any point during the recovery. If he succeeds, reduce the Comrade's recovery time by a number of days equal to the Degrees of Success on the Medicae Test.

Vehicles

"Load your weapons and prepare to move out! It is time to bring the hammer of the God-Emperor down upon our foes!"

–Colonel Hashim Abraham of the 47th Tallarn Armoured

There are a wide range of vehicles in the 41st millennium, from the average citizen's ground vehicle and noble's speeder, to the advanced tanks of the Adeptus Astartes and the flyers and spacecraft of the grand Imperial Navy. Vehicles are an utterly vital part of Only War; Leman Russ battle tanks, Chimera infantry fighting vehicles, and Basilisk self-propelled artillery pieces are the hammer to the Imperial Guard infantry's anvil. On foot, the soldiers of the Imperial Guard are an impressive fighting force, but when backed up by legions of tanks and batteries of artillery, they are nearly unstoppable. The enemies of the God-Emperor also possess their own fighting machines, ancient floating wonders of blasphemous xenos creation, rickety Ork constructs that are often as much of a danger to their crew as they are to anyone else, and even vehicles that once served the Imperium, now corrupted by the vile powers of chaos. This section provides rules for using the many different types of vehicles that inhabit the battlefields of the dark millennium, from movement to combat, as well as full rules for fixing and repairing Damage.

Driving a Vehicle

To drive a vehicle, a player must have the relevant Operate Skill. Players may be able to drive a simple ground vehicle untrained at the GM's discretion (with a suitable penalty to their Skill Tests, of course!) but driving a walker or piloting a skimmer would be beyond them.

When driving a vehicle, a player with the correct Skills will not have to make Skill Tests to perform routine driving. The player is assumed to know how to start the vehicle, steer, and obey the rules of the road.

Skill Tests come in when the player is attempting something particularly challenging, or is trying to operate the vehicle during combat or a similar high stress situation. Ramming your vehicle into another one during a high-speed chase would require a Skill Test, for example. Deftly weaving a captured Dark Eldar Venom between the falling spires of a crumbling Hive as it undergoes an orbital bombardment can require several.

These Skill Tests can be standard or Opposed Tests, depending on the situation. For instance, the ramming example above would require an Opposed Test against the other drivers involved whereas the latter example would require standard Skill Tests. Just like other forms of Skill Test, Operate Tests can be modified due to circumstances.

Table 8–23: Difficult Terrain & Other Hazards sums up some of the different types of conditions a vehicle can travel through, and the penalties such conditions imposes on any Operate Tests. These penalties are cumulative with any other penalties or bonuses the vehicle or driver can be subject to, such as the Vehicle Type or any applicable Vehicle Traits.

Table 8-23: Difficult Terrain & Other Hazards

Modifier	Types of Terrain
+0	Clear, open ground, paved roadway.
–5	Rough graven road, cleared dry field.
–10	Deep mud or standing water less than 20 cm deep, drifting sand, dense undergrowth and brush.
–15	Flowing water approximately 1 metre deep, rocky and unstable terrain, thick forests or ruined cityscapes (in addition, failing an Operate Test by four or more degrees results in the vehicle becoming bogged down and stuck, and it must be pried free before continuing).

Vehicle Movement

The following Actions are available to vehicle crew. These Actions only apply to Tracked Vehicles, Wheeled Vehicles, Skimmers and Walkers (plus Aircraft or Spacecraft operating as Skimmers).

Evasive Manoeuvring

Type: Full Action
Subtype: Concentration, Movement
The vehicle weaves and dodges, presenting a hard target. The vehicle must move its Tactical Speed (following the limitations given for Tactical Manoeuvring below, however it is assumed the vehicle is moving more erratically to get to the same location). While doing so, the driver makes a **Challenging (+0) Operate Test**. On a success, and for every additional Degree of Success, the vehicle imposes a –10 penalty on all attacks against it until the beginning of its next Turn. Any shooting the vehicle performs during the Turn suffers the same penalty in addition to the standard penalties for vehicle movement. If the driver fails the Test by five or more Degrees of Failure, the vehicle goes out of control (Tracked and Wheeled Vehicles only), or crashes (Skimmers only) or falls over (Walkers only).

Floor It!

Type: Full Action
Subtype: Concentration, Movement
The vehicle moves twice its Tactical Speed, and can only turn once. The driver makes a **Difficult (–10) Operate Test**. If he succeeds, at the end of his move he can move an additional five metres, plus five metres for every additional Degree of Success. If he fails, the vehicle does not gain any additional movement. In either case, all shooting at or from the vehicle suffers a –20 penalty until the beginning of its next Turn. If the driver fails the Test by five or more Degrees, the vehicle goes out of control (Tracked and Wheeled Vehicles only) or crashes (Skimmers only). Walkers cannot use this Action.

Hit & Run

Type: Full Action
Subtype: Attack, Melee, Movement
Some vehicles are small enough that they act more as personal transports than proper APCs or tanks—Ork Bikers and Dark Eldar Reavers are both good examples of this. The drivers of these specially adapted vehicles often coast past their enemies at high speed, slashing them with whatever weapons they happen to have as they move past. The attack is quick and brutal, with the driver often leaving his opponent in bloody ruin behind him. Characters operating Open-Topped vehicles that carry only themselves and up to 1 other passenger or crewmember can make a Hit & Run Action in the same way as someone on foot would make a Charge Action.

The vehicle's operator can move the vehicle up to its Tactical Speed and then make a **Difficult (–10) Weapon Skill Test**. If the Test is successful the driver scores a single hit with an appropriate melee weapon. Once the attack has been resolved, the vehicle's operator can choose to stay in combat or can make a second move up to their Tactical Speed directly away from the target of their Hit & Run Action. If the Weapon Skill Test is failed by three or more Degrees the vehicle either goes out of control (Tracked and Wheeled Vehicles only) or crashes (Skimmers only). Walkers can not attempt Hit & Run Actions. No other combat actions (such as Lightning Attack) can be combined with this action, and the victims of this attack do not gain a free attack against the driver or vehicle as they leave melee combat—there simply isn't time.

Jink

Type: Reaction
Subtype: Movement
The driver sees a threat and jinks suddenly, hopefully throwing his vehicle out of the line of fire. This action can only be taken if the vehicle has moved at least its Tactical Speed during its previous Turn (Walkers can attempt this regardless of speed). The driver must be aware of the attack in order to make the Test (and cannot be Surprised). The driver makes an Operate Test, with a penalty equal to the vehicle's size modifier (someone attempting to jink with a Demolisher, which grants opponents +30 to hit due to size, would suffer a –30 to his Operate Test). For each Degree of Success, he avoids one shot from a single source, as with an Evasion Reaction. If the driver fails the Test by five or more Degrees, the vehicle goes out of control (Tracked and Wheeled Vehicles only), or crashes (Skimmers only) or falls over (Walkers only).

Ram!

Type: Full Action
Subtype: Attack, Melee, Movement
The vehicle attempts to ram a person or another vehicle. The vehicle must move at least its Tactical Speed in a straight line, and the driver must make a **Challenging (+0) Operate Test**. If he succeeds, his vehicle hits his target, doing Damage equal to the AP on the vehicle's facing that hit plus 1d10. If the vehicle moved twice its Tactical Speed, it gains an extra 1d10 Damage for every 10 additional metres moved. If the vehicle is ramming another vehicle (or something equally large and solid, such as a plascrete wall or promethium storage tank), it also takes Damage equal to the AP of the vehicle it hit plus 1d5. For every point of Damage the ramming vehicle inflicts, it also moves its target 1 metre. This attack can be Dodged, but it cannot be Parried. Force Fields can protect the wearer from any Damage caused, but they can still be pushed back by the attack.

Tactical Manoeuvring

Type: Half Action/Full Action (see below)
Subtype: Movement
This is a Vehicle's basic move action. The Vehicle moves either its Tactical Speed (Half Action) or twice its Tactical Speed (Full Action). A vehicle must move directly forward or back at least its own length before turning 90 degrees in any direction (it can turn more than once, provided it makes the move each time).

High Speed Chases

Although Combat rules could be used to represent high speed chases and pursuits, they do not accurately portray the tension and excitement of driving through a treacherous mountain pass to cut off a retreating enemy patrol, or trying to shoot down an Ork Rok before it ploughs into a vital power complex below.

Instead, high-speed chases can be represented by a series of opposed Operate Tests. When the chase begins, the GM determines how many metres separate the pursuer and the pursued. Then the two players roll opposed Operate Tests (depending on the vehicles involved). If the pursuer wins, he decreases the distance between the vehicles by 10 metres for each success. If the pursued wins, he increases the distance by the same amount (10 metres for each success). This continues once per Round until the distance between the vehicles drops to zero or increases to 300 metres. At this point, the two sides make another opposed Operate Test. If the pursuer wins, he forces his quarry to pull over and stop. If the pursued wins, he increases the distance as defined above.

Faster vehicles add a bonus to this Test. Compare the Cruising Speeds of the vehicles and for every full 10 kph the faster vehicle has over the slower vehicle, that vehicle's driver gains +10 to his Operate Tests.

Of course, high-speed chases are anything but safe. Besides exchanges of gunfire (which should take place following normal and vehicle combat rules), there is the constant risk of spinning out of control, or even running into other traffic. When making Operate Tests during a high-speed chase, any rolls of 99–100 mean that the vehicle flips out of control or crashes into an obstacle and explodes (see the 10+ result on **Table 8–28: Hull Critical Hit Chart**, page 279). The "danger zone" can be increased depending on the circumstances of the chase. Chases along a crowded roadway may mean that crashes occur on a roll of 97–100, while chases proceeding against traffic may modify that to 92–100. As always, the GM should be the final arbitrator.

VEHICLE COMBAT

Players operating vehicles can take Actions as normal during Structured Time. These Actions vary from those available to players not operating vehicles, but still fall into the same basic categories: Half Actions, Full Actions, Reactions, Free Actions, and Extended Actions, and have the same action sub-types (Movement, Concentration, etc.).

Some vehicles have multiple crewmembers. In this case, the vehicle's commander's Initiative roll will determine the Initiative of the remaining crew (if there is no commander, use the driver's Initiative). The order of Initiative should be rearranged so the crewmember that rolled the highest Initiative takes his Turn immediately after the commander (or driver), then the crewmember with the next highest Initiative, and so forth. Each crewmember can take a different Action. For example, a driver can move the vehicle, while the gunners spray their targets with shots. Each crewmember can only take up to one full Action, however, and some Actions can be precluded by others. If two potential Actions conflict, the commander's (or driver's) Action has priority. Crew changing positions within a vehicle (eg. moving from the driver's position to a sponson gunner's position) is treated as a Half Action with the Movement subtype.

VEHICLE ATTACKS

Any Attack Actions a vehicle's gunner or passenger can take are the same as those listed on **Table 8–1: Combat Actions** (see page 243), with the following notes:

- Any shooting from the vehicle suffers a –10 to hit if the vehicle moved its Tactical Speed in its previous Turn.
- Any shooting from a vehicle suffers a –20 to hit if the vehicle moved twice its Tactical Speed in its previous Turn.
- Gunners or passengers can take Full Actions even if the vehicle has moved.
- Passengers can only fire from a vehicle if they are in a position to do so (eg. the vehicle is Open-Topped, or has hatches or vision slits that could be used as firing positions). The type of vehicle they are shooting from will determine what Facing passengers have when firing their own weapons.
- Critical effects that hamper the crew's ability to make attacks hamper passengers in exactly the same manner.
- A driver can take an Attack Action only if he has not used his entire Action to move the vehicle.
- A character with the appropriate Operate Skill for a vehicle does not need specific weapon proficiencies to fire any weapons mounted on that type of vehicle without penalty. It is assumed that his expertise covers weapon use as well.
- All weapons mounted on a vehicle, including Pintle Mounted weapons, are automatically assumed to be braced. Weapons fired by passengers that require bracing must be braced normally before being used.



ATTACKING VEHICLES

Attacking a vehicle follows a very similar process to standard attacks, and follows many of the procedures and rules that govern attacks (see page 249). There are a few key differences, such as Facing and different Hit Locations, and these are described below. As with standard attacks, no one can attack a vehicle until the GM has verified that the attack is even possible by checking the requirements of the attack. Melee attacks against vehicles require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol-class weapon. In either case, the attacker must be aware of his target (the **Spray & Pray** sidebar on page 250 applies to attacks made against vehicles as well).

Assuming the attack is possible, follow these steps:

- Step One: Apply Modifiers to Attack
- Step Two: Attacker Determines Facing
- Step Three: Attacker Makes a Test
- Step Four: Attacker Determine Hit Location
- Step Five: Attacker Determines Damage
- Step Six: Target Applies Damage

Table 8-24: Vehicle Hit Locations

Roll	Location	Description
01-20	Motive Systems	These could be tracks, wheels, leg actuators, grav-plates, engines, power relays and so on. These systems are often quite fragile, regardless of the type of vehicle, and as such most vehicles find themselves immobilised rather than suffering outright destruction.
21-60	Hull	The attack has hit the vehicle's main hull. Powerful hits here could kill crewmembers or detonate fuel and ammunition stores.
61-80	Weapon	The attack has hit one of the weapons mounted on the vehicle's hull. It could be a sponson, or a fixed weapon protruding from the vehicle's front armour. If there are multiple weapons in this location, the GM should randomise which one is hit. If a vehicle has no Weapon on that particular Facing, treat it as a hit to the Hull. These attacks often destroy the weapon system, but some attacks can translate back to the main hull of the vehicle causing secondary damage.
81-00	Turret	The attack has hit the vehicle's turret. If a vehicle has more than one turret then the turret closest to the attacker is the turret affected by the attack. If there are multiple weapons in this location, the GM should randomise which one is hit. If a vehicle has no Turret, treat it as a hit to the Hull. Turret destruction is just as dangerous as hits that penetrate the hull, as volatile ammunition is often stored within the turret, and a lot of tank commanders sit inside the turret as well.

Step One: Apply Modifiers to Attack

Melee and Ranged attacks made against vehicles follow the same methods for determining modifiers as regular attacks (see page 253). What players should always remember though is that almost every vehicle has a size modifier which will most likely provide a bonus to hit.

Step Two: Attacker Determines Facing

Unlike most standard characters, creatures and NPCs, the direction a vehicle is attacked from matters quite a bit. Vehicles are protected by thick armour plating, but this plating tends to be thicker or thinner depending on where on the vehicle it is. Generally speaking thicker armour is placed upon a vehicle's front and, if it has one, its turret. Weaker armour is often placed on a vehicle's rear quarters. These different areas of a vehicle are referred to as Facings.

When making any type of attack against a vehicle the attacker will need to know what Facing their attack will hit. A vehicle is divided roughly into four quarters, each of a 90 degree angle. The angle to the front of the vehicle is the Front Facing. The two angles to the left and right of the vehicle are the Left Side and Right Side Facings. The angle to the rear of the vehicle is the Rear Facing (see **Diagram 8–1).**

The Facing the attack hits determines how much armour the attack has to defeat in order to cause Damage to the vehicle's Structural Integrity, as well as what weapons and important systems can be damaged and can be destroyed through Critical Damage. Any attack that hits the top or the bottom of the vehicle counts as having hit the rear facing.

Step Three: Attacker Makes a Test

After the modified Characteristic and the Facing have been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. If the roll is equal to or less than the modified Characteristic, the attack hits.

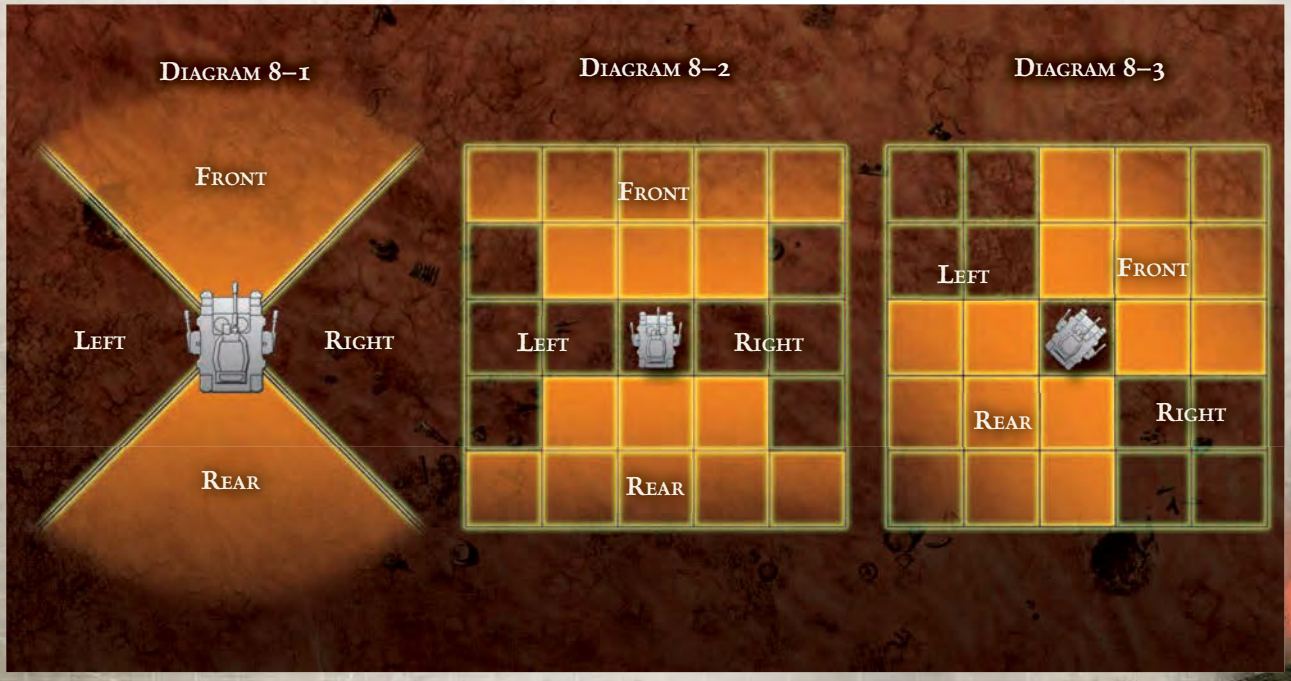


Table 8-25: Weapon Critical Hit Chart

Critical Damage	Critical Effect
1	A strong concussive hit leaves the gun intact, but knocks the gunner away from his station. The gunner is Stunned for 1 Round.
2	A glancing blow knocks the gun about, dislodging an ammo linkage, buckling a breach door or shorting out a power system. It is a minor issue, but will take time to fix. The weapon immediately Jams. The Jam can be cleared via the normal method.
3	The hit frazzles the gun's targeting system, blocks a vision slit or causes internal armour to flake away and strike the gunner in the eyes. All shots made with the weapon suffer a –10 penalty for 1d5 Rounds.
4	With the sound of grinding metal, the gun locks in place. The gun gains Weapon/Turret Locked Damage Condition (see page 286). The weapon is now only capable of firing in a direct straight line in whatever direction it happened to fire at last (or directly forward if it had not fired yet). If the weapon was a Fixed Weapon, treat this as the result 5 on this table.
5	The gun's ammo-hopper or power control system is destroyed, leaving the weapon incapable of loading ammunition. The weapon itself is otherwise undamaged as it is the power or ammunition linkage that is damaged, but to represent this result the weapon still gains the Weapon Disabled Damage Condition (see page 286) until it has been repaired.
6	The weapon's targeting systems are annihilated by the blast. The weapon gains the Targeting Systems Destroyed Damage Condition (see page 285).
7	The gun's ammo-hopper or power control systems are severely damaged, or perhaps the weapon's barrel is cracked from a heavy impact. The weapon can still fire, but with a risk of causing an ammunition explosion. The weapon can continue to be used as normal, but every time the weapon is used there is a 30% chance of the currently loaded ammunition cooking off. If it does so, roll Damage against the vehicle and any gunners manning the weapon as if the destroyed weapon had hit them, halving all Damage rolled. If this happens the weapon gains the Weapon Destroyed Damage Condition (see page 286), and all the remaining ammunition in that clip is destroyed.
8	The weapon explodes and is torn from its housing. Damage from the explosion rips further into the vehicle's hull, possibly injuring the weapon's gunner. Any gunner operating this weapon has a 20% chance of being hit by the same shot and taking one quarter (rounding up) of the rolled Damage.
9	As above, except the explosion rips through the entire crew compartment. Every member of the crew suffer 1d10+6 Explosive Damage to the body, suffer one level of Fatigue and must make a C**hallenging (+0) Agility Test** or catch fire. If this occurs, refer to the **On Fire!** sidebar on page 284. Anyone who catches fire can attempt to put themselves out as described in the rules for Fire on page 266.
10+	The force of the attack destroys the weapon and continues through into the vehicle's hull, detonating the ammunition store or power supply for the weapon. The vehicle explodes immediately. It cannot be repaired and no equipment from within the vehicle can be salvaged. Anyone inside takes 2d10+18 Explosive damage. Anyone within 2d10 metres of the vehicle suffers 1d10+6 Explosive damage from the blast. If the Vehicle has the Open-Topped or Bike Vehicle Trait, passengers or crew may make an Evasion Test using the Dodge Skill to bail out at the last second. Anyone who succeeds at the Evasion Test suffers 1d10+6 Damage from the vehicle's explosion. Note: Depending on the contents of the vehicle, the GM may enhance the explosion's radius and/or Damage as he sees fit.

Evasion Reactions

As noted in the previous section, vehicles have access to the Jink Action that can be used as an Evasive Reaction. Vehicles cannot Dodge, and only Walkers can Parry (and then only if they have arms with which to Parry). See the **Jink Action** on page 273 for more details on how this Reaction operates.

Step Four: Attacker Determines Hit Location

The attacker will already know which Facing they have hit by determining the direction their attack is coming from in relation to the vehicles current orientation, but on a successful hit they must now determine where their attack has hit exactly. Using the percentile dice result from the attacker's Weapon Skill or Ballistic Skill Test, reverse the order of the digits (e.g. a roll of 32 becomes 23, a roll of 20 becomes 02, and so on) and compare this number to **Table 8–24: Vehicle Hit Locations**.

As mentioned previously whenever the location hit is the Turret the attack is treated as if it hit the vehicle's Front Facing, even if the shot originated in the Rear Facing.

Step Five: Attacker Determines Damage

This process functions in exactly the same way as with regular attacks with the exception of how Righteous Fury works against vehicles. See page 250 for the full rules for determining Damage.

Righteous Fury vs. Vehicles

Attacks against vehicles also benefit from the Righteous Fury rules. Righteous Fury against vehicles is generated in the same manner as against individuals—if a character rolls a ten on a Damage die against the vehicle, then he generates Righteous Fury (it is important to note that this attack must actually Damage the vehicle—Righteous Fury is not gained if the initial attack was unable to cause any Damage to the vehicle).

Table 8-26: Motive Systems Critical Hit Chart

Critical Damage	Critical Effect
1	A savage blow to the vehicle's drive mechanism or engine intakes forces the operator to wrestle with the controls in order to keep it pointed in the right direction. The vehicle's operator must take an immediate **Challenging (+0) Operate Test**. If the Test is failed use the Scatter Diagram to determine the vehicle's new facing. The operator takes one level of Fatigue from the effort.
2	The vehicle is knocked violently from its current position, but otherwise no major damage is caused. The vehicle may only move up to its Tactical Speed next Turn.
3	One of the vehicle's tracks, a rear axle or ankle joint, or perhaps a vital fuel link has taken a major hit, and now one side of the vehicle's drive mechanism is responding more slowly than the other. The vehicle gains the Motive Systems Impaired Damage Condition (see page 284).
4	The vehicle's fuel or drive power systems have taken a glancing hit. The vehicle is in no danger of exploding, but coaxing speed out of the engine is far more difficult now. If the vehicle's operator ever wants to move faster than the vehicle's Tactical Speed they must first pass a **Difficult (–10) Operate Test**. If the Test is failed by three or more degrees the vehicle's engine stalls and the vehicle cannot move at all this Turn. Skimmers that suffer this result crash.
5	The driver finds that the vehicle's control systems are completely unresponsive… but the vehicle is still moving! Tracked and Wheeled vehicles go out of control, Skimmers crash and Walkers move forward half their Tactical Speed and before falling over. If the vehicle did not move last Turn, then this result has no effect (other than Skimmers, who still crash).
6	The hit tears off a tread, damages a knee joint, or tears into the grav-generator housing doing severe damage. The vehicle gains the Motive Systems Crippled Damage Condition (see page 285). If this brings the Tactical Speed to 0, the vehicle is treated as having suffered the Motive Systems Destroyed Damage Condition instead. If this occurs Tracked and Wheeled Vehicles coast to a quick stop, Walkers grind to a halt where they stand, and Skimmers crash into the ground.
7	The small internal explosion causes a loose bolt to ricochet around the driver's controls at breakneck speed, or perhaps a control panel explodes in the driver's face. The vehicle's operator immediately suffers 1d10 Impact damage to the head, suffers one level of Fatigue, and must make a **Difficult (–10) Operate Test** in order to move the vehicle next Turn. If the vehicle was already moving when this result occurred and the vehicle's operator is unable to regain control then the vehicle goes out of control if it is a Tracked or Wheeled Vehicle, crashes if it is a Skimmer, or moves forward half its Tactical Speed and before falling over if it is a Walker.
8	The vehicle's motive systems are ripped apart in an explosion that immediately stops the vehicle from moving. The vehicle gains the Motive Systems Destroyed Damage Condition (see page 285). Skimmers that suffer this result crash into the ground.
9	The vehicle's power systems or fuel tanks are penetrated. The vehicle grinds to a halt and immediately catches alight. The vehicle gains the Motive Systems Destroyed Damage Condition (see page 285) and is now On Fire (see the **On Fire!** sidebar on page 284). Skimmers that suffer this result crash into the ground.
10+	The hit smashes the vehicle's drive shaft or sends a surge through its power systems. The vehicle immediately lurches forward before flipping over completely! Tracked Vehicles, Wheeled Vehicles and Skimmers immediately move forward half their Tactical Speed and then flip over. This is treated as a crash in all respects. Walkers move forward half their Tactical Speed and before falling over. Anything mounted on the top of the vehicle (turrets, specialist equipment weapons, especially pintle mounted weapons) is destroyed. Exposed crew and passengers may be thrown or crushed. Other weapons mounted on a vehicle's hull may still be used assuming there are any crew left to use them. The vehicle is completely immobilised (and upside down!), and will not be able to move under its own power until recovered and repaired (treat this as a Motive Systems Destroyed Damage Condition (see page 285) that cannot be repaired until the vehicle has been turned ride side up again).

The player then rolls 1d5 on the appropriate Vehicle Critical Hit Chart, depending on where the player hit the vehicle, and applies the result to the vehicle. Note, that although the vehicle suffers the results of the roll, it does not count as having sustained a Critical Hit. Future Damage is still applied to the vehicle's remaining Structural Integrity, and rolls on the Vehicle Critical Hit Charts generated by Righteous Fury are not cumulative with actual Critical Hits.

Step Six: Target Applies Damage

Vehicles have two primary defensive characteristics: Armour (also referred to as AP or Armour Points) and Structural Integrity (also referred to as SI or Integrity).

Armour represents both the innate hardness of the materials used to construct a vehicle, as well as the physical protection built into a vehicle to defend against attacks. The thick ceramite hull of a Leman Russ Demolisher, for example, has extremely good Armour, while the ramshackle hull of an Ork Trukk has extremely poor Armour. Vehicles may also have different Armour Points depending

Table 8-27: Turret Critical Hit Chart

Critical Damage	Critical Effect
1	A strong concussive hit leaves the gun intact, but knocks those within the turret around. Anyone within the vehicle's turret is Stunned for 1 Round.
2	A heavy blow knocks the turret aside, but it is not immediately apparent how much damage the gun has taken. The crew cannot risk firing the weapon until they have made sure that the shell won't explode in the barrel or that the weapon's power systems won't overload. Treat the weapon as if it had Jammed.
3	The hit frazzles the gun's targeting system, blocks a vision slit or causes internal armour to flake away and strike the gunner in the eyes. All shots made with the weapon suffer a –10 penalty for 1d5 Rounds.
4	With the sound of grinding metal, the turret locks in place. The gun gains Weapon/Turret Locked Damage Condition (see page 286). The weapon is now only capable of firing in a direct straight line in whatever direction it happened to fire at last (or directly forward if it had not fired yet). It is possible for Pintle Weapons to maintain their Fire Arcs even if a turret has jammed in place.
5	The turret's loses power, and everything stops working. The turret and the weapons contained within are undamaged, but nothing has any power and thus no weapons other than pintle weapons can be fired, the turret itself cannot rotate until the power systems are repaired. If the turret had any other equipment linked to it (such as additional searchlights, communications equipment and so on) these cease to operate. For the purposes of repairing damage, treat this as a Weapon Destroyed Damage Condition, but the weapons within the turret do not need to be replaced before the Repair Test is made (unless of course the weapons had already been destroyed by previous critical effects).
6	The turret's targeting systems are annihilated by the blast. Every weapon within the turret other than any Pintle Weapons mounted atop the turret gain the Targeting Systems Destroyed Damage Condition (see page 285).
7	The hit tears through the turret's armour, leaving only useless shards of metal. All further hits to the vehicle's turret now roll against the vehicle's Rear Facing Armour Value rather than the Front Facing Armour Value regardless of which direction the shot hit the turret from. Treat the vehicle has having lost 2d10 AP for the purposes of repairing the Armour (see **Reduced Armour**, page 285). If the attack was a ranged weapon, the shot rips through the interior of the turret as well. Each crewmember within the turret has a 20% chance of being hit by the same shot and taking one quarter (rounding up) of the rolled Damage. In addition, the vehicle gains the Open Topped Vehicle Trait, which could be a problem if the vehicle is in a poisonous atmosphere, underwater, or in a vacuum.
8	Several areas of the turret are blasted away and the entire turret catches fire. Any weapons mounted in or on the turret gain the Weapon Destroyed Damage Condition. Any equipment on or in the turret is destroyed, and the turret itself gains the Weapon/Turret Locked Damage Condition. Additionally the turret is set alight. Refer to **On Fire!** sidebar on page 284.
9	As above, except the fire pours into the main hull of the vehicle, setting everything alight. Every member of the crew, plus any passengers if they are not somehow separated from the crew compartment must take a **Challenging (+0) Agility Test** or catch fire. Refer to the **On Fire!** sidebar on page 284. Anyone who catches fire can attempt to put themselves out as described in the rules for Fire on 266.
10+	A colossal explosion tears the turret away from the vehicle, the twisted wreckage flying into the air as the vehicle itself is ripped apart by secondary explosions. The vehicle is destroyed. It cannot be repaired and no equipment from within the vehicle can be salvaged. Anyone inside takes 2d10+18 Explosive Damage. Anyone within 2d10 metres of the vehicle suffers 1d10+6 Explosive Damage from the blast. If the Vehicle has the Open-Topped or Bike Vehicle Trait, passengers or crew may make an Evasion Test using the Dodge Skill to bail out at the last second. Anyone who succeeds at the Evasion Test suffers 1d10+6 E Damage from the vehicle's explosion. Additionally the turret flies 3d10 metres in a random direction, and anyone directly under the turret when it lands suffers Damage as if they had just been Rammed by the vehicle moving its Tactical Speed. Any crew who were stationed within the turret are automatically killed—there's no way they'd have time to bail out! Note: Depending on the contents of the vehicle, the GM may enhance the explosion's radius and/or Damage as he sees fit.

on their Facing. The front of a Leman Russ battle tank is nigh invulnerable, for example, but a shot to the weaker rear armour may have a devastating effect. Armour works in the same manner as the armour of a person or creature. When shooting at a vehicle, roll Damage then subtract the number of Armour Points (AP). Be sure to take the weapon's Penetration value into account as well.

Structural Integrity is a representation of how much Damage a vehicle can sustain before exploding in a ball of fire. A vehicle's Structural Integrity can be affected by any number of things, from the sturdiness of the materials used to construct the vehicle to the amount of redundancy built into critical systems. After Damage has been reduced via the Vehicle's Armour, the remaining Damage is applied to the vehicle's Structural Integrity. Structural Integrity functions in the same manner as Wounds do for a person or creature.

Table 8-28: Hull Critical Hit Chart

Critical Damage	Critical Effect
1	The vehicle jolts to one side with the force of a strong hit, forcing everyone aboard to grab onto something to stay in their seats. Any crew who are not strapped in or otherwise secured must make an **Ordinary (+10) Toughness Test** or be Stunned for one Round.
2	An internal gas line bursts, unleashing an opaque but non-lethal cloud within the crew compartment. One member of the crew (or a passenger) must dedicate their entire next Round to closing the leak (no Test is required, they just spend a Full Action to do this). All Actions taken within the vehicle by any crew suffer a –20 penalty until the leak has been sealed.
3	A jarring blow tosses the vehicle around, throwing things about the interior. Any crew or passengers who are not strapped in or otherwise secured must make an **Ordinary (+10) Toughness Test** or be Stunned for 1d5 Rounds. All shooting from the vehicle during the next Round suffers –10 to hit as aims are knocked askew and shots go wide.
4	Some electrical cabling or power coupling is blasted loose by the impact, raining a sudden shower of sparks down on a member of the crew. The GM randomly selects one member of the vehicle's crew. This crewman immediately suffers 1d10+6 Impact Damage to the body and suffers one level of Fatigue.
5	Several hull plates buckle and fall away, weakening the vehicle. The Facing where the attack hit reduces its AP by 1d10 (eg. if the attack hit the vehicle's Rear Facing the vehicle's rear Armour would be reduced by 1d10 and all subsequent attacks that hit the Rear Facing would only need to penetrate this reduced Armour value).
6	A small explosion rips through the crew compartment, damaging internal systems and wounding the crew. If the vehicle's crew are housed separately from the passengers, the GM should determine randomly whether this affects the crew or the passengers. In either case those that suffer from this result take 1d10+6 Explosive damage to the body, suffer one level of Fatigue and must make a **Challenging (+0) Agility Test** or catch fire. If this occurs, refer to the **On Fire!** sidebar on page 284. Anyone who catches fire can attempt to put themselves out as described in the rules for Fire on 266.
7	The hit tears through the vehicle's armour, leaving only useless shards of metal. The Facing where the attack hit reduces its Facing's AP by half (eg. if the attack hit the vehicle's Rear Facing the vehicle's rear Armour would be reduced by half and all subsequent attacks that hit the Rear Facing would only need to penetrate this reduced Armour value). If the attack was a ranged weapon, the shot rips through the interior of the vehicle as well. Each crewmember has a 20% chance of being hit by the same shot and taking one quarter (rounding up) of the rolled damage. In addition, the vehicle gains the Open Topped Vehicle Trait, which could be a problem if the vehicle is in a poisonous atmosphere, underwater, or in a vacuum.
8	As above, but the vehicle also catches fire! Refer to **On Fire!** sidebar on page 284.
9	A short, sharp explosion flares outward from the vehicle. Armour panels fall off, weapons are blasted free, and the vehicle's drive mechanisms are ruined causing it to stop dead. The vehicle is now a shattered hulk and gains the Vehicle Destroyed Damage Condition (see page 285). If the vehicle had any remaining weapons each one has a 50% chance of gaining the Weapon Destroyed Damage Condition. Anyone inside the vehicle takes 1d10+6 Explosive damage, and must make a **Difficult (–10) Toughness Test** or become Stunned for 1d10 Rounds. Skimmers automatically crash.
10+	The vehicle's ammo supply, reactor or fuel supply takes a direct hit and the vehicle erupts from within. Shards of molten metal are sent flying in every direction as the vehicle is reduced to a smoking crater. The vehicle is destroyed and cannot be repaired. No equipment from within the vehicle can be salvaged. Anyone inside takes 2d10+18 Explosive damage. Anyone within 2d10 metres of the vehicle suffers 1d10+6 Explosive damage from the blast. If the Vehicle has the Open-Topped or Bike Vehicle Trait, passengers or crew may make an Evasion Test using the Dodge Skill to bail out at the last second. Anyone who succeeds at the Evasion Test suffers the 1d10+6 damage from the vehicle's explosion. Note: Depending on the contents of the vehicle, the GM may enhance the explosion's radius and/or damage as he sees fit.

Vehicle Critical Damage

When a vehicle has sustained an amount of Damage equal to its Structural Integrity, all additional Damage is treated as Critical Damage in the same manner as Critical Damage is applied to people and creatures. Consult the appropriate Vehicle Critical Hit Chart (dependant on where the vehicle was hit by the attack that caused the Critical Damage) and apply the result. Like the standard Critical Hit Charts for individuals, results on the Vehicle Critical Hit Charts are cumulative. For example, if a vehicle takes two Damage after already sustaining Damage equal to its Structural Integrity and was hit in the Hull, it suffers the "2" result on the Hull Critical Hit Chart. If in a later Turn, the vehicle takes four more Damage and was hit in its Motive Systems, it suffers a "6" result on the Motive Systems Critical Hit Chart.

Out of Control, Crashing and Falling Over

There are many instances where the movements of a vehicle will be beyond a driver's ability to control. Critical Damage may send a vehicle swerving off course, a sudden loss of anti-grav propulsion may see a skimmer plough into the ground at high speed, or a particularly jarring hit may send a walker toppling backwards.

Out of Control (Wheeled & Tracked Vehicles)

Whenever a vehicle goes Out of Control, either due to circumstance or due to Critical Damage, the vehicle must move during its next Round (the operator has no choice in this). To determine the direction the operator rolls a 1d5 on **Table 8-29: Out of Control Direction**:

Table 8-29: Out of Control Direction

Roll	Direction
1-2	45 degrees to the vehicle's left.
3	Straight ahead.
4-5	45 degrees to the vehicle's right.

Once the direction has been determined the vehicle moves its Tactical Speed +d10 metres in that direction. Anything hit by the Out of Control vehicle counts as being hit by a Ram Action. If the vehicle hits anything solid enough to stop it moving (another vehicle, a building) it comes to an immediate halt and suffers the usual Damage from conducting a Ram Action against that type of target, but takes the full Damage rather than half the Damage. The crew/passengers must take a **Challenging (+0) Toughness Test** or be Stunned for one Round if the vehicle hits something in this manner.

Crashing (Skimmers)

One of the chief drawbacks to skimmers is how fragile their propulsion systems tend to be. When a tank gets immobilised it usually grinds to a halt or at worst rams into something. A skimmer on the other hand can find itself crashing directly into the ground and exploding in a fireball that kills everyone on board.

A Skimmer moving 10 metres or lower above the ground that crashes suffers the following effects:

- If the distance the vehicle moved (or was attempting to move) during the Turn it crashed was as equal to its Tactical Speed or less, the vehicle moves half the distance it was attempting to travel in the direction it is currently facing (the GM can chose a different direction if he chooses, based on the momentum or actions of the vehicle). The vehicle then comes to a complete stop. Roll 1d5 on the Hull Critical Hit Chart—the vehicle suffers that Critical Hit. If the vehicle hits an object with AP, such as a wall, tree or other vehicle, the vehicle behaves as though it has rammed them while moving at its Tactical Speed (this may cause an additional Critical Hit). At the GM's discretion, the object may arrest the vehicle's forward movement.
- If the distance the vehicle moved (or was attempting to move) is more than its Tactical Speed, the GM determines the direction the vehicle is travelling, measures a distance in that direction equal to its Tactical Speed then scatters 1d10 metres in a random direction (see the **Scatter Diagram** on page 255). This is the spot the vehicle ends up after it crashes. The vehicle comes to a complete stop. Roll 1d10 on **Table 8–28 Hull Critical Hit Chart** on page 279—the vehicle suffers that Critical Hit. If the vehicle hits an object with AP, such as a wall, tree, or other vehicle, the vehicle behaves as having rammed them while moving at twice its Tactical Speed (this may cause an additional Critical Hit) but suffers the full Damage rather than half. At the GM's discretion, the object may arrest the vehicle's forward movement.
- If a vehicle crashes while moving at its Tactical Speed or faster, there is a chance that the vehicle rolls. In this case, roll 1d10. On a 6 or higher, the vehicle rolls onto its roof (or if moving fast enough, cartwheels end over end). When rolling for the Critical Hit, add +4 to the roll. If the vehicle survives, it loses half its Structural Integrity, and must be repaired before it can be used again. At the GM's discretion, it may be completely wrecked and unusable instead.

If a Skimmer moving over 10 metres above the ground crashes, the results are far worse. The pilot has time to make a single **Very Hard (–30) Operate Test**. If successful, the vehicle crash-lands, ploughing a gaping furrow into the ground. The vehicle is destroyed, and anyone inside takes 2d10 I Damage ignoring Armour, and is Stunned for a number of Rounds equal to the Damage sustained. If the operator fails the Test, the vehicle ploughs into the ground and explodes, as per the 10+ result on the Hull Critical Hit Chart. Individuals may bail out at the last second according to the rules, although they will count as falling from whatever altitude the vehicle was at the Turn before it crashed.

Falling Over (Walkers)

Whenever a walker Falls Over, either due to circumstance or due to Critical Damage, the driver rolls on the Scatter Diagram to determine which direction it falls (this also determines what Facing it lands on). The walker takes 1d10 Damage to that Facing. If the walker falls off of something it takes 1d10 Damage plus however many metres if fell. In both cases this Damage ignores Armour. The crew must take a **Challenging (+0) Toughness Test** or be Stunned for one Round. Assuming the walker is capable of moving, it can stand up as a Full Action.

Damage & Repair

"Everything is fine, nothing is broken!"

–Tech-Adept Arturo Dey'towa

Just as injuries take time to heal, vehicles take time to repair. A thrown track link or broken ammo feed might take no more than a few hours to replace, whereas a crippled turret or burnt-out interior might see the vehicle languishing in a repair bay for weeks. As players care for their own characters, so too will they need to keep track of how damaged their vehicles are in order to keep them in peak working condition.

Repairing Vehicles

Unlike living beings vehicles do not heal naturally over time and must be repaired by the players manually. Some repairs are easier than others, some repairs require more time, and sometimes battlefield conditions might make repairs next to impossible. The rules below cover the types of damage a vehicle can suffer from, what Skills are required to repair a vehicle, how difficult the repairs are and how long repairing a vehicle takes.

The Repair Test

To repair any of the different damage types a vehicle can sustain (see Damage Conditions later in this section) the players must take a Repair Test. A Repair Test is a standard Skill Test (see **Chapter I: Playing the Game** page 30) with the exception that players attempting a Repair Test can use a number of different Skills for the Test rather than one specific Skill (such as Tech-Use). The Repair Test is conducted in this manner to give most players the chance to repair minor damage, yet at the same time more crippling damage requires significant technical skill (such as Forbidden Lore (Adeptus Mechanicus) and Tech-Use).

Any character attempting a Repair Tests must have at least one of the following Skills:

- Common Lore (Adeptus Mechanicus)
- Common Lore (Tech)
- Forbidden Lore (Adeptus Mechanicus)

Collectively these three Skills are referred to as Essential Repair Skills, and they are the bare minimum required for even the most simple Repair Test. A character need not possess all three Skills in order to attempt a Repair Test, but they must have at least one. Due to their complexity a number of Repair Tests will require additional Skills before they can be attempted and any additional Skill prerequisites will be listed in each individual Damage Condition.

A successful Repair Test reverses the Damage Condition or repairs the Structural Integrity or Critical Damage the character attempted to negate.

Table 8-30: Repair Location & Conditions

Repair Test Difficulty	Example
Easy +30	Pristine Adeptus Mechanicus Forge World. Well-stocked fortress or voidship repair facility.
Routine +20	Field base or encampment with ample supplies. Hive World with significant manufacturing capabilities.
Ordinary +10	Well behind the front lines and free from artillery/air strike concerns. Field base or encampment with basic repair supplies. Hive World with standard manufacturing capabilities.
Challenging +0	Required (but not excessive) tools and supplies. Calm conditions away from the enemy or adverse weather.
Difficult –10	Rudimentary or faulty repair equipment/tools. Close to the front lines/constant danger of incoming enemy fire. Abandoned or run-down Adeptus Mechanicus Forge World. In the open without access to a proper repair facility or a field base. Disruptive inclement weather.
Hard –20	Ruined Adeptus Mechanicus Forge World. Monsoonal storms, blizzards or sandstorms. Pervasive and endless insect swarms. Under artillery or air bombardment. Local area contains primitive cultures incapable of supplying the required materiels for repairs.
Very Hard –30	A featureless sun-scorched desert/endless ice sheet. Dense (and possibly carnivorous) jungle. Poorly supplied field base or encampment. In the thick of an ongoing battle. Under orbital bombardment. Behind enemy lines.

Table 8-31: Repair Success & Failure Time Modifiers

Repair Time Required	Degrees of Success (each additional)	Degrees of Failure (each additional)
Up to 4 hours.	–10 minutes.	+10 minutes.
Over 4 hours and up to 8 hours.	–20 minutes.	+20 minutes.
Over 8 hours and up to 16 hours.	–30 minutes.	+30 minutes.
Over 16 hours and up to 48 hours.	–1 hour.	+1 hour.
Over 2 days and up to 7 days.	–4 hours.	+4 hours.
Over 1 week and up to 2 weeks.	–12 hours.	+12 hours.
Over 2 weeks and up to 4 weeks.	–1 day.	+1 day.
Over four weeks and up to 2 months.	–4 days.	+4 days.
Over 2 months and up to 4 months.	–12 days.	+12 days.

Some Repair Tests will have Skills prerequisites, but the character need not take the Repair Test using that particular Skill. For example, repairing a Critically Damaged vehicle requires the character to possess Tech-Use or Trade (Armourer) as a Trained Skill, but if the character had Forbidden Lore (Adeptus Mechanicus) +20 and that Skill would provide a better chance of succeeding the Repair Test, then the character can make the Repair Test using that Skill. This represents the character putting their best foot forward and using their accumulated knowledge in making the most efficient choices during the repairs.

REPAIR DIFFICULTY

The Difficulty of a Repair Test depends on the complexity of the repair and what the local conditions are, such as access to repair facilities, environmental problems like storms or blizzards, and so on. It is also possible to decrease the Difficulty of a Repair Test by having more advanced Skills than the minimum requirements. Each Damage Condition has its own associated base Difficulty Rating, but in addition to this **Table 8-30: Repair Location & Conditions** contains a set of general modifiers that can both help and hinder Repair Tests.

REPAIR TIME

Another important element to a Repair Test is how long it takes for the players to repair the damage. Repairing a thrown track link, banging the dents out of armour plating or fixing a weapon that has been locked in position usually takes a lot less time than replacing a weapon's targeting system or installing a new grav-engine. Each Damage Condition has an associated Repair Time rated in hours, days, weeks or even months, and players will need to determine whether they have enough time to make the required repairs before attempting the Repair Test.

Gaining additional Degrees of Success on the Repair Test can reduces the Repair Time, but additional Degrees of Failure can add to the Repair Time. It is possible for multiple Degrees of Failure to result in failed Repair Test, which might mean that the Repair Test must be reattempted (and the time already used is wasted) or, in some cases, further damage can be caused to the component the character had attempted to repair. Each Damage Condition will list any specific additional rules, but **Table 8-31: Repair Success & Failure Time Modifiers** lists the basic ways additional Degrees of Success and Degrees of Failure can decrease or extend the Repair Time for any Repair Test.

Rush Jobs

The players can elect to speed up their Repair Time by declaring that their repair will be a Rush Job. A Rush Job halves the time required to make the repair (e.g. a repair that would normally take 12 hours will take 6 hours), but the Repair Test suffers a –30 penalty.

Careful Repairs

The players can elect to spend more time competing their repairs than is normally required by declaring that they are making Careful Repairs. Careful Repairs increase the required Repair Time by 50% (e.g. a repair that would normally take 12 hours will take 18 hours), but the Repair Test gains a +30 bonus.

Very Long Repair Times

There can be times when the players need to complete extremely complex or time consuming repairs, tasks that could have their characters spending months (in Narrative Time) conducting a series of repairs. In these situations the GM and the players can work out how many Repair Tests they would need to make over this time, or simplify the various required Repair Tests into a series or Repair Tests or even a single Repair Test taken at the very end of the Repair Time. For extended Repair Times the GM will need to determine the benefits and penalties for additional Degrees of Success and Degrees of Failure, perhaps by extrapolating the table above and the time scales used there.

DAMAGE CONDITIONS

Burnt panels and dents in the bodywork are relatively minor issues that can be fixed in very little time. More substantial damage though can have some very specific effects upon a vehicle, and these are referred to as Damage Conditions. In all instances the proper equipment and replacement parts are required for these types of repairs. The players cannot fix missing armour or a destroyed weapon if they do not possess replacements. The GM has final say on whom may attempt the repairs, if the players are in a position to make the repair and whether or not the repair is possible in the first place.

This section contains both the rules for what happens to a vehicle as it suffers various lingering Damage Conditions as well as how to repair them. Each section contains the Skill Requirements (i.e. over and above the Essential Repair Skills) plus the Difficulty of the Repair Test and the Repair Time (both of which can vary depending on what Skills the character attempting the Repair Test possesses). If there are any additional bonuses or penalties for additional Degrees of Success or Degrees of Failure on the Repair Test they are included here as well.

Lightly Damaged:

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Challenging (+0). Ordinary (+10) if the character has Tech-Use, Trade (Armourer) or Trade (Technomat).
Repair Time: Varies/1 hour per point of Structural Integrity repaired.

Lightly Damaged vehicles are easier to repair, and can generally be repaired by vehicle crews and operators with a basic working knowledge of technology. If a vehicle has suffered Damage up to half its total Structural Integrity (rounding up), it is said to be Lightly Damaged. A Lightly Damaged vehicle can fight without any penalties.

Repairing all the Structural Integrity on a Lightly Damaged vehicle requires only a single Repair Test and not one Test per point of Structural Integrity.



Heavily Damaged

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Arduous (–40). Hard (–20) if the character has Trade (Technomat). Challenging (+0) if the character has Tech-Use or Trade (Armourer).
Repair Time: Varies/4 hour per point of Structural Integrity repaired.

Heavily Damaged vehicles take a substantial amount of time and effort to repair, and only those who know the ways of the Adeptus Mechanicus are qualified to restore these vehicles to their former glory. Heavily Damaged vehicles become greater liabilities the longer they go without repairs. If a vehicle has suffered more Damage than half its total Structural Integrity (rounding up), but has not yet suffered any Critical Damage (other than those caused by Righteous Fury), it is said to be Heavily Damaged. Heavily Damaged vehicles suffer a –10 penalty to all Operate Tests in addition to any other penalties or bonuses it may already have.

Repairing all the Structural Integrity on a Heavily Damaged vehicle requires one Repair Test for every 5 points of Structural Integrity Damage (or part thereof). Once a Heavily Damaged vehicle's Structural Integrity is repaired to half its starting value the vehicle is then considered Lightly Damaged.

Critically Damaged

Skill Requirements: Tech-Use or Trade (Armourer).
Repair Difficulty: Challenging (+0). Ordinary (+10) if the character has both Tech-Use and Trade (Armourer).
Repair Time: Varies/1 day per point of Critical Damage repaired.

Critically Damaged vehicles take an exceptionally long time to repair, and only rare individuals steeped in the forbidden knowledge of the Omnissiah are truly capable of soothing the machine's wounded spirit and coaxing life into it once again. If a vehicle has suffered any Critical Damage (not including Critical Damage caused by Righteous Fury) it is said to be Critically Damaged. It is rare for a commander to send a vehicle so heavily damaged into combat, but if a Critically Damaged vehicle is ever forced to fight it suffers a –20 penalty to all Operate Tests in addition to any other penalties or bonuses it may already have.

Critical Damage must be repaired before any repairs can be made to Structural Integrity and each point of Critical Damage on a Critically Damaged vehicle must be repaired individually. Once a Critically Damaged vehicle's has had every point of Critical Damage repaired the vehicle is then said to be Heavily Damaged.

Repairing Critical Damage does not reverse any lingering Damage Conditions, such as destroyed weapons or vehicle immobilisation.

On Fire!

A vehicle catching fire is very bad for everyone involved. Unlike living creatures that tend to run around screaming before falling over dead, vehicles have a nasty habit of exploding if they remain alight for too long, as fuel tanks, reactor cores and ammunition bays detonate. When this happens there is often little left of the vehicle (or the crew) to salvage.

Vehicles on fire

Each second a vehicle remains on fire is another moment in time where something unstable could ignite and explode. If a vehicle ever catches fire the GM should roll a single d10 for it at the end of each Round and consult the following chart:

Table 8-32: Vehicle Fire

D10 Result	Effect
1-9	Roll again at the end of next Round.
10	Something explosive catches fire and the vehicle suffers 8 Critical Damage (ignoring Armour).

The chance of exploding increases every Round. For every Round after the first that a vehicle remains on fire, the GM should add +1 to the roll (eg. at the end of the fourth Round that a vehicle has been on fire, the GM would add +3 to the Roll).

Crew inside a flaming vehicle

If being near a vehicle that is on fire is bad, then being inside a flaming vehicle is much worse. Vehicle crews and passengers have limited time to extinguish flames before vital (and explosive) equipment is destroyed. At the start of any crewmember or passenger's Turn they can attempt to put out the fire by using internal fire suppressant systems, fire extinguishers or whatever they happen to have on hand. This is done as a Full Action via a **Hard (–20) Agility Test**. If the Test is successful the flames are put out and the crew can breathe a sigh of relief (although the vehicle can still be set on fire again). If the Test is failed the vehicle remains on fire, and will remain on fire until the fire is put out or the vehicle explodes.

The GM can increase or decrease the Difficulty of this Test due to special conditions (putting a fire out in the pouring rain is easier than putting a fire out in the middle of the scorching desert). Crew inside a flaming vehicle suffer a –20 penalty to any and all Tests they have to make (the –20 is included in the Agility Test above, not in addition to it).

If the fire is successfully put out the crew and the passengers may act normally from that point on without suffering the –20 penalty. The vehicle itself gains the Fire Damaged Damage Condition (see page 284).

Flaming crew inside vehicle

As noted in a number of results on the Vehicle Critical Hit Charts, it is possible for crewmembers and passengers to also be set alight even when the vehicle itself is not on fire. When a crewmember or passenger is set alight they follow the standard rules for being set on fire (see page 266). At the end of each Round where a vehicle has one or more flaming crewmembers or passengers inside it the GM should roll 1d10. On a 10 the vehicle also catches fire. On any other result the vehicle does not catch fire. The GM should roll for each crewmember or passenger on fire, not just once for all of them.

Fire Damaged

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Routine (+20)
Repair Time: Varies/1 hour for every 6 Rounds/30 seconds (or part thereof) the vehicle spent alight or had a crewmember or passenger within it who was on fire.

Fires are understandably just as dangerous for vehicles as they are people. Exposed wires and cabling can melt, fuel systems can explode, and even something simple like seat or a control panel can be destroyed by fire, making operating the vehicle difficult if not impossible. Vehicles that have spent any amount of time on fire due to Critical Damage or have contained crew or passengers that have been set on fire, are said to be Fire Damaged. All Tests taken to Operate a Fire Damaged vehicle suffer a –10 penalty. See the On Fire sidebar for details on what happens to a vehicle that has been set on fire.

Motive Systems Impaired

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Challenging (+0). Ordinary (+10) if the character has Tech-Use, Trade (Armourer) or Trade (Technomat).
Repair Time: 4 hours (this time can be extended or decreased due to specific Vehicle Traits, see page 212)

A vehicle that suffers a Motive Systems Impaired result on the Critical Hit Charts reduces its Tactical Speed by 1d10 and the driver must pass a **Challenging (+0) Operate Test** at the start of their Round if they want to take more than a single turn during when moving their vehicle. If the Repair Test fails by three or more Degrees then something has gone wrong during the repairs and the vehicle is now treated as having suffered a Motive Systems Crippled Result.

Motive Systems Crippled
Skill Requirements: Trade (Technomat).
Repair Difficulty: Very Hard (–30). Hard (–20) if the character has Tech-Use or Trade (Armourer).
Repair Time: 16 hours (this time can be extended or decreased due to specific Vehicle Traits, see page 212).

A vehicle that suffers a Motive Systems Crippled result on the Critical Hit Charts reduces its Tactical Speed by 2d10 and its Cruising Speed by half. If the Repair Test fails by three or more Degrees then something has gone wrong during the repairs and the vehicle is now treated as having suffered a Motive Systems Destroyed Result.

Motive Systems Destroyed
Skill Requirements: Tech-Use or Trade (Armourer).
Repair Difficulty: Arduous (–40). Hard (–20) if the character has both Tech-Use and Trade (Armourer).
Repair Time: 2 days (this time can be extended or decreased due to specific Vehicle Traits, see page 212).

A vehicle that suffers a Motive Systems Destroyed result on the Critical Hit Charts cannot move under its own power. If the Repair Test fails by three or more Degrees then something has gone wrong during the repairs and they must be reattempted from scratch, and the time used to repair the vehicle's motive systems, including any additional time due to the Degrees of Failure, is wasted.

Reduced Armour
Skill Requirements: Essential Repair Skill.
Repair Difficulty: Hard (–20). Challenging (+0) if he character has Trade (Armourer).
Repair Time: Varies/4 hours for every 5 points (or part thereof) of AP repaired.

Whenever a vehicle suffers a reduction in Armour due to Critical Damage this can be repaired by dividing the missing armour up into groups of 5 AP and taking a Repair Test for each individual grouping. If the Repair Test fails by three or more Degrees then the armour has been installed incorrectly and the Repair Test for that specific grouping of AP must be reattempted.

Targeting Systems Destroyed
Skill Requirements: Tech-Use or Trade (Armourer) and either Common Lore (Adeptus Mechanicus) or Forbidden Lore (Adeptus Mechanicus).
Repair Difficulty: Very Hard (–30).
Repair Time: 1 week (2 weeks if the vehicle has the Super Heavy Vehicle Trait).

Whenever a weapon suffers a Targeting System Destroyed result on the Critical Hit Charts it suffers a –20 penalty to all shots taken with that weapon (or location, such as a turret, if it is the location's targeting systems that are destroyed). Repairing a weapon's targeting system is often a complex and time consuming process involving the installation of targeting cogitators and the appeasement of hallowed machine spirits, and thus only those well versed in the laws and rituals of the Machine God possess the required knowledge to undertake such a difficult task. Failing the Repair Test to restore a vehicle's targeting system results in the machine spirit rejecting its new home and the Repair Test must be reattempted. Additionally, the character that attempted the repair must spend one day in silent meditation and reflection on the Great Works of the Omnissiah for every Degree of Failure on the Repair Test. They can reattempt the Repair Test once they have finished contemplating how they might have offended the machine spirit they were attempting to install.

Vehicle Destroyed
Skill Requirements: N/A
Repair Difficulty: N/A
Repair Time: N/A

A number of results on the Vehicle Critical Damage Charts indicate that a vehicle has been destroyed without having exploded from within. This condition cannot be repaired, but items from within the vehicle can still be salvaged. In the case of personal items and items that are not part of the vehicle, these can be taken by players as they see fit (this includes any unused ammunition for any of the vehicle's weapons). Weapon mounted on the vehicle that have not been destroyed can be removed and this requires the characters to make a Repair Test as if they were attempting to repair a Weapon Destroyed result (see above). The difference is that rather than replacing the weapon on a successful Repair Test, they instead successfully remove the weapon from the destroyed vehicle and may do whatever they wish with it. Players should always take into account the weapon's weight and



size before they attempt to salvage it as some weapons, such as a Basilisk's earthshaker cannon, could be very hard to move once removed. In all instances, the GM has final say on what can be salvaged and what, if any, special equipment the players require before they can salvage any extraordinarily heavy or cumbersome weapons.

Weapon/Turret Locked

Skill Requirements: Trade (Technomat).
Repair Difficulty: Challenging (+0) for non-Turret-Mounted weapons. Hard (–20) for Turret-Mounted weapons. A +10 bonus if the character has Tech-Use or Trade (Armourer)
Repair Time: 16 hours for non-Turret-Mounted weapons. 48 hours for Turret-Mounted weapons.

Sometimes a weapon's mounting can be damaged even if the weapon itself remains untouched. Weapons that suffer a Weapon/Turret Locked result can make Ranged Attacks, but lose their Fire Arcs and are treated as Fixed Weapons until the this Damage Condition has been repaired. If the Repair Test fails by three or more Degrees then the weapon's mounting has been repaired incorrectly and the Repair Test must be reattempted.

Weapon Destroyed

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Challenging (+0) for Sponson/Pintle mounted weapons. Hard (–20) for Fixed/Hull/Turret mounted weapons. A +10 bonus if the character has Tech-Use or Trade (Armourer). The Repair Difficulty for Co-Axial Weapons depends on what the weapon is linked to (e.g. a Co-Axial weapon linked to a Turret-Mounted weapon will be Hard (–20) to replace).
Repair Time: 8 hours for Sponson/Pintle mounted weapons. 16 hours for Fixed/Hull/Turret mounted weapons. The Repair Time for Co-Axial Weapons depends on what the weapon is linked to (e.g. a Co-Axial weapon linked to a Turret-Mounted weapon will take 16 hours to replace).

Weapons that have suffered a Weapon Destroyed result cannot be repaired and must instead be replaced. The players must first obtain a new weapon to replace the destroyed one (see Logistics on page 161). Once a replacement weapon has been acquired the Repair Test is taken in order to install the new weapon. If the Repair Test is failed by two or more Degrees the weapon has been installed incorrectly and must be reattempted.

Construction Techniques

Each race builds their weapons of war from a different technology base, and there are many vehicle types that have extremely simple or highly complex construction techniques. Primitive wagons, civilian ground craft right and most Ork vehicles are often quite straightforward when compared to the fighting vehicles of the Imperial Guard. Vehicles of these types often have crude iron sights rather than machine spirit-driven targeting systems, axels and track-links with additional redundancy and armour plating that amounts more to whatever the builder had on hand at the time of construction rather than specially cast interlocking plates of ceramite. Additionally, there are some vehicle types, especially the heretical xeno-tech of the Eldar, that are so advanced that they make even the most sophisticated Imperial Guard vehicle look a child's wind-up toy. In these cases the GM should modify the Skill Requirements, Repair Difficulty and Repair Times to better reflect the alternative construction techniques that go into these types of vehicles.

Weapon Disabled

Skill Requirements: Essential Repair Skill.
Repair Difficulty: Ordinary (+10) for Sponson/Pintle mounted weapons. Hard (–20) for Fixed/Hull/Turret mounted weapons. A +10 bonus if the character has Tech-Use or Trade (Armourer). The Repair Difficulty for Co-Axial Weapons depends on what the weapon is linked to (e.g. a Co-Axial weapon linked to a Turret-Mounted weapon will be Hard (–20) to repair).
Repair Time: 4 hours for Sponson/Pintle mounted weapons. 8 hours for Fixed/Hull/Turret mounted weapons. The Repair Time for Co-Axial Weapons depends on what the weapon is linked to (e.g. a Co-Axial weapon linked to a Turret-Mounted weapon will take 8 hours to repair).

A weapon that suffers a Weapon Disabled result on the Critical Hit Charts cannot make Ranged Attacks (or in rare cases, Melee Attacks) until it has been repaired via a Repair Test. If the Repair Test is failed by two or more Degrees something has gone wrong and the weapon is now too badly damaged to repair and must be replaced (see Weapon Destroyed above).



The Game Master

- Role of the GM
- Rewards
- Missions and Campaigns
- Interaction
- Fear and Damnation
- Conversion Rules



Chapter IX: The Game Master

"The thing I love most about them is that you can kill as many as you like. They just keep sending more!"

–K'retth Surath, Chosen of Slaanesh

In **Only War,** players assume the role of the Imperium's front-line soldiery, the fighting men and women of the Imperial Guard. They are the first, and sometimes only, line of defence against the hordes of enemies arrayed against Mankind, and unlike the Imperium's other heroes, they are armed not with secret knowledge, vast starships, or superhuman vigour, but with grit, determination, a lasgun, and faith in the Emperor. They will struggle across the stars as a vital part of a military force gigantic beyond reckoning, against armies of uncountable foes that seek to destroy everything they hold dear.

Bringing these titanic battles to life is the Game Master, who sets the stage and guides the players through their missions, creating adventures and plot points and spawning a whole host of characters to both support and oppose them. The Game Master is responsible for conveying the tone of the game, bringing the setting to life, and weaving the adventures and plots the Player Characters find themselves embroiled in.

The Role of the GM

In **Only War**, as in many roleplaying games, one of the players takes on the role of Game Master (GM). The GM's role is a vital one, as he is charged with creating, maintaining, and describing the world in which the Player Characters (PCs) live. It is the role of the GM to set the scene, guide the plot, and decide the outcome of the characters' actions. In many ways, the GM is like the director of a film, describing the scene and telling the players (who are like the lead actors) where they are and what they are doing. Unlike a film, however, a roleplaying game is a collaborative effort between players and Game Master, and while the GM may set the scene, it then falls to the players to decide the actions of their characters.

This is where the other key role of the GM comes into play. In addition to being the director and storyteller of the game, he is also its referee. As a game, **Only War** uses rules to adjudicate the actions of the characters and determine their success in many of their endeavours. The GM helps to decide when and where these rules are used, and also how they are interpreted, making sure that the game runs as smoothly as possible. It is the Game Master's job to be fair and impartial, like any referee, and to ensure that everyone is having a good time.

Choosing the GM

When organising a game of **Only War**, one player must take on the role of the Game Master. While this person can be nominated by his peers, it is better if the Game Master takes on this job of his own volition. A game run by a volunteer Game Master is usually better as the GM is more enthusiastic about the job at hand. Typically, the Game Master is chosen well beforehand, as it is usually the Game Master who first owns the Core Rulebook and who organises the game in the first place, creating a story and drawing together his players. It is also common that over time, other players may want to try their hand at GMing, sharing the work and creating adventures that are all their own. This allows players more creative control over a game, and can be very rewarding as GM tag-team adventures can lead to plots and campaigns with more depth and detail.

Because the GM sets the scene and describes the action, he also creates the story or plot that the players follow. In roleplaying games these plots are commonly known as adventures or scenarios. Everything the players know or want to know about their world is described by the GM, and he also takes the part of the other inhabitants of the universe, from the lowliest agri-world peasant to the most powerful Lord Commander, deciding how they react to the characters and the actions they take within the adventure.

While at first glance, the GM has a lot more work than the players, his job can also be one of the most rewarding, as he gets the satisfaction of bringing enjoyment to the players and seeing his stories come to life.

THE BASICS

As it is the Game Master's responsibility to shape and guide the story for the enjoyment of the players, he needs to be more prepared than the rest of the group. Before the GM takes on the responsibility of running a game, there are a few key things he should consider.

Know the Rules: The GM must know at least as much about the rules as the players, if not more. This means that the GM should read as much of this book as possible before running his first game. **Chapter I: Playing the Game** is particularly relevant as it contains the core mechanics of the game, which are fundamental to its workings. Knowing the rules is also important to the GM in his role as final arbiter in all rules and mechanics questions. While a starting GM need not concern himself with complete mastery of the rules (this book is always here as a reference, after all), familiarity with the rules allows the GM to speak with authority on the subject and can reduce out-of-game discussions of rules minutiae.

Know the Plot: In an **Only War** game, the players and their characters are a stoic line of defence against the darkness that threatens the Imperium of Man. They are the focus of tales of heroism and sacrifice, using the full might of the Imperium to keep its subjects safe for another day. They are the men and women of the Imperial Guard, and they will give their last breath for the God-Emperor and the Imperium.

As stated earlier, the GM controls the group's enemies and allies, and keeps track of all the little details that immerse the players in the story. While roleplaying is largely a collaborative process, the GM is under no obligation to tell players everything that happens. Rather, he simply sets the scene and responds to the players' actions. This means that the GM isn't required to know every detail of the scenario, but he should know at least where it starts and where it's headed.

A more detailed plot tends to make the GM's life easier. If he has done all of his work on the front-end, creating NPCs, detailing locations, preparing various in-game rewards for the players, and plotting out a few contingency scenarios, he won't need to create things from whole cloth in the middle of a game session, therefore keeping the game running smoothly and at a good pace. Whether a scenario is complex or basic, however, preparation done by a Game Master rarely goes to waste. Game Masters can also use pre-designed and published adventures, such as the one featured in **Chapter XII** of this book. The advantage of these pre-generated adventures is that the GM's work is largely done already.

Be Flexible: It's a well-known fact that every plan is a good one up until first contact, and this certainly applies to roleplaying games. No matter how much time and effort a Game Master puts into his game, players will largely do as they please. This usually means chasing off after red herrings and spurious leads, killing important NPCs at inopportune times, ignoring the plot altogether, and generally running roughshod over the GM's careful work. While it is certainly their right to do so, and always enjoyable to test the limits of the Game Master's story, it can be quite difficult to handle for inexperienced or inflexible GMs. To deal with the vagaries of strong-willed players, Game Masters should always be flexible when it comes to their stories, ready to alter or even scrap a story or plot point if the players prove uninterested.

Be Prepared: It often falls to the Game Master to make sure that the group has access to the various materials (in addition to this book) needed for an evening of gaming. This usually means having on hand a supply of dice, pencils, spare paper, and perhaps some miniatures for helping work out locations during combat. Some GMs also like to keep each player's character sheet between sessions, lest they go astray.

Rule Zero

One of the most important rules for the GM is Rule Zero. Simply put, Rule Zero says that the GM is expected to exercise common sense and good judgement in his game. He is allowed to supersede the game rules in the interest of ensuring that the game runs smoothly, the stories are interesting, and everyone has a good time.

The GM should also remember that excessive or arbitrary use of Rule Zero usually results in an empty gaming table. Simply put, don't abuse it!

Running an Only War Game

Only War is a game of heroism, sacrifice, survival, and glory. It takes place in the dark future of the Warhammer 40,000 universe, a harsh place where the millions of planets and trillions of citizens of the Imperium toil in obscurity. The galaxy is unimaginably vast, and each system is but a beacon in the dark void, beset on all sides by horrendous, nightmarish forces. Many times, all that stands between these planets and their ultimate destruction are the men and women of the Imperial Guard.

As soldiers of the Imperial Guard, the players are charged with some of the most dangerous and glorious work in the Imperium: the defending, conquering, or retaking of entire planets from the forces arrayed against Mankind. It is the task of the Game Master to bring this universe to life for his players, to offer them the chance to make a name for themselves in battle and win glory for their regiment and for the Emperor. Part of achieving this, and adding the spark of life to a game of **Only War**, is understanding the themes and details that make this setting unique.

Game Mastering Imperial Guard Squads

The story of **Only War** is bigger than any one soldier. It is the story of men and women of the Imperial Guard fighting alongside one another, living and dying in its defence and the defence of one another. It is vital that the GM encourages the characters to form a bond with the men and women they serve alongside. As withering enemy fire pours down upon their Squad, the players should recognize that they stand shoulder to shoulder with loyal comrades-in-arms, those with whom they share a bond of brotherhood. The Squad is not just an extension of the players' character sheets: the characters' Comrades are a host of supporting characters, each with their own lives, quirks, hopes, and stories. Some of the most important NPCs in an **Only War** campaign are the characters' brothers-in-arms, the soldiers they fight alongside in their Squad. Characterizing NPCs within the character's unit, even those who are likely to die in the coming conflict, is vital, for in the universe of Warhammer 40,000 there is no heroism without sacrifice.

Additionally, portraying the traditions, character, and culture of the Squad and regiment is as important as portraying the characters' Comrades themselves. It may be helpful to think of the regiment as a whole as its own sort of NPC. Portraying its uniqueness is vital to bringing an **Only War** campaign to life.

Themes in Only War

To better evoke what it feels like to be a member of the Imperial Guard, the GM should keep the following themes in mind.

Brotherhood

In **Only War**, the Player Characters must learn to act as a team if they are to have any hope of survival. They must learn to shore up each other's weaknesses and play to each other's strengths. They have to interact with and rely on their Squad as a whole in order to be successful in combat, and must work together to come up with creative and solid battle plans just to see another day. A character group without a sense of teamwork and camaraderie, that doesn't have a good command of the battlefield and a sense of tactical acumen, will be made short work of by the enemy. Through such trials these soldiers will grow to trust each other. The camaraderie of these men, those whose bonds have been tested in the heat of battle, is one of the primary themes of a game of **Only War**.

Heroism

The Guardsmen of **Only War** do not have any of the protections afforded many of the other characters in the Warhammer 40,000 universe. They have no Inquisitorial authority; no genetically-enhanced battle prowess or ancient, nigh-impenetrable suits of mechanized armour; no colossal starships or fantastic wealth to get them out of a difficult situation. They have a suit of flak armour and a lasgun, and they are told it is their duty to take a hill from the enemy or die trying. They may flee, they may go insane, or they may die, but they will try. They are simply men and women, asked to do the impossible, because they value the lives of others over their own. The men of the Imperial Guard are heroes in the grandest sense of the word.

Sacrifice

The soldiers of the Imperial Guard are asked to do one thing above all others, and that is sacrifice. It is the lot in life of an Imperial Guardsmen to die, but it is his duty to make sure his life is bought at great expense to the enemy. On the eve of every great battle, a Guardsman looks around his encampment and knows that some of his close friends are guaranteed to die. When a character becomes a commander, he will have to send good soldiers to their deaths, balancing the needs of the mission and the greater good of the Imperium against the grim certainty of casualties. Being an Imperial Guardsmen is difficult. Great things are asked of a Guardsman on a constant basis. Sometimes it is a command decision made in the heat of battle, with hundreds or thousands of lives hanging in the balance. Other times it may be the conflict between pressing forward with their duty and just trying to survive another day. The players themselves will likely watch some of their favourite characters die in this way, as **Only War** has the one of the highest Player Character attrition rates of any of the games in the **Warhammer 40,000 Roleplay** line.

STYLES OF PLAY

The focus, in **Only War**, on combat and the battlefield may seem limiting, but one of the great strengths of **Only War** is the diversity found within the Imperial Guard. The Imperial Guard draws its soldiers from millions upon millions of worlds, to fight throughout the vast galaxy. The Player Characters may be a regiment from a world with a tradition of military service going back thousands of years, marching in perfect formation, wearing uniforms without a single medal out of place, or they may be a savage bunch of feral worlders, their armour covered in furs and grisly battlefield trophies, with little realization that they have even left their home planet. Their battlefields are as varied as the Warhammer 40,000 universe itself. They might be stationed in the clear air of a pristine agri-world, or they may be foot-slogging on the grim, dust-choked surface of a hive world.

The scale of an **Only War** game, and the types of missions that characters may be sent on, is also very diverse. A group of players may just as easily represent a taciturn, standoffish sniper squad, known for doing the impossible; a heroic, medal-bedecked command unit leading thousands from the front, making tough battlefield decisions with millions of lives hanging in the balance; or a faithful tank unit on a desert planet surviving as best they can while operating far behind enemy lines, cut-off from the main force and barely escaping each encounter with their lives, a prayer to the God-Emperor always on their lips. The focus of an **Only War** game may be on combat, interacting with other troops, or simple survival, though often it is a combination of all three.



Delegating to Players

There is little doubt that the lion's share of the work of running a roleplaying game falls to the Game Master. He does not need to go it alone, however, when it comes to organising the adventure and gathering the ingredients for a successful game. This is where players can help out, doing things like bringing miniatures, dice, pencils and paper, snacks, and handling any of the other little details that make a night of gaming truly enjoyable.

One of the most important contributions a player can make to a game is in helping the GM add detail and depth to his setting. For example, rather than the GM creating the background for Corporal Eiten, an important part of a PC's details, the GM can ask the player to write up a brief description of this background. This means that the player is adding to the world, and gives the GM some extra detail that he can work into the story at a later date. By allowing players to create these kinds of background details, they become more invested in the story while making the GM's job easier and the group's playing experience richer.

The Field of Battle

Much of **Only War** centres on endless conflict in a galaxy of war. Warfare is the lot of the Imperial Guardsman, and much of any adventure will take place in the pitched conflict of raging battles. The battlefield is where the soldiers of the Imperial Guard find their true purpose, standing stalwart against the host of enemies arrayed against Mankind. Of course, the types of conflicts that a Guardsman will find himself in may vary greatly, but one thing is certain, the Guardsmen will be asked to fight.

The Burden of Command

As the characters rise through the ranks, more and more responsibility will be theirs to shoulder. The characters may find themselves spending as much of their time politicking as finding glory on the battlefield. Keeping up the morale of their men, negotiating the support of the Departmento Munitorum, keeping their commanders happy, and dealing with the rivalry of equally ranked officers (in their regiment or another) will start to consume more and more of their time. The Imperial Guard can be a labyrinthine, bureaucratic nightmare of policies, procedure, and protocol, and many of its members are more concerned with glory and personal power than they are with the good of the Imperium as a whole. A commander who does not have the support of allies runs the risk of being stranded when he needs help the most.

Simple Survival

Guardsmen must often expend great effort on mere survival. When a campaign is not going well, or when an army's supply line has been disrupted, making sure that his unit will get its next meal is often a major concern for a commanding officer. If the campaign is going

well for the Imperium, such things are trivial concerns, but in lean times, scrounging for supplies or making sure that equipment is in good repair with limited resources can be major undertakings of vital importance to the very survival of a squad. Sometimes resource management will be a function of the mission itself, such as when an objective takes the players far behind enemy lines with no hope of support.

NON-PLAYER CHARACTERS

As part of his role in bringing the setting to life and adjudicating the actions of the players, the GM is also charged with controlling the actions of anyone the PCs come into contact with. These non-player characters (NPCs) form a vital part of any game. NPCs can include close and trusted allies, such as commanding officers within their regiment or the PCs' Comrades in their Squad, as well as obvious and belligerent enemies such as screaming, bloodthirsty Ork hordes or tainted Chaos worshippers. Enemies are fairly straight forward to run, as they are often encountered in combat situations where the combat rules adequately cover their reactions. Details on common enemies and their tactics and capabilities can be found in **Chapter XI: Adversaries**.

While the players will typically encounter more than their share of enemies during a game of **Only War**, not everyone they meet will be in violent opposition to them. Some will be friends, some simply contacts or allies of convenience, and some will fall into that dangerous grey area between friend and foe. It is in situations like these that the Game Master must think more carefully about how the NPCs will react to the players, and how the PCs' actions can affect the NPC's reactions either positively or negatively. For more information on NPC Dispositions and how the characters can influence the reactions of NPCs, see **Interaction** on page 303.

Guidelines for Running NPCs

While every NPC will be different and can be played with his own unique style and flavour, there are a few guidelines that the GM should bear in mind. These are intended to help the GM in situations where he is unsure what an NPC would do or how he would react to the actions or words of the player characters.

What are their motivations?: The most important aspect of running any NPC is knowing what motivates him. An Inquisitor working with the Imperial Guard will react very differently to the group's actions if he is in fact an agent of the Ruinous Powers plotting their destruction. An Imperial commander, driven by his own lust for glory (at the cost of his men), may issue orders or make reckless decisions that could place the entire squad in peril. For most NPCs, motivations do not need to be too complex and usually centre on some selfish (or selfless) goal, such as personal wealth and glory or loyalty to allies or faith in the Emperor. The important thing is that it gives the GM a clear guide for how the NPC reacts when things get messy (as they always do).

Not everyone wants to die: Just as in the real life, the majority of people in the 41st Millennium do not want to die. This means many foes run away (especially those without a great deal of combat expertise). Others refuse to fight to the death, surrendering to the characters' mercy, or fleeing rather than face certain annihilation. Even foes who are committed to dying, such as fanatical followers of Chaos or alien thralls, may choose carefully when to sell their lives.

Don't steal the limelight from the PCs: While it may be important at times for an NPC to step in and save or help the Player Characters, in general the players should be the ones who determine the success of failure of their own missions. NPCs can play very important roles in the story as supporting characters, or they may occasionally act as saviours when the situation looks hopeless, but having a powerful NPC constantly bailing the PCs out usually leads to trouble. The players may begin to feel that their efforts are meaningless, or they may start to over-rely on such NPCs, calling in the cavalry every time the going gets tough. Players should feel that the achievements of their characters are a result of their own actions and choices. It is important to remember that the Player Characters are the stars of the story, not the NPCs.

What's in a name?: Finally having a list of generic names on hand can be a great help. Any gaming world is populated with scores of lesser NPCs that the players may come into contact with, and having a name handy can make all the difference in bringing these supporting characters to life.

Rewards

"For those who lived. For those who died."

–Inscription on the Shield of Sacrous

As a Player Character slowly rises from raw recruit to jaded veteran, both his abilities and the esteem in which the Imperial Guard holds him with begin to increase. Rewards are a way for the GM to track this progression, to give the players something tangible for their achievements, and are also something for the players to aspire to with their characters and squad. There are a number of different kinds of rewards that the players may receive through game play, including Experience Points, Fate, and Medals and Honours.

EXPERIENCE POINTS

The most common kind of reward is Experience Points (xp). More than anything else, xp measures a character's personal power. Players use Experience Points to buy new Skills and Talents as well as Advances. The more xp a character possesses, the better he is at dealing with challenges in play, such as overcoming foes in combat, solving problems, or dominating social encounters. Because xp relates directly to a character's power, how much and how often the GM awards Experience Points to his players determines how quickly their characters rise through the ranks and how able they are to defeat any challenges he should throw at them.

There are two main ways for the GM to award experience to his players: the Abstract Method and the Detailed Method.



Abstract Method

This is the easiest and recommended (certainly for beginning GMs) way to award Experience Points. It relies simply on the amount of time spent gaming and ensures a steady and smooth rise in power for the characters. For each game session, each player should receive 400 xp. This method assumes a game session lasts about 4 hours; for longer or shorter sessions, the GM can adjust the xp rewards accordingly.

Detailed Method

A more detailed method of awarding Experience Points is also possible, in which each reward is awarded on a case-by-case basis, and players gain Experience Points for completing specific tasks. For this method to work, however, the GM must assign a value to each encounter. For example the GM might have a session that includes a seemingly innocuous patrol mission, a battle against a mob of Orks in an area otherwise thought unoccupied, and a tense return to Imperial-held territory as the squad realizes they are vastly outnumbered. In this case, each of the three encounters would be worth a set amount of xp that would be awarded to the players when the encounters were completed or overcome.

Table 9–1: Encounter Difficulty gives examples of encounters based on difficulty. To work out the difficulty of an encounter, consider how much it taxes the resources of the group and what it costs them in wounds, equipment, or time.

When using this method, it is important to remember to award Experience Points for only meaningful encounters and obstacles, lest the players embark on campaigns of wholesale destruction simply for the "experience." Likewise, as the Player Characters gain in power, some challengers will be so easily overcome as to be worth little or no Experience Points.

Table 9-1: Encounter Difficulty

Difficulty	XP Award
Easy	50
Routine	70
Ordinary	100
Average	130
Challenging	170
Hard	200
Very Hard	250

Roleplaying Awards

Game Masters may also offer Experience Points to players for exceptional roleplaying. The amount of these awards is left up to the Game Master's discretion, and typically range from between 100 and 500 xp. The GM should be careful, however, only to give out those awards when he feels that a player particularly deserves it, and usually only when the player has done something extraordinary such as taking an action that puts his character in mortal danger because it is "what his character would do."

FATE POINTS

The Game Master may reward players with a permanent Fate Point for truly remarkable deeds. The GM should use such rewards sparingly, and only award them for accomplishments that are truly incredible. Keep in mind that the maximum number of Fate Points that any character may have at one time is 5.

MEDALS AND HONOURS

Another reward for the players, and one that has effects on the Squad as a whole, is the awarding of Medals and Honours. These awards are given for in-game acts of heroism and bravery, and there are three broad types. There are Imperial Honours, which are found throughout the Imperial Guard; Campaign Honours, which are given out for meritorious action in a given crusade or planetary action; and Regimental Awards, which are unique to each regiment and are often given out for specific rank awards and engagements.

While medals and commendations are awarded to individual Squad-members, their mechanical benefits affect the Squad as a whole. Medals and commendations are presented in the following format:

Description: A physical description of the medal.

Awarded for: An explanation of the feat that a given Player Character or Squad must achieve to qualify for the medal. The medal prerequisites are guidelines, and whether or not they have been fulfilled is always subject to GM approval.

Squad Bonus: The mechanical bonus a Squad receives for having (or having had) the medal bearer within its ranks.

Imperial Honours

Imperial Honours are commendations that are recognised, in one form or another, throughout the Imperium. There are many different commendation systems that vary by segmentum, sector, crusade, campaign, regiment, and company, some with traditions dating back thousands of years, however, the honours presented in this section are some of the most commonly used and widely recognized throughout the Imperium.

Medallion Crimson



The Medallion Crimson is awarded to Imperial Guardsmen who continue fighting even after sustaining grievous injury.

Description: Varies, but is usually presented as a skull with three stylized red gems inset beneath it.

Awarded for: Continuing to fight the enemies of the Imperium after having suffered a Critical Wound (see page 256).

Squad Bonus: When the wearer of this medal takes Damage for the first time in a combat encounter, reduce that Damage by 1 to a minimum of 0.

Ribbon Intrinsic

The Ribbon Intrinsic is awarded to a unit as a whole for being the lynchpin in a large battle, for having held the line and turned defeat into victory by determination alone.

Description: Usually presented as an etched brass strip with tripartite ribbon.

Awarded for: Being a part of a massive battle (see **Running Massive Battles**, page 301) that the Imperium would otherwise have lost, save for the heroic actions of the Squad.

Squad Bonus: +10 to any Battlefield Awareness and Battlefield Manoeuvring Tests (see page 301).

Triple Skull

The Triple Skull is awarded to the units who have taken massive casualties in a single action. Its sister honour, the Golden Skull, is awarded posthumously to those who have fallen in battle.

Description: Usually presented as a row of three skulls.

Awarded for: Awarded to the remainder of any unit that survives a battle after having taken over 66% casualties.

Squad Bonus: +5 to all Dodge and Parry Tests.

Winged Skull

The Winged Skull is an ancient commendation awarded to officers who have shown extraordinary and inspirational leadership.

Description: Usually presented as a skull flanked by wings, it is often accompanied by a stencil on a commanding officer's shoulder guards.

Awarded for: Inspirational leadership leading to righteous victory. In game terms, this honour is awarded to any character who's leadership single-handedly brought his troops to victory.

Squad Bonus: +10 to all Command Tests.

Macharian Cross



The Macharian Cross is rewarded for successful and intelligent application of the Tactica Imperialis. Bearers of this medal are often recruited into the general staff of future crusades or campaigns, and their tactical advice is given a great deal of merit by field commanders purely by virtue of having been awarded it.

Description: Usually presented as a large cross pattée, with a centre flanked by laurel leaves.

Awarded for: The Macharian Cross is never bestowed for courage alone. It should be awarded after any combat where the characters were victorious primarily because of their tactical acumen; where they succeeded by virtue of quick thinking, strong strategy, judicious risk-taking, and battlefield awareness.

Squad Bonus: +10 to all Logic or Scholastic Lore (Tactica Imperialis) Tests made in the heat of battle.

Honorifica Imperialis



The Honorifica Imperialis is a broad class of gallantry medals. The medal is titled according to the sector it was awarded, so a Guardsman awarded this honour on the Eastern Fringe would receive an Ultima Honorifica. Such awards are sometimes further subdivided into specialities, such as the Honorifica Imperialis Armourum, so a Tank Commander who was receiving this medal for valour in the field within the Calixis Sector would receive the Obscurus Honorifica Armourum.
Description: Usually presented as a skull flanked by laurel leaves.
Awarded for: Outstanding heroism in battle.
Squad Bonus: +10 to all Fear Tests.

Campaign Honours

The Imperial Guard is unimaginably vast, and many awards and citations are unique to a given region of space or a given crusade or campaign. The following are a sampling of Imperial Guard Honours used in the campaigns and crusades of the Spinward Front:

Trenchman's Long Service Medal

The Trenchman's Long Service Medal was a commendation first given to veterans of the Third Burgs' War, a conflict that saw vicious trench fighting and lasted for over 150 years. Only the hardiest and most tenacious Guardsmen survived that conflict for any length of time. As many Burgs' War veterans became commanders in their own right, these medals eventually saw widespread usage throughout the subsector.
Description: Two crossed spades, hanging from a triangular grey ribbon.
Awarded for: For participating in a single trench deployment lasting two months or more.
Squad Bonus: +5 to Ballistic Skill Tests made while the Squad is firing from cover.

The Order of St. Kark

This is a Commissariat Commendation, awarded for maintaining discipline above and beyond the call of duty. This medal honours St. Kark, a particularly brutal and effective Commissar of the Angevin Crusade, venerated throughout the Calixis Sector.
Description: A brass medal in the shape of a bolter shell hanging from a crimson ribbon.
Awarded for: Unhesitating dedication to the maintenance of discipline. This commendation is awarded to Commissars for field executing two or more members of the unit to prevent a rout while engaged with the enemy.
Squad Bonus: +10 to any Intimidate Tests.

Drusian Laurels

Drusian Laurels are awarded for defending high-ranking members of the Ecclesiarchy of the Calixis Sector, or participating in actions to protect particularly valuable or venerated shrines or artefacts.
Description: A gold-etched Aquila flanked by laurels.
Awarded for: Defending the personnel and property of the Adeptus Ministorum.
Squad Bonus: +10 to Fellowship Tests when interacting with agents of the Ecclesiarchy of the Calixis Sector.

Cog of Het

The Cog of Het is an example of one of the very rare Calixis Sector Adeptus Mechanicus commendations, given by representatives of the masters of the Lathe Worlds for properly venerating the machine spirits of vehicles and equipment being used on the field of battle.
Description: A Mechanicus Cog, with three circles worked into the design above the skull.
Awarded for: Effective supplication under fire. This commendation is awarded for a successful Tech-Use Test to repair a vehicle or equipment that was vital to the success of the unit later in the conflict.
Squad Bonus: +10 on all Tech-Use Tests made in battle.

Creating Regimental Awards

There are countless medals pinned to the uniforms of Imperial Guardsmen across the galaxy, and the examples here do not even begin to scratch the surface. Many honours are created for specific Crusades and engagements, and GMs are encouraged to create unique awards based on the engagements in which the players have fought. Below is an example of an award created for a specific engagement:

The Shield of Sacrous

The Shield of Sacrous is a regimental award for the 19th Brontian Longknives for having seen service on the planet Sacrous.
Description: A shield with a planet etched in its centre.
Awarded for: Victory in a major engagement on the planet Sacrous.
Squad Bonus: +10 to all Fellowship Tests when interacting with other Sacrous veterans.

Missions

"New orders, sir. We're to abandon this position and build a new trench three klicks south."

–Unnamed vox operator

In **Only War**, mission parameters exist to aid the GM in fashioning scenarios and encounters for his players. While missions can be extremely varied in terms of details, adversaries and location, most missions fall under a few very broad categories. These missions are the heart of an Imperial Guardsman's duty, and the penalties for ignoring or failing these orders can be dire.

BRIEFING

The main duty of the soldiers of the Imperial Guard is a simple one: follow orders. The reality of following this directive, unfortunately, can be very complicated. There are a wide variety of orders, some of which are very specific, and some of which are vague. Some commanding officers are controlling, while others prefer to give their subordinates looser directives.

The method through which a unit receives its commands varies by regiment, by rank, and by the state of the campaign and the whim of its commanding officers. The chain-of-command may send the Squad its next mission by vox, courier, or the Player Characters may be briefed directly by high command (usually necessitating an intimidating visit to headquarters, which could be anything from a tent to a fortified bunker to an orbiting starship). The orders may be standing orders, telling the unit to engage in a given action until told otherwise, or they might be active orders, directing the unit to accomplish a given objective or objectives.

Sometimes orders are nebulous, and sometimes conflicting orders are given. Many times orders will be handed out with incorrect or incomplete intel. Orders also sometimes come from outside the normal chain-of-command, such as when a unit in the field is requisitioned by an Inquisitor or fall under the control of another pillar of the Imperium. Navigating these choices can be tense, and deciding who to trust and when, may lead to some very tense moments for the players.

Active Missions

Active Missions usually revolve around specific objectives handed down to the squad by command, and they are normally offensive in nature. Every Active Mission will have a primary objective that the squad is required to complete, and many will have secondary and even tertiary objectives assigned to them. These missions have a clear goal and ending that the squad can work towards.

Common Active Mission Archetypes: Recon, Escort, Assault, Search and Destroy, Special Ops, Open Warfare.

Standing Orders

Standing orders are usually more nebulous in nature. While standing orders are occasionally results-oriented, they are usually not, and they are always open ended. If a unit receives a standing order to patrol a certain location or defend a given fortification, it may be for an indeterminate amount of time. Standing orders may last months, years, or sometimes even decades.

Common Standing Order Archetypes: Clearing Patrol, Guard Duty, Fortification, Rest and Refit.

General Orders

General Orders are directives, procedures, and protocols mandated by command. General orders may be things as simple as the order to minimize civilian casualties (a rarity) or utilize certain established code-phrases in official military communication, or as complex as precise chemical earth-salting directives the unit is expected to abide by as it makes a tactical withdrawal on an agri-world.

OBJECTIVES

All Active Missions and most Standing Orders have one or more objectives that the players must achieve in order for the Mission to be completed. An objective is a way of quantifying the success of an Active Mission, giving the players a set of clear goals for their characters to achieve. In keeping with the military nature of **Only War**, objectives are typically set by the GM when the Mission is created and passed on to the characters during the Mission briefing. However, such is the fickle nature of war that objectives can often change during the course of a Mission. There are three kinds of objectives, some or all of which may be present in an Active Mission:

Primary Objectives

These are the key objectives to the Mission that are vital for its completion. If the players do not complete their primary objectives, then the Mission is considered a failure. For this reason, when the GM sets the Mission's primary objectives, he should keep them as simple and as broad as possible. For instance, a primary objective could be to destroy an enemy base, leaving the method of its destruction up to the players. The players should be aware that to complete their Mission they must complete their primary objectives.

Secondary Objectives

Most Missions have additional objectives attached to the primary objective, which reinforce the Mission's success. For instance, if the primary objective is to destroy an enemy base, it might also come with a secondary objective to destroy the nearby enemy landing platform. Typically, secondary objectives are smaller and easier to complete than primary objectives, though they nonetheless require a degree of daring and effort on the part of the players. While completing secondary objectives does not govern the success or failure of the Mission in the same way as primary objectives do, their completion reinforces the Mission's success.

Tertiary Objectives—Targets of Opportunity

After primary and secondary objectives come tertiary objectives, also known as targets of opportunity. These are not objectives in the strictest sense and do not directly influence the completion of the core Mission. They do, however, present the Squad with a chance to earn more glory for themselves and further enhance their standing with command by proving their skill on the battlefield. A typical target of opportunity could be eliminating an enemy commander, destroying a munitions supply dump, or liberating Imperial captives. The GM should give limited information or hints about the Mission's targets of opportunity during the mission briefing, leaving it up to the players to identify them during the game.

MISSION ARCHETYPES

Listed below are some Mission archetypes for an Imperial Guard Squad that the GM can use as the basis for creating his own Missions:

Reconnaissance

Recon missions favour fast-moving vehicles and sharp-eyed soldiers. Intelligence gathering is a vital part of the war effort, and often times the subject of a recon mission will be the subject of a search and destroy mission down the line. An example of a reconnaissance mission would be locating an enemy war machine, or getting the rough count of an approaching Ork horde.

Clearing Patrol

Clearing patrol missions involve the unit investigating a given area, often proceeding in a set pattern, and eliminating any enemy forces they find there. If given as a standing order, a clearing patrol will usually set a given unit a swathe of territory that must be kept under that unit's sphere of influence.

A variation on this theme with a given target already in mind is a **Search and Destroy** mission.

Escort

An escort mission has the unit protecting a target or targets while on the move. Escort missions often involve securing supply lines, bodyguard missions for high-ranking officers, or protecting slower moving support vehicles.

Assault

An assault mission is an order to take an objective, which could be a bunker, a hill, a cluster of buildings, or a simple patch of ground. An assault mission against a well-entrenched foe is extremely dangerous, some of the highest casualties are incurred from assaulting a fortified enemy position.

Defence

A defence mission is an order to defend an objective. These missions will sometimes have the Guardsmen fortifying the objective, by building trenches and sandbagging entrances, though sometimes the mission may be simple **Guard Duty**.

Special Ops

Special Operations missions are usually done behind enemy lines, and usually place stealth as a high priority. Assassination missions and sabotage missions fall under this archetype, which may have a small team of squad veterans sneak into an enemy encampment and kill their commander, or rig a bridge with explosives ahead of an oncoming transport convoy.

Rest and Refit

Rest and Refit is the duty everyone wants to pull. Usually involves light guard duty far from the front, as well as vehicle maintenance and repair.

Open Warfare

An open warfare mission involves epic-scale front-line fighting on one of the campaign's main battlefronts. These battles may have kilometre-long battle lines, thousands or millions of combatants, and may last days or even years. See **Running Massive Battles** on page 301 for further information.

MISSION COMPLICATIONS

These Mission complications are ways in which the GM can keep the players off balance and make the mission more interesting by adding the "fog of war":

Bad Intel

Frequently the Imperium's intelligence about its foes is just plain wrong. Commanders base decisions on unfounded information and send common soldiers to pay for their ignorance. The players will notice something off or contradictory to the intelligence they received in their briefing. Sometimes this incorrect information is merely inconvenient, such as discovering a mountain pass is snowed in or a bridge on the map has been destroyed. Sometimes this is disastrous, such as when enemy forces are far more numerous and powerful than the unit was previously led to believe. In this instance, a tactical withdrawal may be in order.

Friendly Fire

During a mission, the squad may be mistaken for an enemy unit, or find itself subject to Imperial ordnance fire. This is especially troublesome if communication channels are down. The players need to find some way to rectify the situation without causing too much damage to their fellow soldiers.

They Knew We Were Coming...

The enemy has been forewarned of the squad's arrival, perhaps because of superior reconnaissance, but perhaps there is a traitor in the Imperial Guard's ranks.

Cut Off

The battle-lines shift, and the unit finds itself cut off from the main Imperial force. It is unlikely that they'll be able to vox in for support, and they may have to travel quite a way to regroup if they don't have the strength to break back through the enemy's lines and return to safety.



Rivalry

The unit is working in close proximity to another Imperial Guard unit with which they have knowingly or unknowingly developed a rivalry. That unit may be attempting to accomplish the same or a similar objective, and may be looking at the Squad's objective as their own potential target of opportunity.

DEBRIEFING

The first order of business after any major engagement is damage assessment and burial (if the unit has time for it). Burial Procedures are handled by regimental tradition, and are as diverse as the planets from where the Imperial Guard claims its tithe. Guardsmen from a regiment composed of primitive warriors may hold elaborate ceremonies, burning their fallen comrades on funeral pyres and singing dirges about their ancestors well into the night, while Guardsmen from a particularly brutal Death World may do little more than grab their dead brothers' dog tags and any boots in good repair before moving on. Damage Assessment is handled by the unit's quartermaster, though some larger units (or units that are composed primarily of illiterate soldiers) may have a Departmento Munitorum adjutant that handles this paperwork for them.

Once the unit has returned to their lines or base camp and met up with the rest of the army, they can expect to be fully debriefed. A Squad of lower rank, one that has habitually upset command, or one has simply gained the enmity of the wrong people, can usually expect to have their unit thoroughly inspected, to have most of their command decisions critiqued, to experience relatively hostile interrogations, and be expected to file detailed after-action reports. Veteran Squads or Squads who have successfully gained the respect of the campaign's commanding officers (or who have successfully bootlicked their way into little or no oversight) are usually given much greater autonomy, with a cursory inspection and with command only intervening in the case of gross misconduct, disobeying orders, or abuse of command (real or perceived).

It is at this time that medals and honours are awarded, disciplinary actions noted, reports filed, any necessary executions carried out, and new orders given.



Campaigns

"Alright, shift the reserves to the left flank, set charges at the base of the north wall, and have our heavy weapon teams fall back. We may be outnumbered, but we are far from beaten."

–Sergeant Tourmas Greabin at the Siege of Hive Hax

Campaigns are missions tied together to form an overarching narrative. In **Only War**, campaigns usually involve the taking or defending of a planet, from harrowing planetfall to glorious victory (or ignominious retreat). Individual missions should feel like part of an overarching war effort, and pre-planning some of the narrative of a campaign allows a GM to do just that.

DESIGNING A CAMPAIGN

Battles may be won or lost, but it is the successful prosecution of a long campaign that wins the war. Campaigns are a way for the GM to string missions together. The GM should keep the following in mind when designing an **Only War** campaign.

The Setting

Only War is unique in that a given setting is often the objective in a large conflict. A campaign usually plays out on a single planet, and revolves around claiming that planet for the Imperium or defending the planet from some outside threat. The Warhammer 40,000 universe is immense and varied, so the details of a particular world are only limited by the GM's imagination. While there are a few planets in the galaxy that have certain features that define them, (i.e. lava planets or desert worlds), there are numerous others with varied topographies. In a given planet a unit might see action in a frigid mountain zone one month and an arid temperate zone the next. There are numerous planets in the Spinward Front (see page 330) that have already been created with this sort of campaign in mind, and there are plenty more in the Calixis Sector as a whole and other parts of the galaxy that are useable for an **Only War** campaign with a minimum amount of GM adaptation (see **Using Only War with Other Games**, on page 310, for setting ideas from some of the other games in the **Warhammer 40,000 Roleplay** line).

When the GM creates or adopts a planet for his own unique **Only War** adventures, he may want to draw up a rough map with noteworthy geographic features, cities and spaceports, and troop starting locations in order to keep the campaign's main details straight.

The Objective

Another thing the GM should determine when planning an **Only War** campaign is what the Imperial Guard's purpose is for being on the planet. Most campaigns focus around two things, either planetary invasion or planetary defence. A Guardsman's duty is, more often than not, to return a world to the bosom of the Imperium or keep a world out of enemy hands.

Occasionally, however, the objective of a given campaign is less clear. Whole wars have been fought over artefacts, ruins, or religious relics, with the invading force arriving, taking what they desired, and then disappearing overnight. A nonstandard objective may be the result of the machinations of a given Imperial general or noble house, and as such they are often tied to the interests of a commander instead of the Imperium as a whole. Figuring out what they are doing on a planet can sometimes be an excellent mystery for the Player Characters.

Planetary Invasion

When a world has gone rogue, turned its eye from the God-Emperor, and declared itself independent from the Imperium of Mankind, retribution is harsh and swift. Likewise, when a barbarian planet that has been cut-off from the Imperium fails to show the proper deference to Imperial envoys, its population must be shown the might of the Imperium. If a xenos held world has some particular significance to Imperial agents, or if it is simply on the path of a crusade, it must be taken for the Imperium. The main fighting force in such an engagement will be the soldiers of the Imperial Guard—glorious invaders laying waste to the planet's defences.

An Offensive Campaign usually has three primary phases:

Phase One: Landing

Dropping into a hostile landing zone is a harrowing experience. The Imperial Guard's preferred strategy is to overwhelm the enemy whenever possible, so the sky will often be filled with landing craft, shuttles, and Valkyries. The landing phase of an invasion often occurs simultaneously with a pitched naval battle, with gigantic starships unloading their cargo only to be engulfed in flames and destroyed moments later.

Heavy losses are incurred when attacking an entrenched enemy, and if the orbital defence platforms and support batteries don't damage the ship, the pitched battle on the landing zone may give them pause. Scores of Guardsmen are killed in these engagements while charging out of their transports, attempting to overwhelm the opposing forces with sheer numbers and tenacity.

If this battle is won, and the Imperial Guard forces are able to successfully establish a beachhead, command will move on to the second phase of the operation.

Phase Two: Pacification

If the landing phase has gone smoothly, with landing points established, and the Imperial forces are not forced to withdraw, the Imperial forces will wage a war of pacification on the planet. Usually the campaign's command will have a few high priority targets, depending on the nature of the planet. The governor's palace is a common first target, depending on the planet's level of fortification, as are various defensive arrays and support structures. On a hive world, the fighting may move from hive to hive, as rebellious forces are divided and then crushed.

Some planets, especially those with access to a source of fresh troops, may fight the Imperial Guard to a stalemate. These planets often become war worlds, and such conflicts have been known to last many decades or even centuries, as each side of the conflict continually sends troops to the front lines.

Phase Three: Compliance

Once victory has been secured, the Imperial forces must clean up any last pockets of resistance left on the planet. Guerrilla warfare may occur for decades following initial pacification, and mass executions or large-scale re-education camps are the norm for this phase of the operation. An Imperial Guard cohort, especially one that has acquitted itself well, is no longer viable as a fighting force because of casualties, or is nearing the final phases of a successful crusade, may occasionally be asked to stay on the planet as governors or as the officers of its planetary defence force. In this way, heroes of the Imperium throughout the ages have received a quiet and dignified retirement, serving at the upper echelons of the government of a planet newly brought into the Imperium's fold.

More likely, however, the Guardsmen will pack their equipment and move on to the next conflict, many light-years away.

Planetary Defence

When a world of the Imperium discovers that it is in the path of a great threat, such as a Tyranid Hive Fleet or an Ork Waaagh!, their first course of action is often to try to make contact with the Imperial Guard. Many times the call will go unheeded for years or even centuries, and by the time an exploratory battlegroup has been dispatched, the planet has become a charred husk or has fallen completely into barbarism. Other times, however, and especially when a planet is considered to be of tactical importance, the Imperial Guard will arrive ahead of the threat, to fortify the defending forces and protect the citizens of the Imperium from whatever monstrous peril threatens to engulf their world.

A Defensive Action usually has three primary phases:

Phase One: Fortification

If the Imperial force arrives ahead of the vanguard of the invading army, they will immediately begin setting up their defences. Often the Imperial Guard will drop pre-made fortifications from orbiting starships, and Guardsmen will set to work building trenches and setting out sandbags and razor wire. A once relatively peaceful planet can become fully militarized in matter of days.

Guardsmen may be set out to clear any forerunners of the invading army. Tyranids, for example, will infest a planet about to be invaded with their Genestealer progeny, and Ork hordes will sometimes have one or two space hulks or Rokks hit before the main force. A few units will be taken off of fortification and guard duty to deal with these threats before they become disruptive.

Phase Two: Defence

The types of threats to a planet that necessitate intervention by the Imperial Guard are terrible indeed. Mere raiders would usually be left to a planet's garrison. When the enemy arrives, the ensuing fighting is guaranteed to be of epic scale. The fighting will usually begin in orbit, with those on the ground watching the combat in the stars, preparing for the carnage of the inevitable battle. Sometimes, such as with the terrible Tyranid menace, the sun will be blotted out by their sheer numbers. The Guardsmen must look to their faith in the Emperor, and hold fast.

The fighting itself is usually fierce. The numberless enemy will be looking for any hole in the Imperial defences, and it will be up to the loyal Guardsmen to make sure that emplacements are functioning and breaches are manned. The fighting usually becomes close-quarters and chaotic, and as casualties mount on both side it can be difficult to see a clear victor. Eventually the dust settles, and one side or the other is triumphant. One of the best scenarios that a Guardsman can hope for in situations like these is to see his regimental flag still flying high in the aftermath of a full-scale attack from humanity's treacherous foes.

Phase Three: Counter-offensive

After a brief rest, if any, the Imperial Guard will be expected to go on the offensive. Any remaining opponents on the planet must be routed and eliminated, and the Guardsmen will be expected to head out of their fortified areas and clear them out, making the planet safe again for citizens of the Imperium.

When this task has been accomplished, the unit will likely gather their belongings and be shipped out to the next warzone.

Tactical Withdrawal

Then there are the battles that don't go as well for the heroes of the Imperium. When an Imperial force is routed, and does not look like it will recover; when the campaign is lost, the Imperial Guard will begin evacuation protocols. There is often very little time between evacuation orders and departure, so the Guardsmen must hurriedly secure their equipment and make haste to an evacuation zone. Evacuation prioritizes soldiers and command first and civilians often not at all. Many Guardsmen are still haunted by those they left behind—plaintive eyes begging not to be abandoned to the ministrations of whatever enemy of the Imperium has successfully sacked their planet.

All is not lost for those elements of the army that cannot make it to an evacuation point. They will be expected to fight the long war, to continue as guerrillas and insurgents until Imperial forces return to the planet yet again. It may be years, decades, or it may be centuries, but the Imperial Guard fights on. There have been instances where a regiment or battlegroup was cut-off from the main fighting force after a full retreat, and when the forces of the Imperium returned hundreds of years later, they encountered the descendants of these soldiers, generations later, still fighting for the Imperium. Only in death does a Guardsman's duty end.

Threats

The enemies of the Imperium are varied, and they can be obvious or insidious. See **Chapter XI: Adversaries** for further information on opponents common to the Spinward Front (or see **Using Only War with Other Games**, on page 310, for adversaries and NPCs common to other parts of the galaxy). The nature of the enemy, their strength, numbers, and tactics, will decide the nature of the campaign.

Sometimes there will be multiple sides in a given campaign. It is not unheard of for a single planet to be home to three, four, or more opposing factions, all hostile to one another.

Other Considerations

There are a handful of other considerations to make when rounding out your campaign:

Supply Levels

During the opening days of a campaign there may be plenty of food, water, and equipment for the troops, but as the campaign progresses this will likely not be the case for long. Imperial supplies are dependent on the Imperial supply line, and if a campaign is not going well for the Imperium (if the planet has been blockaded, if supply lines have been particularly heavily hit, if supplies have been requisitioned away to a different campaign) then the unit's supplies of rations and equipment may get dangerously low. The Squad may be expected to forage for themselves, or they may be ordered to requisition what they need from the native population, sometimes with violent results.

Length of Campaign

One way that **Only War** differs from other games in the **Warhammer 40,000 Roleplay** line is the scope of time. Missions that would take days or months in other games may take months or years to play out for the Imperial Guard. The characters may wait weeks or months between engagements. The bureaucracy of the Imperium's forces is vast, and it often takes months or years of travel time to get from one section of the planet to another if the tangle of administration ensnares a unit. The GM doesn't have to make his players experience the monotony that sometimes rules a Guardsman's life, but he should give its existence a subtle nod occasionally, to remind the players that war in Warhammer 40,000 universe is a slow process.

Command HQ

Personalizing NPCs in the chain of command is another way to give a campaign a character all its own. The way the Player Characters interact with their commanding officers will greatly influence how they view the conflict. Whether their commanding officer is a buttoned down Mordian who invites battlefield heroes to his personal mess for stately dinners, or a gruff Catachan who the PCs only ever hear about in whispers, personalizing the commanding officer of a campaign is an excellent way to make that campaign unforgettable.

RUNNING MASSIVE BATTLES

Imperial history is rife with legendary conflicts that have been truly epic in scope, with hundred kilometre-long battle lines and throngs of units on either side. When two armies, thousands or millions strong, collide, the results can be chaotic, deadly, and disorienting. It takes skilled commanders, well-versed in tactics and battlefield command, to lead their side to victory.

The Battle Event system is a set of rules that functions as an abstract method for determining the players' actions in such battles narratively, but as the players gain more and more command experience and responsibility, they will be in charge of larger and larger forces, until they are heading up an entire regiment, battlegroup, or even eventually prosecuting their own full-scale campaigns. Rules for that level of battlefield command will be presented in future **Only War** supplements. The massive battle rules in a basic **Only War** campaign focus on the valour and heroism of a single Squad.

Battle Events

Battle Events are narrative situations that focus on the player's actions when they are part of a much larger battle. They are windows of opportunity in a battle that can be taken advantage of by a wise and judicious commander. Fighting in a pitched battle is different to fighting in other encounters, and involves certain considerations to account for the difficulty of adjusting for enemy tactics and efficient troop movement while negotiating a raging battlefield.

To account for this, there are two Tests that are used exclusively during massive battles in an **Only War** game:

Battlefield Awareness and Battlefield Manoeuvres

In the heat of a pitched battle, an Imperial Guardsman will be confronted with chaos and confusion. Multiple units on multiple fronts will be engaging one another, and depending on the enemy it may be difficult to tell friend from foe. In order to navigate in such a treacherous environment, the commanding officers must have two things: an understanding of tactics and the flow of battle to recognize the opportunities available, and a grasp of command and coordination to get his troops to a place where they can take advantage of these opportunities. These two abilities manifest themselves as Battlefield Awareness and Battlefield Manoeuvres.

Battlefield Awareness

In order to recognize the best place to strike, an officer must have an intuitive understanding of the flow of battle. Being able to second-guess the enemy commander, or to successfully predict the tactic that a given enemy is likely to utilise in a given situation, is vital to putting a Squad in a position to take advantage of a battle event. This manifests as a Logic or Scholastic Lore (Tactica Imperialis) Test to notice the Battle

Table 9-2: Battlefield Awareness Difficulty

Roll	Difficulty	Opposing Tactical Acumen	Examples
1-20	+10	Mindless	Rampaging Ork horde, Termagants cut off from the Hive Mind
21-40	+0	Unthinking	Bloodthirsty Warriors of Khorne, "cunning" Ork attack
41-60	–10	Skilled	Imperial Guard Commander
61-80	–20	Expert	Chaos Space Marines
81-00	–30	Transcendent	Ancient Sorcerer of Tzeentch, Eldar Farseer

Event. To determine the difficulty of a Battlefield Awareness Test, the GM may use his own judgement, based on the ability of the opposing battlefield commander, or choose from or roll on **Table 9–2: Battlefield Awareness Difficulty**. In some cases, such as when the opposing force is being led by a known enemy commander, it may be appropriate to make the Logic or Scholastic Lore (Tactica Imperialis) Test an Opposed Test with that adversary.

A Battlefield Awareness Test should only be necessary when the characters are attempting to take initiative in a battle, so the GM may use his discretion if he doesn't believe that the situation warrants a Test, such as when the unit is being attacked by the enemy force.

A Battlefield Awareness Test can also be used to mitigate or instigate a surprise attack, and may be used in place of both the Stealth and Awareness Skills when in a Massive Battle, at the GM's discretion.

Battlefield Manoeuvres

Coordinating a unit in a pitched battle, and getting them safely from where they are to where they need to be, is an exercise in organisation and management that begins long before a battle has begun. It is instilled in every Guardsman during his training, to move and function as a unit. The battlefield, however, can be a terrifying and disorganized place, so it is up to the unit commander to make sure his troops are synchronized and prepared for battle, even as one rages around them. This requires a successful Command Test. The difficulty of a Battlefield Manoeuvre should be based off of prevailing battlefield conditions. The GM may choose from or roll on **Table 9–3: Battlefield Manoeuvre Difficulty**.

Table 9-3:
Battlefield Manoeuvre Difficulty

Roll	Difficulty	Battlefield Conditions	Examples
1-20	+10	Clear	Open Ground, No Enemy in Sight
21-40	+0	Difficult	Broken Ground, Ruins
41-60	–10	Rough	Thick Foliage, Heavy Fighting
61-80	–20	Gruelling	Fortified Bunkers, Elite Military Units
81-00	–30	Dangerous	Lava Flows, Sandstorms, Millions Strong Armies

Battle Events Archetypes

Anything that may conceivably happen in a large scale battle is suitable as the basis for a Battle Event. The Player Characters may notice a weakness in an enemy fortification and attempt to blow it up with explosives, or they may see an adversary from earlier in the campaign and try to take him out for revenge. Below are a few archetypes useful in creating unique Battle Events for a given campaign.

Surprise Attack

Flanking and surrounding enemy forces is an important battlefield advantage, and this archetype has the unit either making such a manoeuvre or defending against one.

Charge!

Sometimes the best course of action on the battlefield is to charge straight at the enemy line and break it. This Battle Event is one of the most harrowing and heroic battlefield actions a Squad can take, as they press straight into the enemy forces. Against a truly overwhelming force, a charge may require a Command Test.

Support

This Battle Event has the Player Characters either defending or attacking a given support unit. Support units are any units not directly engaged in fighting. They may be defending or attacking a communication station or a triage unit, but most likely they are either guarding Imperial, or attempting to destroy the enemy's, ordnance-scale weaponry, such as tanks or artillery.

High Ground

This archetype has the characters attempting to secure, or defend, an important battlefield objective. This could be a certain building on the battlefield, a high tower, an enemy bunker, or something as simple as a hill.

Face Off

A Face Off Battlefield Event occurs when the unit is facing an equal force without much backup, such as when the leader of an opposing unit challenges a member of the Squad to a duel. This Battle Event archetype may involve the characters facing off against some central component of the opposing army, and as such lends itself to the culmination of a campaign revolving around a central adversarial character.

Victory and Defeat

The GM may wish to reach the end result of the battle completely narratively, with the ultimate victor on the battlefield being determined by the dictates of the story. However, the players will feel more involved if the GM sets up a massive battle with the Player Characters ultimately determining the winner. If the GM wishes to have the players be the deciding factor in a major battle, he should determine a set number of Battle Events (usually between three and five such events). If the PCs are able to recognize, get to, and win the majority of the Battle Events available to them, they have swayed the battle towards victory for the Imperium. If they have not, their adversaries have won the battle, and they must now deal with the consequences.

Interaction

"And when they witness us in battle, they cannot help but lose all hope. They will tremble at the glory of the God-Emperor, the grandeur of his Imperium, and the magnificence of his armies. They will see that we are their ruin, their scourge, their condemnation, and their doom. They will know that we are their righteous destruction."

– Colonel Verkan at the Fourth Battle of the Gondive River

Not every encounter an Imperial Guardsman faces in his career is found on the battlefield. In their daily struggle for the good of the Imperium, as lynchpins of their units and later as commanders, the players will come face-to-face with a host of Imperial personalities. Gaining the hard-won respect of a jaded Space Marine Battle-Brother or convincing a superior officer that the Squad's battle tactics are sound is a function of a character's Interaction Skills. Knowing how best to deal with these individuals can mean the difference between the success and failure of a Mission, and for a Guardsman, more often than not, that's the difference between a long and glorious career in service to the Emperor or an ignominious death in the mud on some backwater planet.

INTERACTION SKILLS

Chapter IV: Skills presents a number of Interaction Skills such as Charm, Command, Deceive, and Intimidate. To make a good impression, a character would use Charm, to issue orders he would use Command, to cheat or lie he would use Deceive, and to frighten he would use Intimidate. Together, these Skills offer Player Characters tools for interacting with the people of the Imperium.

USING INTERACTION SKILLS

During a game session, a player doesn't need to make Interaction Tests every time he has a conversation or makes a transaction. For simple actions that carry little or no jeopardy, the player just plays the role of his character. The outcome of these interactions between the character and the NPCs are then determined by the Game Master. However, a player should make an appropriate Skill Test if there are consequences for failure or if success would serve to advance the plot in a considerable way. Examples that would require a Skill Test include attempting to convince an NPC to do something that is dangerous to them in some way, or in direct violation of that NPC's morality or honour, such as accepting a bribe or covering up a murder. Ultimately, when a player does or does not need to make a Skill Test is up to the Game Master's discretion, and he has final say on the outcome of the encounter.

Example

Sergeant Rechtar is yelling into his vox, trying desperately to get some fire support for his pinned-down men. The junior officer on the other end has just been told by his superiors that Sergeant Rechtar's sector of the battlefield is considered a lost cause, and that no extra support is to be sent. Based on the vicious expletives that Sergeant Rechtar is screaming into his vox, the GM decides that Rechtar can make an Intimidate Test to see if he can convince the young officer to send out one final flight of Valkyries.

DISPOSITIONS

When making an Interaction Skill Test, there are a number of variables that dictate the final difficulty of the Test. Such situations can include atmosphere, situation, and an NPC's particular circumstances. Most important, however, is how the NPC is disposed toward the Player Characters—how the NPC regards the squad-mates and what feelings (or lack thereof) he displays. The NPC's disposition, which is always set by the GM, determines the base difficulty of any Test. Other factors can adjust the difficulty up or down as the situation demands and as the GM sees fit. **Table 9–4: Dispositions** provides sample dispositions based on specific Tests and their corresponding difficulty.

With an Interaction Test, the target's disposition improves one step per Degree of Success. Likewise, the target's disposition worsens one step per Degree of Failure. Generally, a target's disposition must be Indifferent toward the players to do as requested. Even then, the target will only do what the players ask about 50% of the time if left unsupervised. Each step above Indifferent improves that chance by 10%. Under close supervision, the base chance increases by 20%.

INTERACTION AND GROUPS

When a player uses an Interaction Skill against a group, such as commanding a unit, he resolves the Test as described earlier, with the disposition of the group set by the GM based on the group's overall attitude toward the Player Character. The player makes the Test as normal, and with one Degree of Success he affects a number of individuals in the group equal to his Fellowship Bonus. Note that certain Talents can increase the number of individual targets a player can affect.

Table 9-4: Dispositions

Difficulty	Modifier	Charm	Command	Deception	Intimidate
Easy	+30	Infatuated	Fanatical	Gullible	Terrified
Routine	+20	Affectionate	Devoted	Trusting	Frightened
Ordinary	+10	Favourable	Loyal	Accepting	Startled
Challenging	+0	Indifferent	Indifferent	Indifferent	Indifferent
Difficult	–10	Disdainful	Resentful	Suspicious	Brave
Hard	–20	Contemptuous	Disloyal	Sceptical	Courageous
Very Hard	–30	Disgusted	Mutinous	Disbelieving	Foolhardy

Fear and Damnation

"...and that's when I realized they were dead, all dead. Now their faces are the only thing I see when I close my eyes."

–Sergeant Grortron Fel, last words before execution

The rules presented here reflect many threats to the mind and soul, and how the Player Characters interact with them. They are separated into three distinct, but interlinking sections: Fear covers a character's immediate reaction to frightening events and creatures, Insanity deals with the long-term effects of mental trauma on a character, while Corruption deals with the insidious influence of Chaos and forbidden knowledge. During combat encounters, only the rules for Fear are generally used. The effects of Insanity and Corruption are dealt with in the aftermath of a battle rather than during it.

Insanity and Corruption Points

Insanity Points (IP) and Corruption Points (CP) are Characteristics that Player Characters gain during play. Both of these scores begin at 0 when a PC begins the game and increase over time as damage is done to a character's state of mind (as demonstrated by Insanity Points) and the purity of his soul (as demonstrated by Corruption Points). The higher these scores, the more tainted, damaged, and debilitated a character becomes, and should either of these scores ever reach 100, the character is either slain by his Commissar for his own good or falls from grace and becomes an enemy of the Imperium. In either case, he can no longer serve in the Imperial Guard—he is lost in the eyes of the Emperor and must be retired from play.

Table 9-5: Shock

Roll d100 and add 10 for every Degree of Failure.

Roll	Result
1-20	The character is badly startled. He may only take a single Half Action during his next Turn, but afterward he may act normally.
21-40	Fear grips the character and he begins to shake and tremble. He suffers a –10 penalty on all Tests for the rest of the encounter unless he can recover his wits (see **Shock and Snapping Out of It**, page 305).
41-60	Reeling with shock, the character backs away from the source of his Fear. The character cannot willingly approach the object of his Fear, but may otherwise act normally, with a –10 penalty on all Tests until the end of the encounter.
61-80	The character is frozen by terror. He may take no Actions until he Snaps Out of It (see **Shock and Snapping Out of It**, page 305). After snapping out of it, the character makes all Tests with a 10 penalty for the rest of the encounter.
81-100	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so, may only take Half Actions and is at a –20 penalty to all Tests. Once away from the danger, he must successfully Snap Out of It (see **Shock and Snapping Out of It**, page 305) to regain control.
101-120	Fainting dead away, the character keels over and remains unconscious for 1d5 Rounds. Once he regains consciousness, he is still shaken and takes all Tests with a –10 penalty until the end of the encounter.
121-130	Totally overcome, the character screams and vomits uncontrollably for 1d5 Rounds. During this time he may do nothing, and drops anything he is holding. Afterward, until the end of the encounter, the character may only take a single Half Action each Turn until he has a chance to rest.
131-140	The character laughs hysterically and randomly attacks anything near him in a manic frenzy, firing wildly or attacking with whatever he has at hand. This effect lasts until the character Snaps Out of It (see **Shock and Snapping Out of It**, page 305), or until he is knocked unconscious.
141-160	The character crumples to the ground for 1d5+1 Rounds and begins sobbing, babbling, and tearing at his own flesh, and may do nothing else. Even after he returns to his senses, he is a complete mess, and suffers a –20 penalty on all Tests until the end of the encounter.
161-170	The character's mind snaps. He becomes catatonic for 1d5 hours and may not be roused.
171+	The character is so overcome with terror that his heart immediately stops. He must make a **Challenging (+0) Toughness Test** or die. If the Test is successful the character still falls catatonic for 1d5 hours as above.

FEAR

Fear comes into effect when a soldier faces unnatural horrors and mind-bending foes, or when he is called on to battle against terrifying aliens, insane perversions of science, or nightmarish entities from the warp. When a PC is confronted by such a frightening event or adversary, he must make a Fear Test; this is a Willpower Test, modified by how frightening the horror he faces is. If the PC passes this Test, then he may continue to act as normal. If he fails, however, he succumbs to Fear.

Degrees of Fear

Fear can come in many forms, but some things are clearly more frightening than others. A single daemon may well break the morale of an Imperial Guardsman, while a Bloodthirster may completely break his mind. **Table 9–6: Fear Test Difficulties** shows the penalties to Fear Tests based on the Fear Level of the source of Fear.

Failing the Fear Test

If, in a combat situation, a character fails a Fear Test, he must immediately roll on **Table 9-5: Shock**, adding +10 to the result for each Degree of Failure. The effects listed are applied immediately to the character. If the character fails a Fear Test in a non-combat situation, he becomes unnerved and suffers a –10 penalty to any Skill or Test that requires concentration. This penalty lasts while the character remains in the vicinity of the source of his Fear (simply leaving and coming back again doesn't stop this). In addition, if a non-combat Fear Test is failed by 3 or more Degrees of Failure, the character also gains +1d5 Insanity Points.

Shock and Snapping Out of It

Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on **Table 9–5: Shock** that a character may "snap out of it," he can make a Willpower Test in his next Turn. If successful, he regains his senses, shrugs off the effects, and may act normally. If he fails, the effect continues and the character may try to snap out of it again in the following Turn, and so on.

Table 9-6: Fear Test Difficulties

Degree of Fear	Test Modifier
Fear (1) Disturbing	0
Fear (2) Frightening	–10
Fear (3) Horrifying	–20
Fear (4) Terrifying	–30

Very Bad Things

Fear Tests in non-combat situations are very much the GM's call as to when and where they occur, and should not be considered automatic. They can be best used to bring home the horrific nature of the battlefield, or of a particularly hellish location or dark artefact. The following are some guidelines for setting Degrees of Fear outside of combat, and examples of situations that would cause a Fear Test other than those triggered by an enemy's Fear Trait:

- **Fear 1–Disturbing (0)**: Viewing the scene of a gruesome murder, or seeing minor unknown supernatural or psychic phenomena—strange lights, spectral voices, weeping statues, etc.
- **Fear 2–Frightening (–10)**: Meeting someone you know to be dead, being buried alive, or encountering major supernatural or psychic phenomena—the skies raining blood, a painting forming shrieking mouths, etc.
- **Fear 3–Horrifying (–20)**: Sudden, shocking, and inexplicable death (the man next to you on the shuttle suddenly dies, vomiting maggots), hideous moments of revelation (finding yourself covered in blood, surrounded by bodies with a hot lasgun in your hand and no memory of how you got there), the dead rising across a whole planet, etc.
- **Fear 4–Terrifying (–30)**: Experiencing a full-scale daemonic incursion, discovering your failure is responsible for the deaths of millions, staring unprotected into the Warp.

INSANITY

Life on the battlefield is harsh, and a soldier of the Imperial Guard can expect to be amidst constant death and horror as he acquits himself of his duty to the Imperium. For even the most stalwart of the Imperium's heroes, a slow slide into insanity is a constant threat. No human mind, not even one hardened by the harsh rigours of a life of constant warfare, is immune to the slow erosion of sanity by the horrors of the 41st Millennium, and Guardsmen are no exception.

In **Only War** these dangers are represented by Insanity Points. Insanity Points represent the strain put on a character's mind by his experiences; the more Insanity Points a character has, the more fragile his mind has become. The cumulative effects of gaining Insanity Points are divided into Traumas, which represent the short term after-effects of particularly terrible experiences, and Disorders, which are permanent mental afflictions that mark a character's slide into total madness.

Degrees of Madness

A character is classified as having a certain Degree of Madness depending on how many Insanity Points he has accumulated. This classification gives a player a broad idea of the state of a character's mind and how close to the edge he has become. A character's Degree of Madness also determines the modifier that will apply to Tests taken to avoid Mental Trauma.

Table 9-7: Insanity Track

Total Insanity Points	Degree of Madness	Trauma Modifier	Disorder
0-9	Stable	N/A	None
10-19	Unsettled	+10	—
20-29	Unsettled	+10	—
30-39	Unsettled	+10	—
40-49	Disturbed	+0	1st–Minor
50-59	Disturbed	+0	—
60-69	Unhinged	–10	2nd–Severe
70-79	Unhinged	–10	—
80-89	Deranged	–20	3rd–Acute
90-99	Deranged	–20	—
100+	Terminally Insane—Character retires from play		

Mental Trauma

Mental Trauma represents the relatively short-term damage to a character's state of mind that he suffers after experiencing a particularly horrific event. Each time the character's Insanity Point total rises by another 10 points he must make a Trauma Test. This is a Willpower Test, modified in difficulty by how many Insanity Points the character has accrued in total (see **Table 9–7: Insanity Track**). If the Test is passed, the character manages to cope with his experience without any ill effect. If the Test is failed, roll on **Table 9–8: Mental Traumas,** adding 10 to the roll for every Degree of Failure. This result is applied in the aftermath of any encounter that inflicted the Insanity Points.

Gaining Mental Disorders

Mental disorders reflect the permanent, long-term effects on a character's mind of the horrors of the battlefield. A character automatically gains a new disorder (or a more severe version of an existing disorder) each time he acquires a certain number of Insanity Points. A character gains one Minor Disorder when he gains 40 Insanity Points, one Severe Disorder when he gains 60 Insanity Points, and one Acute Disorder when he gains 80 Insanity Points (this corresponds to becoming "Disturbed," "Unhinged," and "Deranged" on **Table 9–7: The Insanity Track**).

Disorders can be selected by the GM, or the GM can allow the player to select one if he prefers. A character must have the preceding severity of a disorder for it to get worse, so for a disorder to become "Severe" the character must have the "Minor" version of the disorder first.

Only the Insane Shall Prosper...

The more insane a character becomes, the less horrific things seem. After all, what are the terrors of the battlefield compared to the horrors a soldier sees when he closes his eyes? If the tens digit of a character's Insanity Point total is double (or more) a thing's Fear Rating (see page 305), the character is unaffected by that source of Fear and does not need to make a Fear Test.

Disorders and Their Severity

The effect a mental disorder has on a character is left largely up to the GM, though the descriptions presented below provide some guidelines. If a character finds himself in a situation or encounter where his disorder will be immediately or dangerously detrimental, he may make a Willpower Test. Success means that he is able to ignore the effects of the disorder for the remainder of the encounter.

All disorders are rated as Minor, Severe, or Acute, in ascending order of effect.

- **Minor Disorder:** The effects of the disorder manifest rarely or exhibit a fairly weak compulsion. Any Test to overcome the effects of the disorder gains a +10 bonus.
- **Severe Disorder:** The effects of the disorder are stronger and may manifest regularly. There is no modifier to Tests made to overcome the effects of the disorder.
- **Acute Disorder:** The effects of the disorder are very strong and will trigger at the slightest stimulation. Any Tests to overcome the effects of the disorder are made a –10 penalty.

Types of Mental Disorders

The range and scale of unpleasant disorders that might afflict a character is potentially limitless, and a few examples are presented here. GMs should also feel free to invent their own to suit individual characters and the terrible trials they've undergone. Below are a few examples of common battlefield disorders, any of which may progress during a character's development from Minor to Acute:

Phobia

The character has a deep fear of a particular thing or circumstance. A phobic character must succeed on a Willpower Test to interact with the sources of his phobia. Enforced or gratuitous exposure to the source of his disorder may incur Fear Tests. Examples of this disorder include:

Fear of the Dead: The character has an abiding fear and loathing of corpses and the dead, and can't stand to be around them for any length of time. Perhaps this is because sometimes they don't stay dead...

Fear of Insects: Scuttling, carapaced things with many legs are the stuff of this character's waking nightmares: faceless, numberless, and hungry, forever hungry...

Obsession/Compulsion

The character has a compulsion to perform a particular action or is obsessed with a particular thing. A character must make a Willpower Test not to act in a compulsive way or pursue his obsession when the opportunity arises. Examples of this disorder:

Kleptomania: A character compulsively steals small objects if he has the opportunity. Often the character attaches no value to the items, he just feels the need to steal them. This one can be particularly dangerous for a Guardsman, as stealing from the unit in war time is often a capital offence.

Self-Mortification: The character feels the need to scourge and whip his flesh on a regular basis (though this may be tied to a particular event, such as killing or thinking impure thoughts), in order to purge away the sin of his actions through pain.

The Flesh is Weak: The character blames the limitations of his own body for his failures and problems. He becomes increasingly obsessed with surgical modification and bionic replacement.

Visions and Voices

The character sees things that are not there and hears things that others do not. Acute sufferers may experience visions into which they are totally immersed.

Dead Comrade: The character hears the voice of an old friend now long-dead, perhaps a close comrade that he was unable to save or a brother-in-arms that sacrificed his life for the character. At a Severe level he may even have visions of his friend, or converse with him if his condition becomes Acute.

Flashbacks: The character relives traumatic moments from his life, often harkening back to a particularly vicious or harrowing battlefield encounter. The length and vividness of these episodes varies according to the seriousness of his condition.

Delusion

The character suffers from a particular false belief that he must act on as if it were the truth, despite his better judgement or any evidence to the contrary.

Invulnerability: The character believes that he will never get severely injured, possibly through luck or divine providence. Such a character would have to pass a Willpower Test to avoid taking on a vastly superior force instead of exercising due caution.

Righteousness: The character believes that his choices are right and justified, no matter the cost. Such a character may callously and needlessly send troops to their death in the pursuit of a failing battle plan, even when the evidence that a change in tactics is necessary becomes overwhelming.

Horrific Nightmares

The character suffers from vivid and recurring nightmares; like being imprisoned in an endless machine, or being vivisected by masked men while paralyzed and helpless. After any stressful day, the character must pass a Willpower Test in order to not succumb to his terrors while asleep. If he fails, the character will suffer from a single level of Fatigue (see **Fatigue**, page 257) on the following day.

Table 9-8: Mental Traumas

Roll 1d100 and add +10 for every Degree of Failure

Roll	Result
01-40	The character becomes withdrawn and quiet. The character is at a –10 to all Fellowship-based Tests for 3d10 hours.
41-70	The character must compulsively perform an action (such as fevered praying, frantically cleaning a weapon, etc.) and pays little attention to anything else. All Tests that are based on Intelligence, Fellowship, or Perception suffer a –10 penalty. This effect lasts for 3d10 hours.
71-100	The character is constantly fearful, seeing danger everywhere, and is extremely jumpy. The character gains a +10 bonus to all Perception-based Tests and is at a –10 penalty to his Willpower for the next 1d5 days.
101-120	The character suffers from a temporary Severe phobia (see **Disorders**, page 306). This effect lasts for 1d5 days.
131-140	The character suffers vivid and extreme nightmares whenever they try to sleep. The next day, and for a further 1d10 days, the character will be exhausted by a lack of sleep and gains a level of Fatigue.
141-150	The character is struck dumb and is unable to speak. This lasts for 1d5 days.
151-160	Extremely distressed and unfocused, the character refuses to eat or drink, and looks to be in a terrible state. The character takes a –10 penalty to all Characteristics (though no Characteristic will be reduced below 1 by this effect) for 1d10 days.
161-170	The character temporarily becomes hysterically blind or deaf. This effect lasts for 1d10 days.
171+	The character becomes completely traumatised and virtually unresponsive. He can't initiate actions, but may be gently led. This effect lasts for 1d10 days.

Removing Insanity Points from a Character

With the GMs permission, a character may use xp to remove Insanity Points. It costs 100 xp to remove a single Insanity Point. A character may never go down a Degree of Madness, and so will never lose one of their disorders through this method. The removal of Insanity Points should be properly represented as time and effort spent by the character in game (long-term palliative care, prayer, fasting, penance, recuperation in quiet and pleasant surroundings, etc.).

Corruption

The corrupting taint of Chaos is ever-present in the galaxy, and the stalwart soldiers of the Imperial Guard are not immune to its insidious touch. Encounters with daemons, dark rituals, and even the knowledge that such things are possible are all paths to corruption. The swirling tempest of psychoactive energies and pseudo-matter that makes up the fabric of warp-space is more deadly than any radiation. It can instantly destroy, but it can also effect hideous transformations on material, body, and mind, far beyond anything found in a sane universe. To most, corruption is a doom to be avoided at all costs, but some, once they find themselves walking the path to damnation, will seek to embrace the darkness.

Corruption Points

Corruption Points (CP) operate much like Insanity Points, except they are gained through exposure to the warp, dark rituals, cursed artefacts, and daemonic influence. The more Corruption Points a character has, the more afflicted he becomes; this is reflected in the rules by the risk of Malignancies and Mutation on **Table 9–10: The Corruption Track**.

Table 9-9: Malignancies

Roll	Effect
1–10	**Palsy:** The character suffers from numerous minor tics, shakes, and tremors with no medical cause. Reduce his Agility by 1d10.
11–15	**Dark-hearted:** The character grows increasingly cruel, callous, and vindictive. Reduce his Fellowship by 1d10.
16–20	**Ill-fortuned:** Whenever a character uses a Fate Point, roll 1d10. On a result of 7–10, the Fate Point has no effect but is spent anyway.
21–22	**Skin Afflictions:** The character is plagued by boils, scabs, weeping sores and the like. He takes a –20 penalty to all Charm Tests.
26–30	**Night Eyes:** Light pains the character, and unless he shields his eyes he suffers a –10 penalty on all Tests made in an area of bright light.
31–33	**Morbid:** The character finds it hard to concentrate as his mind turns increasingly macabre and he becomes prone to tortured, gloom-filled trains of thought. The character's Intelligence is reduced by 1d10.
34–45	**Witch-mark:** The character develops some minor physical deformity or easily concealable mutation. It is small, but perhaps enough to consign him to death if found out by a fanatical witch hunter or a particularly vigilant Commissar. It's in his best interests to hide it well.
46–50	**Fell Obsession:** This functions like the Obsession Disorder (see page 307), but in this case the character is obsessed by something sinister or malign (such as collecting finger-bone trophies, ritual scarification, carrying out meaningless vivisections, etc.).
51–55	**Irrational Nausea:** The character feels sick at the sight, sound, or smell of something otherwise innocuous (such as prayer books and holy items, bare flesh, human laughter, fresh food, etc.). When he encounters an object of his revulsion he must make a Toughness Test or suffer a –10 penalty to all Tests as long as he remains in its presence.
56–60	**Wasted Frame:** The character's pallor becomes corpse-like and his muscles waste away. The character's Strength is reduced by 1d10.
61–63	**Night Terrors:** The character is plagued by daemonic visions in his sleep. This functions identically to the Horrific Nightmares Disorder (see page 307).
64–70	**Poor Health:** The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to fully heal. The character's Toughness is reduced by 1d10.
71–75	**Distrustful:** The character cannot conceal the distrust and antipathy he has for others. He must take a –10 penalty to Fellowship Tests when dealing with strangers.
76–80	**Malign Sight:** The world seems to darken, tarnish, and rot if the character looks at anything too long. The character's Perception is reduced by 1d10.
81–83	**Ashen Taste:** Food and drink are taste foul and provide little sustenance to the character, and he can barely stomach eating. The character doubles the negative effects for levels of Fatigue.
84–90	**Bloodlust:** Murderous rage is never far from the character's mind. After being wounded in combat, he must succeed at a Willpower Test to allow his enemies to flee, be captured, or incapacitated, rather than killing them outright, even if his intent is otherwise.
91–93	**Blackouts:** The character suffers from inexplicable blackouts. When they occur and what happens during them is up to the GM.
94–00	**Strange Addiction:** The character is addicted to some bizarre and unnatural substance (such as eating rose petals, drinking blood, the taste of widows' tears, etc.). This acts like a Minor Compulsion Disorder (see page 307), but is freakish enough to cause serious suspicion if discovered.

Table 9-10: Corruption Track

CP Total	Degree of Corruption	Malignancy Test	Mutation
01–30	Tainted	+0	—
31–60	Soiled	–10	First Test
61-90	Debased	–20	Second Test
91-99	Profane	–30	Third Test
100+	Damned—Character is removed from play		

Moral Threats

The exact level of Corruption Points inflicted by a particular event, revelation, or encounter is determined by the GM. Following are some guidelines:

Warp Shock: If the character suffers Insanity Points resulting from a failed Fear Test involving entities form the warp, the number of Corruption Points inflicted on him are equal to the being's Fear Rating (i.e. Fear [2] equals 2 CP).

Rending the Veil: Characters caught in a full-blown intrusion of the warp into corporeal reality gain Corruption Points from the experience. The amount awarded depends on what occurs and the severity of the breach. This may be anywhere from a single point to several d10s in value.

Sorcery: Practicing sorcery, witnessing dread rituals, or invoking daemons are all causes of Corruption. Minor rituals cause 1d10 Corruption Points, and major ceremonies can cause many more.

Blasphemous Lore: Knowledge itself can corrupt, and the study of certain tomes or pict-logs can cause Corruption in the viewer.

Dark Deeds: Evil acts done in the furtherance of a malignancy, in pursuit of forbidden lore, or done to appease a daemon always cause Corruption Points.

Vile Persuasion: Many daemons and cult leaders are masters of insidious temptation and of sowing the seeds of doubt in a faithful heart. Their words and arguments can corrupt where force alone would fail.

Purge the Unclean

Commissars, though they are not granted insight into the workings of the Ruinous Powers, are specially trained to look for signs of corruption, Chaos-worship, and mutation. Any member of the squad who is exhibiting the tell-tale signs of Chaos-taint can expect summary field execution from a vigilant Commissar.

Additionally, if rumours persist that a unit has been tainted or that its commanding officers have become corrupt, the Guardsmen can expect a visit from any Witch Hunters in the area, regardless of how well they acquit themselves on the battlefield. The more high profile a unit is, the more likely it is that they will receive a visit from Acolytes of the Inquisition...



The Malignancy Test

For every 10 total Corruption Points a character gains, he must make a Willpower Test to see if his Corruption has manifested as literal damage to his body and soul. This roll is modified depending on the number of CP the character already possesses as noted on **Table 9–10: Corruption Track**. If the Test is failed, the character's Corruption is given form. These metaphysical and psychosomatic scars are called Malignancies, and are randomly rolled on **Table 9–9: Malignancies**. If a player rolls a result that he has previously suffered for failing a previous Malignancy Test, he must roll again.

Mutation

A character's Corruption Points total is also used to determine the warping effects of Chaos upon his body. As his Corruption builds, his flesh may revolt, twisted by the power of dark gods. For every 30 Corruption Points a character gains, he must make a Test against two Characteristics of his choice or suffer a Minor Mutation (in the form of a Trait). He may not Test against the same Characteristic twice to resist mutation. A player should make a note on his Character Sheet of the Characteristics he has already Tested to resist mutation.

Traits that are recommended to inflict on a character as his Minor Mutation include: Blind, Burrower, Dark-sight, Fear (1) Disturbing, Multiple Arms, Natural Armour (4), Natural Weapons, Quadruped, Regeneration, Size (either Hulking or Weedy), Sonar Sense, or Toxic. These Traits can be found on page 154 of **Chapter V: Talents and Traits**, and the exact cosmetic form they take is left up to the GM.

Using Only War with Other Games

"They are not my most subtle tool, but they are my favourite."

–Inquisitor Galdred York, on the Imperial Guard

The **Only War** roleplaying game is a game of battlefield heroism, and as such a host of NPCs, suitable for use as both allies and adversaries, can be found within the character creation guidelines and adversary sections of **Black Crusade, Deathwatch**, **Rogue Trader**, and **Dark Heresy**. A wealth of setting information can likewise be found in the other books of the **Warhammer 40,000 Roleplay** line.

BRINGING OTHER GAMES INTO ONLY WAR

The things a Guardsman can run into on the battlefields of the 41st Millennium are wide and varied. The other books of the **Warhammer 40,000 Roleplay** line offer great resources for allies and enemies of all kinds.

Dark Heresy

Dark Heresy presents a wealth of knowledge about the day-to-day operations of the Imperium as a whole, and what life is like for its common citizens, as well as specific information about the operations of the Inquisition. Any number of missions might bring an **Only War** group face-to-face with an Inquisitor, or at least his Acolytes, and an Inquisitor has the authority to swoop in and commandeer a squad, regiment, or entire campaign for whatever arcane and inscrutable reasons he desires. Inquisitors themselves are strange and aloof—the nature of their service to the Emperor often keeps them at arm's length from other members of the Imperium. Entire adventures or campaigns can be set around such a central figure.

Dark Heresy also has a whole host of adversaries that an Imperial Guard squad could theoretically find itself in combat against. The pages of the **Dark Heresy** books are filled with cults, servants of the Ruinous Powers, strange xenos threats, daemons, and Imperial traitors.

The Calixis Sector is a rich and varied place to set any **Only War** campaign. In fact, two of the sample regiments, the Maccabian Janissaries and the Brontian Longknives, hail from that sector of the galaxy, and the Spinward Front is merely its subsector. Any campaign that prominently features either of these regiments would benefit greatly from a more nuanced understanding of the sector of space they call home.

Rogue Trader

Rogue Trader has ship-to-ship combat rules that are as well-suited to simulating high-level Imperial Navy engagements as they are to the operations of any given Rogue Trader vessel. **Rogue Trader** also has plenty of extra details on what life is like inside an Imperial starship, something the Guardsmen of **Only War** will undoubtedly experience as they are ferried from campaign to campaign in service to the Emperor.

While the Koronus Expanse has very little Imperial Guard presence, there are plenty of threats that snake their dark tentacles into other parts of the galaxy, and large-scale Imperial military operations, though rare, do occasionally happen there. Many of the dread xenos threats that make that dark frontier their home can just as easily rear their ugly head in the Calixis Sector. Inquisitors and high level Rogue Traders are completely capable of diverting the interests of the Imperial Guard to whatever sector of space they so choose, so it is not without precedent that a few regiments would be called to fight in the Koronus Expanse, without reinforcement and far from the safety of the Imperium as a whole.

Deathwatch

Bringing a **Deathwatch** game into an **Only War** game might, at first glance, seem like one of the easiest campaigns to combine, but it is actually one of the trickiest. It's very difficult to reconcile the disparate power levels of Space Marines and Imperial Guardsmen, and the genetic super-soldiers of the Adeptus Astartes can easily overshadow Imperial Guard characters. Space Marines in an **Only War** campaign are best used sparingly, and will always be a source of shock and reverence for any Imperial Guard characters they encounter.

The Jericho Reach setting, however, is an extremely rich place for a Guardsman to be. The Achilus Crusade is seeing some of the most desperate and pitched battles in the galaxy, and any Imperial Guard regiment would be right at home fighting in any of the three battlefronts of that massive conflict.

Table 9-11: Skill Changes

Only War Skill	Previous Warhammer 40,000 Roleplay Skill
Acrobatics	Acrobatics, Contortionist
Athletics	Climb, Swim
Awareness	Awareness, Lip Reading, Search
Charm	Charm, Performer
Commerce	Barter, Commerce, Evaluate (with regard to an item's worth only)
Logic	Logic, Gambling, Tactics
Linguistics	Ciphers, Literacy, Secret Tongue, Speak Language
Medicae	Chem-Use, Medicae
Operate	Drive, Pilot
Parry	Not previously a Skill; any character with WS advances or a WS 50+ should have the Parry Skill
Stealth	Concealment, Silent Move, Shadowing
Survival	Survival, Tracking, Wrangling
Tech-Use	Demolitions, Tech-Use
Toughness†	Carouse

†Carouse has been removed and should now be resolved with a Toughness Characteristic Test.

Table 9-12: Talent Changes

Only War Talent	Changes from Previous Systems
Weapon Training	Pistol Weapon Training, Basic Weapon Training, Heavy Weapon Training; individual Weapon Training Talents in **Only War** cover a different range of weapons than those in previous games.

Black Crusade

Black Crusade has a host of enemy options for the heroes of the Imperial Guard. The character creation system of **Black Crusade** can just as easily be used to create epic villains as PCs, whether the GM wants an Apostate and his army of Chaos-worshippers or a small but terrifying squad of Chaos Space Marines. **Black Crusade** characters make excellent antagonists for the Imperial Guard, especially as enemy commanders or recurring villains.

Ships are lost in the warp all the time, and though chances are unlikely that a regiment of the Imperial Guard would survive for any length of time in the Screaming Vortex, that could be the basis for a very interesting (if harrowing) campaign, as the regiment literally has to fight its way through hell and back.

BRINGING ONLY WAR INTO OTHER GAMES

Being the largest military organisation in the entire galaxy, the Imperial Guard affects every corner of the Imperium in some way. This makes **Only War** a great resource for use with any of the other books of the **Warhammer 40,000 Roleplay** line.

Dark Heresy

The Guardsman career can easily be fitted into a position of battlefield command. Massive battles can easily be integrated into a **Dark Heresy** campaign, either for a session or as part of a grand campaign.

Fighting alongside the campaigns of the Spinward Front is also a viable option for any Inquisitor and his retinue, as there are plenty of xenos and daemonic threats in the area, and hordes of heretics to root out.

Rogue Trader

Each Rogue Trader already has an army unto himself, the loyal men and women of the ship's crew. The massive battle rules work equally well for a Trader's private armies and personal defence forces as they do for the Imperial Guard, with the ship's Arch-Militant or even the Rogue Trader himself acting as the army's commander as they pacify a belligerent planet. A Rogue Trader may easily prosecute an entire campaign for his own personal profit and pleasure, either against one of the fringe worlds outside of Imperial authority or against one of his rivals.

The Spinward Front also has the potential for of profit. A clever or desperate Rogue Trader may also hitch his cause to the any of the many Imperial Guard campaigns being prosecuted in the area: blockade running, acting as a troop transport, and privateering to his heart's content, and getting paid twice; once in plunder and again by the Imperium.

Deathwatch

Deathwatch has a host of options for requisitioning Imperial allies, and **Rites of Battle** introduces the Imperial Assets component of the requisition rules. With **Only War** players can make more detailed Imperial allies, and lead them to battle with a host of vehicle and regimental rules that can easily be adapted to a **Deathwatch** campaign.

Table 9-13: Trait Changes

Only War Trait	Changes from Previous Systems
Brutal Charge (X)	This Trait, rather than giving a flat +3 bonus to Damage, adds (X) Damage to attacks made in the same Round as the charge.
Daemonic	This Trait no longer multiplies Toughness Bonus, but rather increases the Toughness Bonus by a static value. A good rule of thumb is that a 3-5 point increase to Toughness Bonus is functionally equivalent to doubling the Characteristic Bonus.
Deadly Natural Weapons	Previously named Improved Natural Weapons.
Multiple Limbs (X)	Previously known as Multiple Arms, this gave a flat modifier. Now it varies depending on how many additional arms the creature possesses.
Quadruped	This Trait, rather than multiplying movement rates, adds a flat bonus of +2 for every pair of legs beyond the first. The movement values of creatures should be recalculated to take this into account.
Toxic (X)	This Trait now deals Damage to anyone who successfully attacks the creature, and the Toughness Test suffers a penalty equal to ten times (X).
Unnatural Characteristics	These Traits no longer multiply Characteristic Bonuses, but rather increase them by a flat value. A good rule of thumb is that a 3-5 point increase to a Characteristic Bonus is functionally equivalent to the level of the 'old' Unnatural Characteristics values.
Unnatural Speed	This Trait no longer exists. Unnatural Agility now increases movement values where it did not before, rendering Unnatural Speed redundant.

Table 9-14: Weapon Quality Changes

Only War Weapon Quality	Changes from Previous Systems
Concussive (X)	Concussive previously had no variable value; Concussive weapons from previous books should be treated as Concussive (1).
Felling (X)	Felling weapons no longer simply remove levels of Unnatural Toughness. The change to Unnatural Characteristics means that a value of 3-5 is appropriate for a weapon from a previous game with Felling (1).
Flame, Spray	The old Flame Quality has now been split into two qualities—one covering the chance of igniting a target, the other covering the manner of attack. All weapons that had a chance of setting a target alight have the new Flame quality, while all weapons that previously had the Flame Quality should now have both Flame and Spray.
Primitive	Primitive has changed from a weapon type to a Quality (Primitive weapons are now Low-tech weapons). Old Primitive weapons should, as a rule of thumb, gain Primitive (8) instead, unless there is some compelling reason to have a higher or lower value.
Reliable	Reliable weapons now jam on an unmodified roll of 00.
Scatter	The change to this quality can be applied without difficulty to weapons from the previous games.
Unbalanced, Unwieldy	Weapons with these properties can no longer be used to make Lighting Attacks.

Black Crusade

Normally, when a PC or a squad reaches 100 on the corruption track, the game is over. In **Black Crusade**, however, that's where the game begins. If the GM and his players are interested in the further adventures of a squad that has turned traitor, he may convert them over to **Black Crusade** characters. The massive battle rules are excellent for depicting the internecine squabbling of the servants of Chaos, and the Imperial Guard-specific character creation rules could easily be used to create a dreaded regiment of the damned.

CONVERSION RULES

Some of the most common mechanical questions for integrating characters from different games are covered here, although this discussion is by no means exhaustive, and the finer points must always be up to the GM's judgement. When running a game using characters or other elements from more than one **Warhammer 40,000 Roleplay** game, the GM should select a primary game, and the game is then run under the mechanics of the primary game. All game play follows the Playing the Game and Combat Chapters of the primary game and that system's rules for Psychic Powers.

Characters from games other than the primary game use their own system's rules for character creation and progression. The characters' access to Skills and Talents is therefore also based on their own system, though with any differences in a Skill or Talent's wording or rules, the primary game takes priority. Many Skills, Talents, Traits, and Weapon Qualities have changed in small but significant ways from the versions found in previous games. The remainder of this section covers in broad and simple terms some the biggest differences that may affect characters created from games other than **Only War**:

Degrees of Success and Failure: Degrees of Success and Failure in the previous games begin at 0, for succeeding or failing by less than 10, with a single Degree for every full 10 by which the Test was passed or failed. **Only War** instead begins at 1 Degree for the most basic level of success, adding an additional Degree of Success or Failure for every 10 as above. The overall difference is of one Degree in either direction, and elements converted from other games should be adjusted to account for this change.

Skills: A number of skills present in previous games have been consolidated into a smaller number of broad skills in **Only War**. In addition, the system for Skill Mastery has changed slightly, adding an additional level of mastery that didn't exist previously. **Table 9–11: Skill Changes** summarizes these changes.

With regards to Skill Mastery, any character with a +20 in a given Skill and the Talented Talent for that Skill, should be considered to have it at the Veteran Skill Rank in **Only War** terms. Players should notice that, in turn, there is no longer a "Talented" Talent that provides +10 to a chosen Skill.

In addition, the Invocation skill has been removed.

Talents: A number of Talents presented in previous games have been changed or renamed in **Only War**, the main details of which are summarised in **Table 9–12: Talent Changes**. In addition, a number of abilities that were previously Talents have now been redefined as bionic implants augmented by Talents, though the effects have largely remained the same.

Traits: A number of Traits presented in previous games have been changed or renamed in **Only War**, the main details of which have been summarised in **Table 9–13: Trait Changes**. The change to Unnatural Characteristics is particularly significant when dealing with Player Characters, specifically Ascension-level **Dark Heresy** characters, all **Deathwatch** characters, and xenos characters from **Rogue Trader**. The Characteristic Bonuses of all such characters should be recalculated when transferring them into **Only War**.

Weapon Qualities: A number of weapon qualities presented in previous games have been changed or renamed in **Only War**, the main details of which have been summarised in **Table 9–14: Weapon Quality Changes**.



A Galaxy of War

The Imperium of Man

•

The Spinward Front

•

Waaagh! Grimtoof

•

The Severan Dominate



Chapter X: A Galaxy of War

"The Age of Battle is begun. The fires of war burn brightly from star to star. Everywhere, the fortresses of Man are steeped in blood, and ancient enemies appear from the darkness. Sensing weakness they gather for the kill. They know, as we know, that as night approaches, all mortal life shall be extinguished. We know, as they cannot, that there shall be a new dawn and a new day when we will rise and they shall be driven into the darkness forever. The Age of Battle is begun..."

–Sermon the First, Inquisitorium Unicus

For countless thousands of years, mankind has known nothing other than war. Since time immemorial, brother has slain brother in the name of justice, progress, liberty, or any of a thousand other fallacious creeds. Yet, at no time in Man's ceaseless struggle for survival have his hands been so blood soaked, his heart so consumed with hatred, or his mind filled with such fiendishly murderous stratagems as they are at the close of the 41st Millennium. For the vast majority of humanity's existence, its wars and the destruction they have unleashed were confined to one single orb—Earth, or Holy Terra. Forty thousand years after his escape from the bloody crucible of his birth world, Man has carried war in all its forms to the very stars. From one extent of the galaxy to the other, countless worlds have known the tread of men. Most have come as settlers, many as conquerors, but no world has been untouched by the fires of devastation. Entire planets have burned at mankind's passing, whole species cast upon the fiery pyres of extinction.

Yet, it would be a heretic, or a fool of the very worst kind, who condemned mankind as wanton or unjust in his bloody ways. Even before he broke the shackles of Old Earth, Man was engaged in a war for his very survival. At once both driven and haunted by his own dark passions, Man ever strove for the very survival of his species. For countless aeons the species existed on the precipice, until, that is, mankind dragged himself from the dark pit of barbarism and clad himself in the trappings of civilisation. Soon he found that civilisation brought with it progress, and the field that benefited most was not philosophy or art, but science, which soon begat technology. With the ability to harness the very elements of creation came an undreamed of capacity for destruction and it was for a time as if mankind had regressed to its basest state and stood upon the verge of racial extinction once more.

In time, however, humanity mastered technology and turned its eyes upon the distant stars. The bitter struggle from cave to skyscraper had taken mankind countless ages, but the journey that saw his horizons expand exponentially was achieved in what amounted to the blink of an eye. Though

initially faltering, humanity stepped beyond the bounds of his home system and set about the conquering of the entire galaxy, heralding an age all but unknown to the scholars of the 41st Millennium. What wars were fought, what terrors were defeated and what glories were won may never be known, except perhaps in dimly recalled and much distorted folk memory and legend. Certainly, mankind must have faced and defeated alien civilisations at least as ancient as itself, perhaps many times older. That first stellar empire must surely have been built upon the ashes of other civilisations, the barest traces of which remain to crumble underfoot today.

But whatever heights were attained during this lost age, all were cast down during the epoch that followed. Some say that technology itself turned against its creator, the machines that man had come to rely upon and the anima that infused them turning traitor and blasting all to dust. Others claim that some previously undetected alien species unleashed unknowable technologies upon mankind, who in its hubris believed itself to have reached the apex of progress. Others whisper that humanity woke long-slumbering powers, who in an instant unravelled countless thousands of years of achievement and blasted humanity back into its own ice age, albeit one that would be endured beneath the wan light of cruel, alien suns.

Having been laid so low, it would be many long centuries before humanity turned its attentions to anything more ambitious than base subsistence. Those worlds upon which mankind still survived were cast adrift in the endless night, and soon the populations of each forgot that they were part of a once mighty stellar empire. Each came to believe itself the last, only, or original of its species, enduring an age of unprecedented barbarism and superstition.

Then one day, a man who had walked the Earth since time before time set about the gargantuan task of re-uniting the scattered tribes of Terra, and then of the galaxy. The being who would one day be called Emperor, then in time God-Emperor, began the Great Crusade, and built the foundations of the largest, and perhaps the last, stellar empire in mankind's long, bloody history.

The Imperium of Man

"The Imperium! How mighty its aspect! How far-reaching its boundaries! As one world dies, ten more are brought into the fold. Fear us, for we count the lives of planets, not men!"

–Cardinal Morius Blate, Ecclesiarch Primus

The galaxy-spanning Imperium was founded when the Warp storms, which had for countless thousands of years isolated so much of the scattered remnants of humanity, dispersed, and the Emperor, the greatest man ever to have lived, led his armies outwards from Earth to reunite the long lost worlds. Most populations welcomed their saviour, though some did not and had to be brought to heel by the Emperor's crusading hosts. Other worlds were found to be in the sway of aliens, and while some xenos cultures were tolerated and allowed their continued existence, most were found to be too horrific in nature to be treated with. For two centuries, the Emperor led his glorious armies until, finally, the re-conquered worlds could be bound together as a whole. Returning to Earth to prepare for this next stage in the building of the greatest stellar empire ever conceived, the Emperor turned over command of his crusading hosts to his most favoured scion, the Space Marine Primarch Horus.

But Horus was oathed to forces other than the Emperor, his soul bound over to the Ruinous Powers—the fell gods of Chaos. Horus corrupted fully half of the Emperor's armies, and his machinations plunged the nascent Imperium into a war the like of which the galaxy had never before seen. For the best part of a decade, the galaxy burned and all that the Emperor had achieved was cast upon the funereal pyres of galactic civil war. At the last, Horus laid siege to Terra, the last bastion of mankind, and humanity's light guttered as the darkness closed in about it. With the fate of his entire species hanging in the balance, the Emperor confronted his son and the two fought the battle that would decide the next ten thousand years of mankind's history. Though it cost him mortal wounds from which he would never recover, father slew son, and the Emperor's broken body was enthroned within the life-sustaining machineries of the Golden Throne. There it remains to this day, a desiccated and shrivelled prison for the most potent and wondrous mind ever born to mankind.

What remained of the Imperium in the wake of the Horus Heresy was slowly rebuilt, yet it was cursed never to attain the heights of glory the Emperor had envisioned. The Great Crusade had been an endeavour founded on hope, reason, and cooperation, in which benighted superstition and barbarism were to be driven from the hearts and minds of humanity. With the destruction heaped upon the worlds of men by the all-consuming galactic civil war, such notions were proven misplaced at best, and criminally negligent at worst. Hope fled in the face of mankind's propensity to destroy all that had been achieved. Reason was vanquished by the daemonic powers unleashed during the conflict. Cooperation was by brutal necessity transformed into enslavement, for nothing short of total acquiescence to authority would facilitate survival in the face of the horrors that still confronted mankind.

In the wake of total civil war, those horrors closed in upon the shattered Imperium from every quarter. With its worlds clustered into scattered sectors, which were themselves spread throughout the vastness of the galaxy, the Imperium had no external borders that could be defended by a strong military presence. Instead, every sector was a potential target for the aliens, outcasts, and other, still worse things that haunted the uncharted depths between each sector. The Imperium's fortunes waxed and waned as the centuries turned to millennia, but somehow it endured every possible disaster, from alien invasion to schism and far, far worse.

The one constant throughout the long ages has been war, and not a single one of the million and more worlds of the Imperium is untouched by it. The Imperium is so vast it is impossible to govern centrally, and so each world must look first to itself when faced with threats, whether internal or external. In the ruler of each world is

The Warp

So vast is the Imperium that travel between its worlds and sectors is only possible at all because mankind is able to voyage between the stars by setting sail upon the so-called Sea of Souls, the Empyrean, or simply the Warp. An unreal dimension of pure energy, the Warp is a boiling ocean inextricably linked to the material universe. It is populated, so mystics and madmen claim, by the unformed, insensate souls of mortals, and because of this, it resounds with the passions unleashed in the material realm. When war rages in the galaxy of man, the Warp too seethes and boils with hatred. When mortals scheme and plot one another's downfall, so the Warp churns with malicious intent. When desecration and blasphemy rule, so the Warp echoes with shrieks of pain and pleasure. When all that mortals have created is torn down for nothing more than the joy of destruction, so too does the Empyrean boil over with death and rebirth.

These unreal stirrings form currents of emotion, which conjoin to become raging storms. From these congeal unknowable intelligences, beings created by the passions of mortals. Having awoken, the nascent gods both feed upon the emotions that birthed them and in turn inspire them, completing a circle that has existed as long as the mortal races. While many of these nascent beings fade or die stillborn, several have risen to such power that nothing may now undo them. These are the four Gods of Chaos, the Ruinous Powers—Khorne, the Blood God; Tzeentch, the Changer of Ways; Slaanesh, the Darkling Prince; and Nurgle, Father of Decay. Though the desires and passions that drive these fell beings are beyond mere mortals, they are worshipped and beseeched across the galaxy by those sufficiently deluded or desperate to seek and harness but a fraction of their power. A few do so successfully, their dark ambitions realised to the detriment of the entire galaxy. Most are unable to withstand the raw power of the Warp, their souls seared to ashes and their bodies mutated into gibbering, writhing masses of tentacles and bubbling flesh.

It is hardly surprising that the prospect of traversing such a realm as gave birth to these beings is a fearful prospect for most, yet without Warp travel the Imperium would cease to exist as a coherent whole. Voyages that would take centuries by conventional means can be achieved in days by Warp travel. Only by enveloping itself in a bubble of reality created by a ship's Gellar Field can it hold at bay the hungry fiends that populate the Warp through which it sails. The Warp is at once essential to the Imperium's survival, and likely the source of its ultimate doom.

The common vassal of the Imperium knows very little of interstellar travel and in all probability will never set foot on alien soil. However, each year countless millions are swept up from the drudgery of everyday existence and drafted into the Imperial Guard to be shipped out to a warzone light years away. For many, the Warp-spawned nightmares that haunt them day and night are made all the more terrifying for never having known that such a voyage was possible.

vested total power, his only duties to the larger stellar empire being the regular culling of those born with dangerous psychic powers and the provision of at least one tenth of his military might for the numerous wars of the Imperium. Though no two worlds of the Imperium are exactly alike, ranging from barbarous jungle-dwellers to refined hive-dwelling elites, each is required to defend itself and the greater mass of humanity. Those who do not toil ceaselessly to manufacture the weapons and stocks of war must serve at the front line, whether it be on the world of their birth of light years away beneath an unfamiliar sun. The Imperium is an impossibly vast and, in places, crumbling edifice, its every effort turned towards the daily struggle for the survival of the entire human race. It is a barely functioning system capable only of consuming itself in its own death throes, each thrashing outburst capable of destroying entire worlds and whole alien empires. Despite its decrepitude, the Imperium endures, for humanity has so embraced its fate that no effort is beyond it, no deed below it. There is no length to which the masters of mankind will not go to ensure the survival of the species for but one more day, though the stars themselves might be extinguished in the process.

In such a battle for survival, there can be no individuals. Each man and woman is but a brief tally mark upon the ceaseless roll of life and death that counts inevitably towards the end time, the final battle that will decide not only the fate of the human race, but of the entire galaxy it lays claim to.

THE MASTERS OF MANKIND

"A man may die, yet still endure if his work enters the greater work, for time is carried upon a current of forgotten deeds, and events of great import are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so must we endure the present so that those who follow may continue the endeavour."

–The Chime of Eons

Cruel necessity dictates that the teeming masses of humanity be divided into numerous castes and tiers, and while many exist in the cracks between, the vast majority are forced into one of these rigidly controlled classes. Such a structure must be brutally imposed, for were it to collapse then anarchy and death would soon follow.

At the very apex of power sits the Emperor, who for centuries has been revered by most of his subjects as a god. Yet, since his interment in the Golden Throne at the dawn of the Age of Imperium, the Emperor has remained silent, his puissant mind undoubtedly active yet no external signs of his survival presenting themselves to the millions-strong cadre that attends him. Not since the final days of the Horus Heresy has the Emperor been anything but a figurehead, and in his stead another body has risen to rule in his name. The Senatorum Imperialis—more commonly called the High Lords of Terra—is responsible for the governance,

such as is possible, of the Imperium. In reality, this august body concerns itself only with strategic concerns affecting the entire Imperium, for anything lower is impossible for them to implement. To the High Lords falls responsibility not for planets, or even sectors, but entire regions. Their primary concern is war and the movement of warriors and materiel from one part of the galaxy to another. The taking of individual worlds and systems is below their notice, but to them falls the fate of entire alien empires and warzones that encompass vast reaches of space. They have the power to mobilise the industrial capacity of entire sectors or to drain them of men and women of fighting age, that a region lost to the Imperium might be recovered. Should an external threat present itself, as it has on the Eastern Fringe with the arrival of the Tyranid Hive Fleets, the High Lords have sufficient perspective to set in motion defensive plans that encompass huge regions of the Imperium and might take decades, even centuries, to reach fruition.

The Senatorum Imperialis is only able to make its lofty pronouncements because it is supported by an unimaginably vast army of bureaucrats, administrators, and scribes known as the Priesthood of Terra, or the Administratum. This sprawling organisation is divided and sub-divided into countless divisions, some of them billions strong and ubiquitous, others all but unknown and damnably esoteric. The Administratum concerns itself not with the running of individual worlds, for that is the business of their governors, but with the galactic machinery of which each world is but a small component. Tithes and quotas must be managed and sustained so that the Imperium is rendered its due and its wars may continue, and interstellar trade must be regulated. Hive worlds capable of staggering output yet unable to feed their own populations must be fed by nearby agri-worlds, and it is the Administratum that ensures such requirements are met. Populations must be maintained over countless generations so that the ranks of armies yet to be constituted can be filled. Imperial Navy warships must be laid down decades before they are required, and so vast armies of scribes and prognosticators dedicate their lives to predicting the ebb and flow of war on a galactic scale.

Though war is never far from the thoughts of all divisions of the Administratum, for one part it is the sole concern. The Departmento Munitorum provides the infrastructure that maintains the Imperium's innumerable wars, implementing the dictates of the Senatorum Imperialis as they relate to war in all its myriad forms. It is from the ranks of the Munitorum's military administrators that the generals and staff corps of the Imperium's military machine are drawn, and such men and women are utterly dedicated to the defence of the Emperor's domains.

The Imperium is divided into five primary zones, called Segmentum, each encompassing an impossibly huge region of space. Each of these Segmentae is served by a Segmentum fortress, which serves as the base of the highest echelons of military power as well as a staging area for fleets and armies shipping out to distant warzones. Each Segmentum fortress is an impregnable bastion able to withstand the most concerted assault and they are to all intents and purposes the penultimate defences at the Imperium's disposal. Should they fall, then Terra would be next, and that is beyond the comprehension of any who serve in them.

At the very pinnacle of military power sits the High Lord responsible for the Imperial Guard—the Lord Commander Militant—yet this is not a permanent seat and so such an office may not always be filled. In reality, power is devolved to the Lords Militant, senior Imperial Guard generals, and Imperial Navy admirals based at the Segmentum fortresses and granted control over vast bodies of warriors and warships. When the High Lords issue a mandate to launch a crusade or defend a region, one of these individuals is given the solemn duty of enacting their will. Very occasionally, an undertaking will be of such gravitas that a special office is required, an appointment only made in the most extreme circumstances and by one incumbent at a time. This is the appointment of Warmaster, a rank that encompasses such



The Adeptus Custodes

A cadre of puissant warriors said to be every bit as stoic and super-human as the Space Marines, the Adeptus Custodes are the grim sentinels of the Emperor's throne room. Clad in suits of golden armour, each as ancient as the Imperium itself, and forged by the hands of master artisans, the Adeptus Custodes stand eternal vigil over the wizened form of the God-Emperor of Mankind. It is said that none may even set foot upon the sacred ground of Holy Terra if they mean the Emperor ill without the Adeptus Custodes knowing of it. Certainly, none may approach the Golden Throne without passing beneath their unblinking gaze, nor that of the Titan god-machines said to watch over the throne room with weapons mighty enough to slay entire armies.

unsurpassed power that it is almost as if one of the High Lords were leading the armies of the Imperium in person. Because it was an individual with the same title who brought the Imperium to its knees ten thousand years ago, many prefer to use an alternative, the most popular of which is Lord Solar. Those who bear such rank are truly the greatest of leaders and their power is unsurpassed. They lead crusades against alien empires and into benighted regions of the galaxy, taking vast swathes of space for the Imperium or re-capturing regions long since lost to humanity.

While huge power is vested in the Lords Militant in the Segmentum fortresses, even these individuals are often unable to comprehend the military situation at the sector level. This falls to the local divisions of the Departmento Munitorum, who provide the infrastructure that allows for the raising and support of armies within a sector. While each sector has an Administratum representative known as a Sector Lord acting as its figurehead and master in all matters of sector-wide coordination, it is in the planetary lords that most power at this level resides. These so-called Peers of the Imperium are required to maintain their own forces at appropriate levels of readiness and skill, and to turn portions of these forces over to the Departmento Munitorum upon demand. The planetary governors are plagued by numerous concerns, not least of which are rebellion within their own populations and external attack from pirates or aliens. Perhaps because of the travails each world faces and the unique manner in which each has developed its armed forces, each is able to produce regiments of prodigious skill, uniquely suited to the specifics of warfare on their home world. Many are highly specialised, while others are blessed with countless generations of noble service from which to draw inspiration, and a planetary governor that squanders such an inheritance is likely to face the most extreme kind of censure. Should the Administratum judge a governor lacking in the prosecution of his duties to the wider Imperium, he may be called upon to step down, and if he does not, a punitive expedition raised to force the matter. Such is the endless cycle of war on which the Imperium is founded.

THE EMPEROR'S WARS

"Each alien destroyed is a soul freed from eternal bondage. Each mortal alien life extinguished is a human soul raised to glory. Thus our eternal destiny is written in the blood of the alien. With sword and spear, destroy the alien. With cannon shot and gun blast, smash the alien. With lasers and searing plasma, scatter the alien to the stars. With tooth and fist and hammer blows, with axe and shell and poison-bombs, with virus-charge and thermal mines… Kill them… Kill them… Kill them all!

–A Litany of Disgust

By decree as ancient as the Imperium itself, each of the million and more worlds of the Emperor's domains is required to look to its own defence. Each must raise what fighting forces are required to defend against threats both internal and external, according to its own needs and circumstances. On densely populated worlds, millions of warriors may be under arms serving in standing armies. Less populated worlds may only be able to sustain small bodies of fighting men and women, which at times of crisis can be bolstered by the mustering of irregular or reserve forces. Frontier worlds might have no standing forces at all and be entirely reliant on a poorly equipped and barely trained militia. Whichever is the case on any given world, whenever war comes, as it so often does in the 41st Millennium, it is the world's own forces that must face it, more often than not alone.

Planetary defence forces are not generally expected to fight anywhere other than on their own home soil. In practice, a planetary lord's domains might extend beyond his home world to include other planets in his system. Such worlds are rarely any more than subsidiaries to the lord's own world, and they generally contain no more than scattered mining facilities, outposts, and sentinel stations. Local forces might have rudimentary intra-system vessels, but are very unlikely to have access to Warp-capable vessels.

When trouble flares, it can take almost any form. Rebels might rise up from within even the most rigidly controlled society, necessitating the mobilisation of entire armies to suppress such activity and cull the insurrectionists. Raiders, pirates, or slavers might attack from the wild darkness between inhabited systems, and these are just as likely to be treacherous humans as they are slavering xenos. Sometimes, rival planetary lords go to war against one another, perhaps jealous of natural resources over which each believes he has a valid claim. In such circumstances, planetary defence forces are used as private armies to further the ambitions of their masters, and millions are mobilised in the effort to capture desirable worlds. In the main, the Imperium at large ignores such brushfire wars so long as they do not interfere with the rulers' ability to meet their tithes and they do not lead to wider anarchy. Should they spread to encompass other regions or otherwise disrupt the business of the Imperium as a whole, then the response is likely to be swift and brutal, with all parties involved crushed and the wayward lords replaced.

If a threat is too large or challenging to be contained by a world's own forces, its ruler is both entitled and expected to call for aid. The astropathic signal rings out and, because of the nature of astro-telepathy, is likely to be received by every

world within a broadly spherical region centred on the source. However, the nature of Warp communication is far from stable, and so it is quite possible that worlds much further away will receive the transmission first, or that it will be garbled and all but unintelligible to those who receive it. In addition, Warp travel relies upon more or less stable routes along which vessels may sail, but if there is no such route between two worlds, they might as well be on the other side of the galaxy from one another for all the help that can be offered.

When such a plea is received, it is acted upon by the Departmento Munitorum mission present upon that world, which sets in motion a well-established chain of events. Depending on the nature of the threat communicated, anything up to ten per cent of the local planetary governor's forces, and sometimes much more, can be immediately "tithed" into the Imperial Guard. Defence forces previously under the direct control of the local planetary lord are mustered on the founding fields and in a ceremony of great honour and gravitas, granted a numeral, which may have been borne many times by other regiments from that world. Then, the regiments board the Imperial Navy troop transports and ship out to the flashpoint, though the journey might take days, weeks, or even months, depending on prevailing conditions in the Warp.

Once on board the mighty troop conveyance ships, the newly raised regiments are subjected to a demanding regime of assessment, training, and indoctrination. Local variants of equipment not used anywhere other than the regiment's home world are often discarded, for there can be no logistics train leading back to that world once the regiment is committed, and so maintaining rare marks of weapons or vehicles will be impossible. Where needed, regiments are re-equipped with standard models of common equipment and trained in its use without respite. In truth, however, most regiments retain their own equipment and uniforms, however outlandish or anachronistic, and by the time they arrive at the warzone they are thoroughly prepared for the conflict ahead.

Sometimes, these newly raised forces are not actually the first to reach the trouble spot. Fastest of all the Imperium's forces are the super-human Space Marines of the Adeptus Astartes, these elite warriors equipped with vessels so fast and with such range that their force can be projected almost anywhere in the galaxy. As potent a force as such mighty warriors are, though, they are few, and to commit them against anything other than the very centre of the enemy's mass would be a criminal waste of resources. Space Marines never become embroiled in wars of attrition—that is the task of the Imperial Guard.

Other forces that might answer a beleaguered world's call for aid include the Imperial Navy, its mighty warships able to unleash a fearsome barrage of orbit-to-ground ordnance from which no foe is safe, yet its ground forces not suited for prolonged or massed actions. Companies of mercenaries might rush to the warzone too, eager to sell their services to the desperate defenders, as might the forces of the Ecclesiarchy, the private armies of Rogue Trader or Navigator Houses, or even the indentured troops of powerful and martially-minded Inquisitors.

But ultimately, unless such forces can achieve a rapid and overwhelming victory, it is the Imperial Guard that must prosecute the Emperor's wars. Large numbers of regiments are raised in response to each crisis, for the nature of Warp travel makes predicting when, or even if, they will arrive all but impossible. It is not uncommon for entire armies to arrive decades, or even centuries after setting forth for a warzone. On several occasions one has arrived ready for war only to discover the world it was despatched to liberate a barren waste, or even worse, entirely in the thrall of some alien empire.

Having arrived at its destination, the new regiment is invariably pitched directly into the churning cauldron of war. Initial casualties can be so high that the regiment ceases to function within days or even hours of its first deployment. Those that survive the initial shock, however, might go on to become veterans trusted by their commanders to carry the day no matter the odds. Invariably, the regiment becomes a rag-tag shadow of its former self, with new and sometimes unfamiliar equipment replacing that with which the regiment was initially equipped. New items of uniform replace old, worn out ones, and soon the regiment shows scant resemblance to how it started out.

Inevitably, regiments suffer casualties and so they are often merged together with similarly reduced formations. Where possible, regiments from the same home world are joined in this way, but this is not always an option. Great care must be taken in such circumstances, for a badly considered regimental merger might result in an ill-coordinated fighting body consisting of warriors barely able to understand one another's dialects and sharing very few traditions. Sometimes elements of a regiment are seconded to other formations, such as an infantry company tasked with providing close support for a heavy artillery regiment, and simply never returned. Such pairings often become permanent as the tides of war carry units far away and all contact is lost.

Very occasionally, a regiment survives or even prospers in the field for significant lengths of time. Where possible, these long-service veterans are assigned to crusade forces where their great experience can be harnessed to push forth the borders of the Imperium. As an incentive, some regiments are promised settlement rights on those planets they conquer. If successful in their endeavour, the regiment's troops and their ramshackle train of followers become the core of a new population, the officers the basis of the ruling class. In generations to come, the world may be able to support regimental foundings of its own. Thus, there are worlds scattered about the entire galaxy founded on the half-remembered traditions of far older societies. One Departmento Munitorum historator database claims to record over three dozen frontier worlds named "Nova Cadia" or some variation on that theme, and that the two most distant are separated by 77,000 light years of space. Such a claim cannot be verified within the lifetime of any one scribe, but few would doubt that it is very possibly true.

Imperius Dominatus

Medrengard

Ruins of Caliban

Cypra Mundi

Port Maw

Mordian

Nemesis Tessera

Ocularis Terribus

Halo Stars

Segmentum Obscurus

Cadia

Valhalla

Elysia

Segmentum Pacificus

Segmentum Solar

Chiros

Joura

Holy Terra

Ryza

Krieg

Luther Mcintyre

Segmentum Tempestus

Hell-Stars of the Garon Nebula

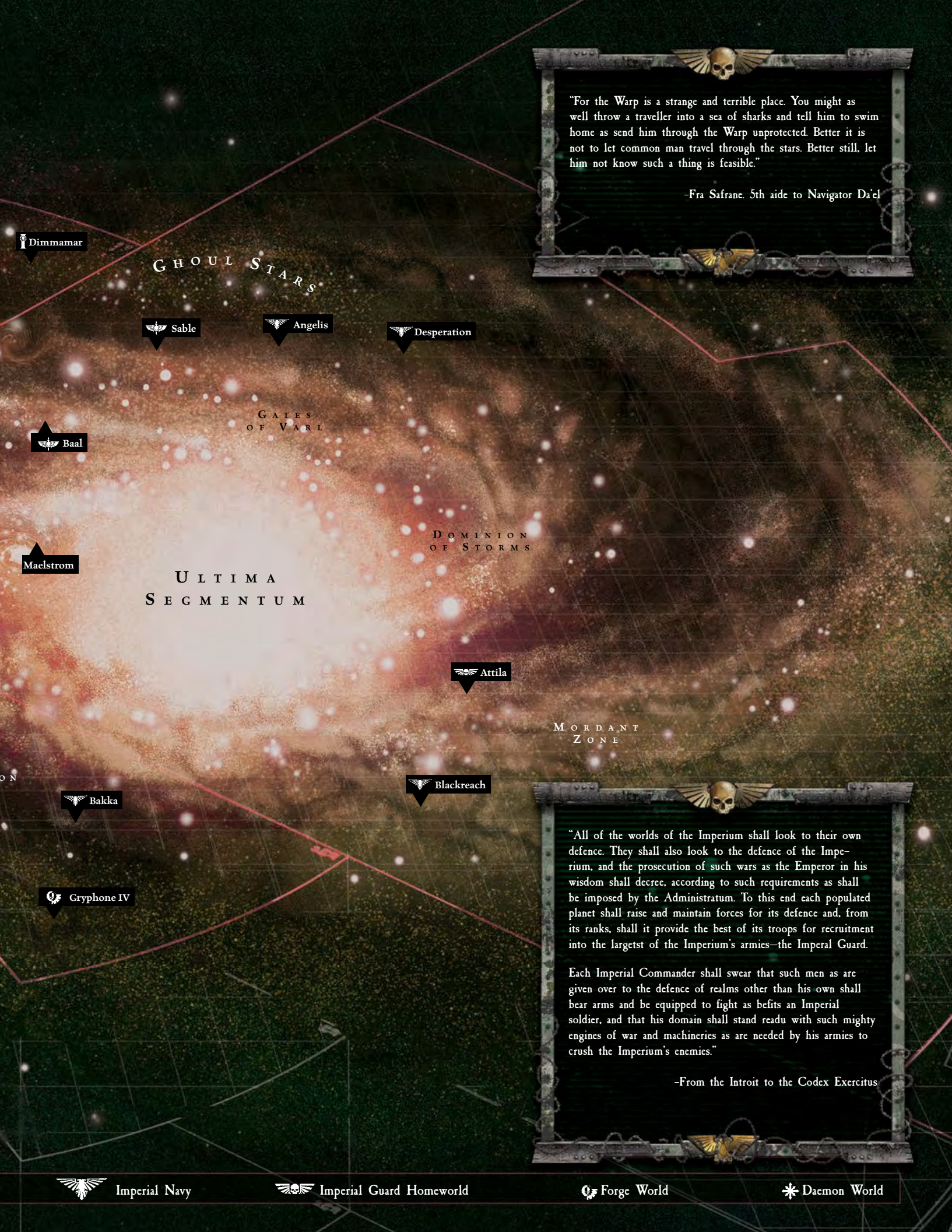
The Spinward Front

Req. Planet:	Kulth
Sector:	Calixis
Sub-Sector:	The Periphery
Orb. Distance:	4.55 AU
0.87G/ temp: 24 C	
Planet Grade:	War World
Tithe Grade:	Aptus Non
Geography:	Temperate
Current Control:	Larius Sans





Imperial World | Inquisition Stronghold | Space Marine Homeworld | Cardinal World


"For the Warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim home as send him through the Warp unprotected. Better it is not to let common man travel through the stars. Better still, let him not know such a thing is feasible."
-Fra Safrane. 5th aide to Navigator Da'el
Dimmamar
Ghoul Stars
Sable
Angelis
Desperation
Gates of Varl
Baal
Maelstrom
Dominion of Storms
Ultima Segmentum
Attila
Mordant Zone
Blackreach
Bakka
Gryphone IV
"All of the worlds of the Imperium shall look to their own defence. They shall also look to the defence of the Imperium, and the prosecution of such wars as the Emperor in his wisdom shall decree, according to such requirements as shall be imposed by the Administratum. To this end each populated planet shall raise and maintain forces for its defence and, from its ranks, shall it provide the best of its troops for recruitment into the largetst of the Imperium's armies—the Imperal Guard.
Each Imperial Commander shall swear that such men as are given over to the defence of realms other than his own shall bear arms and be equipped to fight as befits an Imperial soldier, and that his domain shall stand readu with such mighty engines of war and machineries as are needed by his armies to crush the Imperium's enemies."
-From the Introit to the Codex Exercitus
Imperial Navy
Imperial Guard Homeworld
Forge World
Daemon World

The Calixis Sector

"It is a place that breeds recidivism and conspiracy, and deserves no less than the pyre…"

–Lord General Malkius Renk

The Imperium of Man is spread impossibly thin across an estimated two-thirds of the entire galaxy. The volume of space claimed in the name of the Emperor contains hundreds of millions of stars, many host to their own planetary systems, and yet there are only an estimated million or so planetary governors occupying the thrones of the Imperium's worlds. While it is true that some governors rule not just a single planet but an entire system, and that other worlds have no governor at all, the fact is that the Imperium is stretched so thinly across the void that an interstellar traveller could make his way from one edge to the other, traversing a hundred thousand light years of space, and not once cross paths with a human being.

Instead of being scattered at random, the worlds of the Imperium are clustered around areas settled during the lost age of mankind's first great wave of expansion into the galaxy. Worlds once colonised because of their location or some desirable natural resource have developed into the cores of sectors, many of which have swollen to include two hundred or more systems. These sectors are connected to one another by relatively stable, if still hazardous, inter-sector Warp routes and the vast, uncharted reaches between each are referred to as Wilderness Space. These unexplored depths harbour all many of terrors, from ravening pirates to unknown alien empires, as well as untold riches, from long lost colonies to worlds strewn with the wealth of long extinct species.

The Calixis Sector exists on the verges of the Imperium's spinward reaches. The sector is relatively young, having been hewn from the xenos-haunted Calyx Expanse around a thousand years ago by the blood and toil of the armies of Lord Militant Angevin. The Calixis Sector is at once blessed and cursed by its location. It is fortunate in that it exists far from the Imperium's most bloody war zones, yet other characteristics of the region have brought their own woes. The Calixis Sector might not be cursed by total, all-consuming sector-wide conflict as so many other regions are, but it is nonetheless cursed. Countless heresies and conspiracies afflict the sector's worlds, many of them in some way tied to a darkness that stains the region. Others relate to the mysterious "Tyrant Star", an esoteric stellar phenomenon that appears at random and brings planet-wide insanity with each manifestation. Because of such heresies, the sector is host to a high number of Inquisitors, drawn by the conspiracies and mysteries that afflict it.

So many Inquisitors are active in the Calixis Sector that a degree of formalisation has developed over the centuries. The so-called Ordos Calixis are based in the threatening and awe-inspiring Tricorn Palace on the sector's capital world of Scintilla, and they maintain numerous other facilities across the



sector and even beyond. The Ordos Calixis come together in the Calixian Conclave, the figurehead of which is the Lord Inquisitor Caidin, an inveterate master of intrigue whose face is ever obscured behind a mask and who is said to walk amongst the populace at will. Despite the outwardly formal nature of the Calixian Conclave, the Inquisitors of the Calixis Sector are as riven with disagreement and schism as those of any other region. Individuals harbour factional and doctrinal beliefs that cause them to clash bitterly across the floor of the Tricorn Palace's debating chamber, while outside it, they or their proxies engage in deadly wars.

Like all sectors, Calixis has its own central government in the form of the Adeptus Terra Sector Lord Marius Hax. This patrician veteran of galactic intrigue and conspiracy is concerned only that each world in his realm meets its tithe, having little or no concern how this is achieved. As with most worlds on the Imperium, the details of planetary governance are left to the Imperial Commanders on the ground. Hax is the head of a mighty infrastructure responsible for raising and coordinating the tithes of hundreds of worlds, a gargantuan task only made possible by the legions of scribes, factors, and assayers that toil ceaselessly beneath him.

Possibly the most demanding challenge faced by the sector authorities is the massive, decades-long crusade taking place in the distant region called the Jericho Reach. Though situated on the opposite side of the galaxy to Calixis, the two are linked by a Warp gate, through which vessels travel in the blink of an eye a distance that would normally take

The Adeptus Astra Telepathica

For countless centuries, mankind has been evolving inexorably towards a new state of being, one in which the mind is attuned to a state of psychic perfection, the greatest of deeds but a thought away. Sadly, this evolutionary process is as likely to damn humanity as it is to deliver it, for it comes at an almost unbearable price. It is only by manipulating the link with the otherworldly dimension of the Warp that one born into psychic power can utilise his natural abilities. Yet, there are things swarming in the Empyrean to which the soul of a "psyker" is a beacon which attracts them like oceanic predators drawn to a drop of blood in the water. If such a soul is not sufficiently strong or properly protected, it will be devoured by the daemons of the Warp and they will use the mortal's empty shell as a means of entering the material universe. In the worst of cases, a daemonic incursion may bring about the doom of an entire world, as countless gibbering fiends spill forth through the portal that was once the psyker's body. It is because of the threat of such outbreaks that planetary lords are required to conduct regular culls, seeking out those suspected of harbouring psychic powers. These are either slain outright or, if possible, held until the Black Ships arrive to carry them off to distant Terra. There they are delivered into the hands of the Adeptus Astra Telepathica.

It is the responsibility of this body to judge which of those born into psychic powers are worthy to live and which must die. The strongest are taught how to wield their powers for the good of humanity, some going on to serve as battle psykers in the service of the Imperial Guard or perhaps even the Inquisition. Others are judged worthy of life only by undertaking the ritual soul binding, where they are brought before the Emperor upon his Golden Throne and exposed to but a portion of his godly power. Though the experience blasts the senses and leaves most blind, it wards the soul against the predations of Daemons. These psykers are then trained as Astropaths, using their prodigious abilities to cast their mind-voices across light years of space and in so doing bind the Imperium together.

The vast majority, however, are found wanting and too weak of soul to be allowed to live. These are prepared for glorious martyrdom. They are turned over to the Adeptus Astronomica, the body that maintains the psychic beacon, the light of the Emperor, which shines out from Terra and lights the way through the turbulent Warp for those able to perceive it. The Astronomicon is powered by the souls of those psykers judged too weak to continue living. They are offered up to the God-Emperor as living sacrifices, their bodies and souls consumed to power both the Golden Throne and the Astronomicon itself.

Each year, ever more psykers are born, and so the culls must be ever more stringently enforced. Mankind will either ascend to a glorious future, or it will descend into a hell of its own making as the Warp spews forth through the unwarded soul-gates of countless millions of latent psykers…

The Holy Ordos of the Emperor's Inquisition

The Imperium of Man is governed by a staggering range of bodies, each with nigh limitless powers within their own sphere of influence but often paralysed by feudalism, internecine rivalries, and by grinding inefficiencies magnified by ten thousand years of entropy and superstition to such a degree that it is a wonder the entire edifice has not come crashing down millennia ago. There is one, organisation, however that has the power to do whatever must be done, no matter how extreme, to ensure the survival of the Imperium, that body is known as the Holy Ordos of the Emperor's Inquisition.

The agents of the Inquisition are answerable only to the High Lords of Terra and, in theory, they can requisition any resource and exert command over any subject of the Imperium. In practice, there are limits to an Inquisitor's power, not least the judgement and potential censure of his peers. Each Inquisitor pursues his mission as he sees fit, and while many are drawn to conclaves, factions, or formal convocations, others go about their business in complete secrecy. Most folk never see an Inquisitor, but all know and fear the appearance of one upon their home world, for in his wake must surely follow the funeral pyres of those judged traitors to the Imperium of Man.

months, if not years, of perilous Warp navigation. The so-called Jericho-Maw Warp gate remains a jealously guarded secret and travel through it is very often one-way. The Jericho Reach is at once a region rich in resources and a potential curse upon the Imperium. With the vast Hive Fleets of the xenos Tyranids assaulting the galaxy from the region's outer edges, the Warp gate could, were the Tyranids to capture it, offer them a means of striking into parts of the Emperor's domains rarely subject by such external threats. To capture the vast wealth of the Jericho Reach and to ensure the Warp gate remains secure, the Imperium has committed vast resources of men and materiel into the Achilus Crusade.

Untold numbers of troops and limitless resources are being channelled through the Jericho-Maw Warp gate, drawn from the Calixis Sector and beyond, and countless millions of troops have already given their lives fighting on the other side of the galaxy to capture a region steeped in blood and darkness. Few, if any, of the sector's masters other than Lord Hax and his inner circle know that the countless thousands of troops raised from the worlds of Calixis are bound not to defend their own worlds from alien invasion or rebel insurrection, but to conquer a benighted region of space tens of thousands of light years distant.

The Koronus Expanse

"Following our victories in the Morbid Rift campaign, my regiment was rewarded with service in the indentured forces of a Rogue Trader house. For over a decade, subjective, we cut a swathe through reaches of the void no man had ever visited. I felt the heat of alien stars and trod ground no human foot had ever marked with its passing. I saw the ruins of ancient races that had fallen before we'd even formed our first words and I heard the whispers of dead gods on the stellar winds. But most of all, we conquered. We took it all, in the name of the God-Emperor of Mankind."

–Colonel Ghib, 188th Cadian

Beyond the borders of the Calixis Sector, past Port Wander, the last bastion of the Imperium's authority before the Halo Stars, lies a roiling mass of Warp storms that made passage all but impossible for countless generations. Yet, throughout the ages, Rogue Traders and others who travelled beyond the Emperor's light told tales of a realm of unbounded treasure waiting for any bold enough to risk those storms. As the Calixis Sector rose from the ruins of conquest, ever more adventurers and fools were lured by such tales, countless numbers of them disappearing into the void in search of their fortunes, never to return to the Calixis Sector. Until that is, one did return, having discovered a navigable passage through the storms to the region beyond. That passage became known as the Maw and the region beyond the Koronus Expanse.

Drawn by accounts of a region strewn with the treasures of long extinct civilisations, of lost human colonies ripe for conquest and of alien craftsmen offering the most exquisite of goods, rogues and scoundrels of every type flooded through the Maw to exploit the newly opened expanse. The Imperium's control ended at Port Wander, but this naval station became a wayward port for the desperate and the hopeful setting out in search of their fortunes and those recently returned from the expanse. On the other side of the Maw is to be found Footfall, a lawless port built and controlled by shadowy interests with stakes in almost every endeavour that is undertaken in the trackless voids of the Koronus Expanse. Here, merchants, mercenaries, bounty hunters, slavers, and treasure hunters mingle; human, mutant and alien abiding by a mutual compact not to blast one another on sight, as would happen within the boundaries of the Imperium. In amongst the bustling crowds stalk hooded strangers, agents of the Imperium and of other interests conducting their own murderous wars in deserted companionways and airless cargo chambers.

Beyond Footfall lies a region of unbounded opportunity for those with the will and the strength to grasp it. The systems neighbouring Footfall are relatively well charted, though even those long ago claimed by powerful Rogue Trader lines are often places of peril and dread. Further out, the charts grow increasingly unreliable, based not on observation but on rumour and



hearsay. Beyond the furthest, unexplored systems are the Rifts of Hecaton, a vast swathe of the void riven with unknowable energies by some ancient disaster.

The Koronus Expanse is a realm not just of opportunity, but of damnation. Its depths are haunted by pirates, slavers, and reavers, many of them in thrall to the Dark Gods of Chaos. Numerous alien monstrosities stalk the region too, including barbarous Ork raiders and the utterly belligerent Rak'Gol. Other aliens are less overtly hostile, but nonetheless represent a pernicious threat to a man's soul. The inscrutable Eldar are said to travel the stars of the Koronus Expanse, as likely to unleash a deadly ambush as to engage in all but undecipherable dialogue. Unpredictable Stryxis void-traders offer unwary explorers their dubious wares, trading all manner of goods in exchange for anything from slaves to seemingly worthless trinkets. Itinerant bands of Kroot mercenaries sell their fearsome skills to the highest bidders, while numerous other xenos species await the unwary in the dark reaches.

Perhaps most dangerous of all the threats present in the Koronus Expanse are not the obvious, living dangers, but the lingering revenants of those supposedly long extinct. Traces of several dead civilisations are known to be scattered across the entire expanse, some as dusty relics far beneath the ground, others as rearing, abandoned cities apparently untouched by the ravages of aeons. Countless Rogue Traders have secured artefacts recovered from such sites, only to find themselves damned, body and soul, by the resurgent doom of species long fallen to disaster and ruin.

Rogue Traders

It is the lot of the vast majority of the Emperor's subjects to be born, to serve, and to die according to a brutally enforced regimen set down generations ago according to arcane and often obsolete quotas and predictions. Most never escape the fate assigned them at birth, except perhaps by falling through the cracks into recidivism or heresy. However, there is a special caste that enjoys all but unique freedom to travel beyond the borders of the Imperium, to treat with aliens, and to carve their names in the very stars. These are the space-faring merchant princes known as "Rogue Traders."

Those granted the Warrant of Trade are the scions of powerful merchant houses feted to conquer vast stretches of the void, pushing back the darkness and claiming all for the Emperor and humanity. Beyond the Imperium, the Rogue Traders are a law unto themselves, subject to no restrictions other than those imposed by their own conscience and the resources they have available. Such men and women are truly individual, and while some are masterful diplomats and merchants, others are psychopathic tyrants. In truth, the High Lords of Terra care not one iota how the Rogue Traders comport themselves in their duty, only that the Imperium's holdings are ever expanded. This task is vital, not only to the continued existence of the most ancient of Rogue Trader lines, but that of the Imperium itself. So many worlds are lost each year to rebellion, alien invasion, or decay, that without constant expansion, the Imperium would surely wither away to nothing, beset upon all quarters by traitors, fiends, and voracious things from beyond.

Rogue Traders wield the power to demand goods and services from almost any servant of the Imperium. Some even command entire armies of seconded Imperial Guardsmen, forces granted to them that they might better prosecute their duty. The Guardsmen themselves might be entirely ignorant that the wars they are engaged in are being fought far beyond the borders of the Imperium, for the glory of a Rogue Trader lord of whom they may never have heard.

The Imperial Navy

The Imperium of Man is a vast stellar realm, its systems scattered across the trackless void. Countless other species lurk in the black depths between human-held sectors, and it is only by the never-ending guardianship of the mighty and proud Imperial Navy that such horrors are kept at bay. Without the Imperial Navy, the Imperium would be nothing more than a scattered collection of lonely worlds, each easy prey to covetous xenos ambition.

The vessels of the Imperial Navy are truly ancient, sometimes as old as the Imperium itself, and occasionally even older still. Even the smallest rely on crews hundreds strong, for automated systems have been proved fallible in the heat of battle, while human blood and toil, driven by faith in the God-Emperor of Mankind, never fails. The largest Imperial Navy war ships have crews numbering tens of thousands, stratified into tiers as diverse as any planet-bound society. Such warships carry the largest weapons ever wrought by human hands, guns capable of destroying entire cities, sinking continents, and shattering a planet's crust with a single broadside.

As powerful as the Imperial Navy is, it is comparatively rare for its warships to be gathered together into a single fleet. Instead, most are engaged in endless sweeps of hostile space or tenuously held borders. For many frontier planets, a once-in-a-generation layover by an Imperial Navy warship is the only contact its people will ever have with the Imperium at large.

Only when a threat of a truly massive scale appears does the Imperial Navy muster its warships into fleets under the command of the lord admirals. When that occurs, the fate of the stars themselves is decided, and even the victor pays a butcher's bill of many hundreds of thousands of souls.

The Navigator Houses

Warp space, the extra-dimensional Sea of Souls through which vessels must voyage to travel between the stars, is all but impossible to traverse except under the guidance of a special strain of human called a "Navigator." These individuals are blessed of a third eye and are often afflicted by numerous other, far less stable mutations. Through the third (or Warp) eye, the Navigators can look upon the surging, impossible depths of the Warp and, unlike all others, not be driven utterly insane by that which looks back at them. By reference to the ever-shining psychic beacon of the Astronomicon on Terra, Navigators plot their course between the stars and ride the unreal tides of the Empyrean. When crossing the Warp, a vessel's captain battens down the Warp shutters, turns his ship over to his Navigator, and prays for the souls of every man on board.

The Navigators are so essential to the existence of the Imperium that they form a highly influential power base amongst its most powerful institutions. Each of the highly clannish Navigator Houses is a powerful mercantile concern with interests from one end of the Imperium to the other. Navigators are bonded to the Imperial Navy, the Chartist Captains, and to Rogue Trader lines in return for wealth, power, and influence unheard of in any other quarter.

The Jericho Reach

"I don't know where it is and I don't really care. All I know about the Jericho Reach is that no unit I ever heard of being posted there ever came back…"

–Sergeant Olz, 17th Fenksworld Rifles

There are few worlds in the vast, scattered Imperium of Man that do not lie within the boundaries of one warzone or another, for truly it is said of the 41st Millennium that there is "only war." For some planets, war is a passing thing, conducted in brief but intense bursts as invasions or insurrections are desperately fought off or put down. For others, it is a continual state of being, a meat grinder into which entire generations are fed. Thus it is in the warzone known as the Jericho Reach.

Once a powerful and prosperous region of the Imperium, the old Jericho Sector succumbed to darkness with the onset of its Age of Shadow. Worlds, once shining examples of all that mankind can be, collapsed in anarchy, while flocks, once united in their worship of the God-Emperor, turned their adoration to the dark gods of the Warp. One world at a time, the entire region slipped into recidivism and dread, until all vestiges of order ceased to exist. This descent into ruin coincided with the galaxy-spanning disaster that was the Age of Apostasy, yet while the Imperium recovered from the travails of that time, the Jericho Reach never did. Beset on numerous fronts by uncounted foes, the Imperium abandoned the Jericho Reach to its fate and, in time, the Warp itself embraced this cursed realm, cutting it off from the greater Imperium with storms of unprecedented magnitude.

Throughout its dreadful Age of Shadow, the Jericho Reach was the domain of heretics and daemons. The followers of Chaos descended upon those worlds that could not defend themselves and the only authority was that which could be enforced by blade and by bullet. The capital of the old Jericho Sector—one proud Verronus—was consumed by the Warp phenomena known as the Hadex Anomaly, a churning cauldron of unknowable energies that some claim bleeds time and is blessed of some vast, alien sentience. Though some worlds still cleaved to their half-remembered heritage, for most, the Emperor became little more than a distant myth, at best a cruel god who had turned his face from his children.

Yet, while the Imperium at large abandoned the Jericho Reach to its fate, one force remained. The Deathwatch, a unique Space Marine Chapter created to serve the interests of the Inquisition, maintained its secret Watch-Stations as it stood its lonely, so-called "Long Watch." The exact mission of the Deathwatch remains a secret known only to the most highly placed of the Imperium's masters, for certainly they were too few to prevent the region's descent into darkness. Yet, they never left, and when finally the Imperium discovered the Jericho-Maw Warp gate, its advance forces found a region still watched by the relentless, black-clad Chapter.



The Jericho Reach at the end of the 41st Millennium is a realm of total war. Upon securing the so called "Well of Night," the dark space about the Jericho Reach terminus of the Warp gate, the Imperium launched a mighty crusade, with the blessings of the High Lords of Terra themselves. Countless millions of warriors were committed in an effort to reclaim the lost worlds of the old Jericho Sector and beyond, to wrest control from the forces of darkness, and to shine the light of the Emperor upon a region too long benighted. Yet, the Imperium found not just the servants of the Ruinous Powers ensconced amongst the worlds of the Jericho Reach, but numerous aliens too, and the most powerful of these were the collectivist Tau. The Achilus Crusade stalled and disaster was only barely avoided until, with the death of its original leader and the appointment of a new Lord Militant, the crusade was divided into three salients, the better to face the numerous threats of the region.

Soon, however, the crusade came to face another foe still, for the xenos Tyranids of Hive Fleet Dagon have pushed the northern-most salient back almost as far as its starting point. Confronted by intransigent servants of Chaos, determined Tau, and ravening Tyranids, the Achilus Crusade stands on a knife edge, with countless thousands of soldiers dying for the cause every single day. None can see an end to this age of total war and, all the while, the Deathwatch maintains its vigil, ever guarding against a foe that might still bring about the doom of the entire region.

The Adeptus Mechanicus

Technology in the Imperium of Man is the exclusive preserve of the Cult Mechanicus—the Adepts of the Machine God, or the Omnissiah. The age when machines served mankind has long gone, all but forgotten in the fires of a galaxy-wide calamity when technology, so it is said, turned upon its creators. Following this age, many worlds were cast into the benighted depths of primitivism, men reduced to savages grubbing about for sustenance in the ruins of once-glittering cities. Since then, the recovery of lost technology has been the responsibility of the Adeptus Mechanicus, whose Tech-Priests seek out and examine ancient "archaeotech" and who maintain those machines the Imperium cannot exist without. Entire planets—called forge worlds—churn out everything from lasguns to super-heavy tanks and, without them, the guns of the Imperium's armies would fall silent and the enemies of mankind would surely prevail.

The Adeptus Mechanicus is connected to the Imperium by a complex web of fealty and obligation, providing Tech-Priests to all of the Imperium's numerous institutions. When the Emperor's generals have need of the most potent war machines ever created, it is to the Adeptus Mechanicus that they turn. The mightiest weapons available are the god machines of the Legio Titanicus and self-propelled ordnance of the Centurio Ordinatus. Each of these arcane war machines is capable of levelling whole cities.

The average subject or soldier of the Imperium is almost entirely ignorant of the workings of technology. While some are gifted with the secrets of the operation and basic maintenance of crude machines, most are fearful of invoking the wrath of the spirits that animate technology. Tinkering with such devices is a crime punishable by death, especially in the Imperial Guard, where victory or defeat might turn upon the correct use of barely understood weaponry.

The Ministorum

It was not always the case that the Emperor was worshipped as a god, and there are a few branches of the Imperium, such as the Space Marines, that recall a time when he was considered a man. The Emperor himself is said to have railed against superstition and irrationality, resisting attempts by the adoring masses to deify him. Yet, after his death, it was perhaps inevitable that he should come to be regarded in this light. For the first few millennia of the Imperium's history, there was no central or common religion, with numerous cults and sects competing for dominance. Each world came to adore the Emperor in its own way, according to its own culture and beliefs, and this is still the case in the 41st Millennium. Yet, just as planetary governors rule their worlds however they see fit, but must abide by the dictates of the High Lords of Terra, so the countless religions are overseen by the Ministorum, the galaxy-spanning church of the Imperial Creed.

The teachings of the Imperial Creed are many and varied, yet there are several key tenets that bind its worshippers together across the vastness of the Imperium. Notably, they the hold that Emperor is a god and that he and he alone is the deliverer of mankind. They hold that humanity is fated to rule the entire galaxy and that any species that opposes this manifest destiny must be cast down without mercy.

The Space Marines of the Adeptus Astartes

At the very dawn of the Age of Imperium, the Emperor set into motion the greatest endeavour mankind had ever undertaken. For millennia, the worlds settled by humans in ages past had been scattered by war and isolated by galaxy-wide Warp storms, yet the Emperor was gifted of godlike prescience and knew that a time would come when the worlds of Man would be reunited. In preparation for his Great Crusade, the Emperor created twenty sons, wrought from his own prodigious heritage. Each of these "Primarchs" was as a god amongst men, gifted with powers of body and intellect that made them appear the supreme evolution of mankind. Each of the Primarchs was to lead a mighty Legion of Space Marines, yet the entire undertaking was almost undermined at the very outset when disaster struck and the infant Primarchs were scattered to the ends of the galaxy.

It was only later, with the Great Crusade well and truly underway, that the Primarchs were reunited with their gene-father and with the Legions that bore their own inheritance. For a short span of years, the Emperor and his progeny fought side by side to reunify the worlds of man and to destroy utterly those that would oppose humanity's fate. Yet, when calamity struck, it was not by the hand of some alien oppressor, but by treachery within the ranks. Warmaster Horus, greatest and most favoured son of the Emperor, had made compacts with the vile things of the Warp. Brother turned upon brother and the entire Imperium was cast to the fires of a galactic civil war that only ended when Horus was dead at his father's hand, and the Emperor was so wounded that only his ascension to the life-sustaining Golden Throne would keep his death at bay.

Gifted of the blood of the Primarchs, the Space Marines of the Adeptus Astartes are the very finest warriors humanity can field. They are utterly dedicated to the defence of mankind, surrendering much of their own humanity in the eternal war against the heretic, the alien, and the daemon. They are selected from the most warlike societies, notably the savages of barbarous Feral Worlds and the ultra-violent gangers of the hive city bottoms. Few survive the selection process, let alone the years of trials that follow. Bodies already fit beyond compare are implanted with gene-engineered organs that boost the recipient's prowess immeasurably. Mind, body, and soul are developed to the very pinnacle of human capability and beyond, the result is a warrior capable of facing any threat imaginable in the defence of mankind. Blessed with the most destructive weaponry and protected by the best armour available, the Space Marines are the champions of mankind, without whom disaster would have befallen the Imperium countless times throughout the long, bloody millennia.

The Screaming Vortex

"Whatever's inside that vast, swirling mass of raw hell, pray with all your soul that it stays exactly where it is…"

–Durma Ven, Second Assistant Representative of House Caleb

The galaxy across which the worlds of the Imperium are scattered is a perilous region afflicted with uncounted threats to those who would travel from one system to the next. Navigators know these perils well and avoid space touched by the scathing radiation of dead or dying stars, steeped in drifting banks of esoteric matter, or haunted by ravenous black holes. Ultimately, however, most of these phenomena are the products of the material universe and, to a degree at least, predictable. An order of magnitude more dangerous is the phenomenon of Warp storms, vast regions where the raw stuff of Chaos bursts through the thin skein between reality and the Immaterium.

It is said that for vast stretches of mankind's history, the galaxy was swathed in Warp storms so large they swallowed not just planets, but systems, sectors, and entire reaches of the void. Indeed, the vast stellar Empire of Man, to which the Imperium is successor, is believed to have been laid low in part by the onset of so many Warp storms that its systems became isolated and unable to function as part of a wider whole. Those steeped in forbidden knowledge claim that these galaxy-wide storms were essentially blown out when the fourth great Chaos God, Slaanesh, was created at the moment of the Fall of the Eldar race, precipitating the Emperor's Great Crusade to reclaim the galaxy for humanity.

Areas afflicted by Warp storms are infernal regions where the laws of the physical universe are stretched to, and often beyond, breaking point. Space itself boils with unknowable energies, and to pass into the storm is to pass beyond the material realm and into one conjured into being by the denizens of the Warp and the unknowable will of mad gods. Time has no meaning in such places; here the landscape can take any form imaginable, from oceans of bubbling viscera stretching as far as the eye can perceive, to impossible intersections of unreal geometry. In some places, the will of one of the four great powers of Chaos is ascendant, the surroundings shaped according to that god's drives and desires. Others are formless or ever changing, or they respond to the subconscious impulses of any who look upon them.

The greatest of Warp storms are those that have become permanent, if the word can ever truly apply to such a phenomenon. The Eye of Terror, for example, is a massive scar upon the void, afflicting a vast region that once contained countless millions of systems and comprised the densest concentration of the Eldar race before it fell. Other regions include the Maelstrom, a region haunted by renegades and aliens who plague Imperial shipping for hundreds of light years in every direction. Another great storm, lying between the Calixis Sector and the Koronus Expanse, is known to Navigators as the Screaming Vortex.



The Screaming Vortex long ago consumed a vast region of space and some say it was created at the same time as the Eye of Terror. Numerous dark legends exist among those who ply the void, some claiming the storm was created by the death-scream of an entire species, others that it was the Emperor's curse upon some xenos abomination. Whatever the truth, those possessed of psychic powers report that the entire region surrounding the vortex is afflicted by the tortuous wailing of those long dead and, when the storm waxes, even those without the psyker's gift can perceive it and are often driven to bitter insanity by the experience.

What is known only to the most highly placed within the Ordos Calixis, is that the interior of the Screaming Vortex is host to numerous worlds. Those at its edges exist in a half-life between the real and unreal dimensions while those further in are dread daemon worlds entirely in thrall to Chaos. The Vortex is broadly divided into three regions. The outermost ring is the Gloaming Worlds, where numerous petty warlords battle one another for dominance and the favour of their daemonic patrons, seeking to raise armies of mutants and heretics to launch against their rivals. Beyond the Gloaming Worlds is the Inner Ring, a region host to a number of daemon worlds of ever more insane nature, where only those well along the so-called "Path to Glory" dare pass. At the eye of the storm is the Lower Vortex, a region so steeped in the fell power of the Warp that only the very strongest dare enter it and few of these ever return. When they do, however, they are possessed of such power and privy to such secrets that all their dreams of dominance

The Adeptus Arbites

All planetary governments maintain their own standing police forces, commonly referred to as Enforcers, though there are as many actual titles as there are planets in the Imperial fold. Above this level, however, there exists a higher body, called the Adeptus Arbites, responsible for enforcing the Emperor's law the galaxy over. The Adeptus Arbites care nothing for local mores, regulations, or codes. Instead, they brutally enforce those codes that remain constant across the entire Imperium and, in the 41st Millennium, there are entire libraries, sometimes the size of continents, dedicated to maintaining this vast body of statute. The Adeptus Arbites maintain a presence on all but the most isolated worlds. In the teeming hive cities there may be many thousands of Adeptus Arbites personnel, ever watchful for sedition, recidivism, and other such crimes, while less populated worlds might be home to but a single bastion-precinct.

Aside from ruthlessly enforcing the Pax Imperialis, the Adeptus Arbites often play one other crucial role. Should rebellion or invasion overtake a planet, it is not uncommon for the fortified precincts of the Adeptus Arbites to be the sole remaining outpost of order. As such, they are charged with holding out long enough for an astropathic transmission to be broadcast and aid called in. In all likelihood, none of these bold defenders will be alive when liberation finally arrives, but their sacrifice will never be forgotten.

The Grey Knights

The Grey Knights are the secret defenders of mankind against the denizens of the Warp. They are the unseen and unheralded champions who, unknown to the teeming masses, have averted disaster on a galactic scale on countless occasions. The Grey Knights are a highly specialised Chapter of the Adeptus Astartes, serving under the Daemonhunters of the Ordo Malleus. Each is a warrior-psyker of prodigious skill and potency and his faith is so strong that not a single Battle Brother has turned to the Ruinous Powers in the ten thousand years of the Chapter's existence. Clad in armour inscribed with the mightiest sigils of warding and wielding arms of arcane, sometimes even alien manufacture, the Grey Knights face daemonic enemies that no others could, or would, stand against.

Daemon Worlds and Merciful Exterminatus

Chaos is a threat to mankind not just in a military sense, but in a spiritual one too. Just the knowledge that beings of immense power exist but a thought away, feeding on and feeding back into the passions of mortals, is considered too dangerous for all but the most trusted to bear. The common subject of the Imperium lives in a perpetual state of fear, ignorance and subjugation that is imposed not out of cruelty, but for the good of the Imperium as a whole.

Yet, it is unavoidable that the Imperial Guard and other fighting arms must face the servants of Chaos on the field of battle. When they do so, they are bolstered by numerous preachers and confessors, for faith in the God-Emperor is the only true armour against the diabolic truth of the enemy. Facing even the mortal followers of the Ruinous Powers is known to tax most Imperial Guard units to the point where morale and spiritual well-being are tragically degraded. When facing those beings of Chaos native to the Warp—Daemons and those who wield their gifts, even the boldest Imperial Guard veteran is likely to be driven insane or corrupted beyond salvation.

When entire worlds are overrun by the Daemons of Chaos, all hope of ever reclaiming them must be abandoned. When the blood offered to the Ruinous Powers by the slaying of the Emperor's servants seeps into the very bedrock, the taint of Chaos is so ingrained it may never be cleansed. The world becomes the domain of fiends and daemons and, in time, the stuff of reality may become so compromised that the planet is transformed into a daemon world. In such cases, the Inquisition or similarly placed authorities might have no option but to declare Exterminatus and destroy it utterly.

Exterminatus is a term used to describe a range of sanctions that can be brought against a condemned world, but all of them have the same end result. Every trace of life is utterly scoured from the world, right down to the cellular level, so that it is reduced to a barren rock as if life had never existed there at all. Shorn of the anchor of living souls, the daemons must retreat back to the Warp, or so it is hoped. In truth, some worlds are never exorcised of the taint of the Warp and remain charnel houses dedicated to the eternal suffering of those souls who fell in the defence of the Emperor's realms.

are finally within their grasp. When such individuals rise to prominence within the Screaming Vortex, the regions beyond fall under the shadow of a Black Crusade—an unstoppable invasion of countless millions of servants of the Ruinous Powers.

It remains unknown if any amongst the Calixis Sector's rulers are fully aware of the dire threat posed by the denizens of the Screaming Vortex. Certainly, those Inquisitors of the Daemon-hunting Ordo Malleus maintain a vigil near the so-called 13th Station of Passage, a point within the Maw that intersects in some manner with the vortex. Perhaps the secret masters of the Ordo Malleus anticipate a full scale Black Crusade and are fighting a desperate, secret war to avert it. Perhaps, however, the very nature of Chaos keeps the threat at bay as its servants expend their energies in eternal, internecine warfare in the vain hope of earning their patrons' notice and ascending to Daemonhood.

The Spinward Front

"Out here, beyond the Periphery, the void itself burns. Some say it's the flames of dying stars, others that it's the fires of war that consume the entire region. Me, I know it's the flames of hell that burn on the Spinward Front, and they'll take us all before they're extinguished."

–Gunnery Sergeant First Class Maull, 86th Cadian

Games of **Only War** can be set in any of the regions presented so far, from the planetwide killing zones of the Jericho Reach to the perilous depths of the Koronus Expanse. What follows is a setting especially designed for the game and its central theme of total war—the Spinward Front. A warzone encompassing dozens of star systems, the Spinward Front is consumed by conflict between diametrically opposed factions. It is centred on a sub-sector of the Calixis Sector called the Periphery and some of its worlds will be familiar to those that have played the **Dark Heresy** game. But the bulk of the Spinward Front warzone is "off the map." It encompasses a region that lies directly in the path of a massive Ork invasion, a region plagued by secession and alien incursion. The battlefields of the Spinward Front are many and varied, and offer as many opportunities for glory as they do ways to die. Only the strongest will rise to take command of the Emperor's armies in such a place, the weak falling prey to Orks, rebels, Dark Eldar, or even the dread forces of the Ruinous Powers.

What follows is a brief history of the events leading up to the "present day" of the **Only War** game, along with a description of a number of key locations, factions, and characters. Sufficient detail is provided for Game Masters to use the setting straight away, and more will be presented in future supplements. Most Player Characters would know only a small amount of what follows, so GMs might prefer their players to skip ahead and allow these details to be revealed as and when appropriate. If in any doubt, the GM should be consulted.

SINS OF THE FATHERS

A thousand years ago, the Calixis Sector was hewn from the xenos-haunted depths of the Calyx Expanse by the blood, sweat, and tears of the countless thousands of martyrs who prosecuted the Angevin Crusade. The endeavour was a mighty one indeed and only made possible by the combined efforts of numerous arms of the Imperium's military machine. Hundreds of regiments of the Imperial Guard fought across worlds boiling with xenos corruption, millions-strong advances spearheaded by the elite Adeptus Astartes. The skies were darkened by the massed fighter wings of the Imperial Navy while warships as numerous as the stars themselves burned across the void. The war machines of the Adeptus Titanicus bestrode the battlefields like armoured gods while the private armies of the most ambitious of Rogue Trader houses fought in the hope of one day ruling those worlds wrested



from the dead grip of nameless xenos fiends. It was one of these militant trader princes that led some of the boldest thrusts, so deep into the Calyx Expanse that he all but broke through into the Wilderness Zones beyond. That man was Duke Severus the First, the bearer of a Warrant of Trade granted to his line by the High Lords of Terra themselves. Yet, his name is all but unknown in the Calixis Sector, while those of lesser men are celebrated across a hundred systems and more.

The deeds of Severus the First and his companions were so heroic that they should be known and celebrated across not just the Calixis Sector, but the entire Imperium. It was Duke Severus who unlocked the Markayn Marches by plasma-boiling the hideous xenos spawning seas of Cantus Extremis, breaking a deadlock that had stalled the advance of three million troops. It was Severus who discovered and charted the Warp route between Dreah and Iocanthos, when the fleet-masters of the Imperial Navy were convinced the path spinward must surely lie between the Prol system and Fedrid. It is even said that a mighty Warp beast assailed the Duke's flagship as he closed on Ganf Magna, the creature's vast tentacles wrapping about the vessel so that when Severus ordered an emergency translation into real space, the thing was dragged through too. Weakened by exposure to the laws of the material realm, the beast was eventually defeated. But before it faded from existence, Duke Severus himself hacked out a single, crystalline eye several metres in diameter and worth the ransom of a High Lord of Terra.

As great as his numerous victories were, it was the duke's deeds in forging the Periphery that earned him true glory, for a short time at least. Of the heretic and xenos fiends the duke's fleet confronted as it ranged ahead of the main crusade between Sepheris Secundus and Sinophia, the few extant archives are all but silent—the Inquisition and other bodies having determined such truths unfit for dissemination. In most cases, only the names of otherwise unknown battles remain. The Scouring of Cyclopea Nine; the Kulth Landings; the Retreat from Avitohol, closely followed by the Avitohol Reprisals; the War of Ash, in which a thousand xenos vessels are said to have been sent plummeting through the upper atmosphere of Sisk, the survivors ruthlessly hunted down by vengeful human natives. It was at the Second Battle of Kulth that the duke's greatest moment came, his armies counter-attacked by a millions-strong horde of slavering xenos monstrosities. Little is known beyond a faded entry in a crumbling tome, locked in the stasis vaults beneath the Lucid Palace on Scintilla, stating that the duke rallied his armies in person, even as the xenos horde closed in on all quarters and all seemed lost. The unknown scribe goes on to claim that Duke Severus faced a xenos being of such monstrous nature that his greatest champions were struck down by madness, but that he was not, delivering the killing blow with his own hand and turning the battle and the entire campaign in an instant. The xenos hordes were put to rout and with them, those human-held worlds that had resisted the Imperium's advance capitulated. The region that would one day become known as the Periphery Sub-Sector was opened up and a Warp route discovered that connected the region to the distant Scarus Sector, ensuring its fortunes as shipping hubs sprung up along its length.

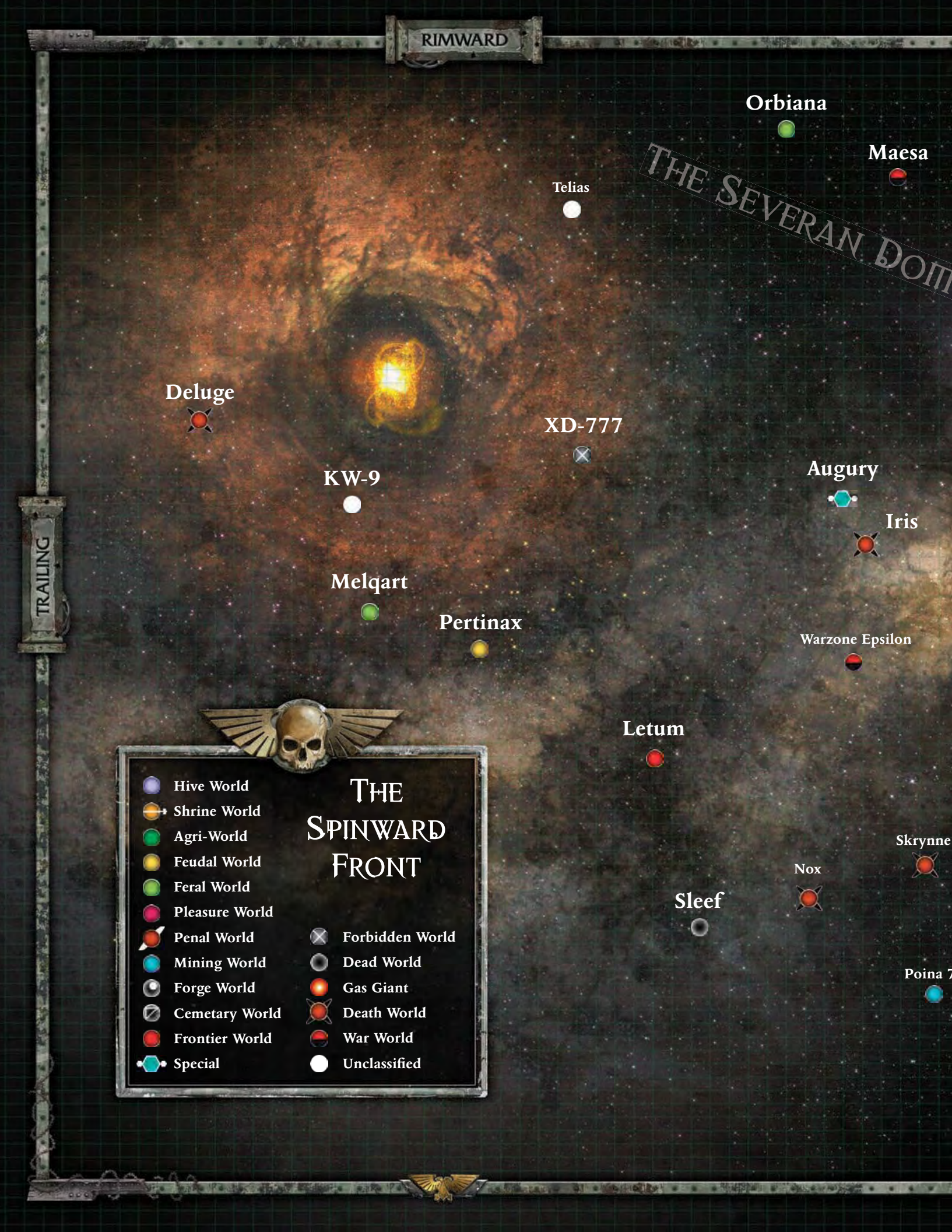
Why then, are these deeds unknown to the peoples of the Calixis Sector? The answer is simple and lies in the most base of human flaws—the sin of hubris. Duke Severus the First had been promised much by the terms of his Warrant of Trade, but in truth the High Lords had never expected him to survive the terrors that lurked in the Calyx Expanse. Before being granted his title, the duke was a senior courtier of the Senatorum Imperialis and his political trajectory was carrying him towards a seat on that highest of councils. His numerous rivals found this greatly disconcerting for they believed Severus to have murdered numerous of his compatriots during his rise to power. These rivals engineered the granting of the Warrant of Trade, forcing Severus to embark on a crusade they hoped would end his ambitions, his career, and his life. Severus was fully aware of the High Lords' intentions and when he succeeded in carving the Periphery from the darkness of the Calyx Expanse, he interpreted the terms of his warrant to justify him claiming it as his personal realm, exempt from the laws and demands placed on the rest of the Imperium. In essence, Severus installed himself as the exclusive ruler of his own private empire, which in his eyes he had earned by the spilling of his blood and that of countless thousands of his followers.

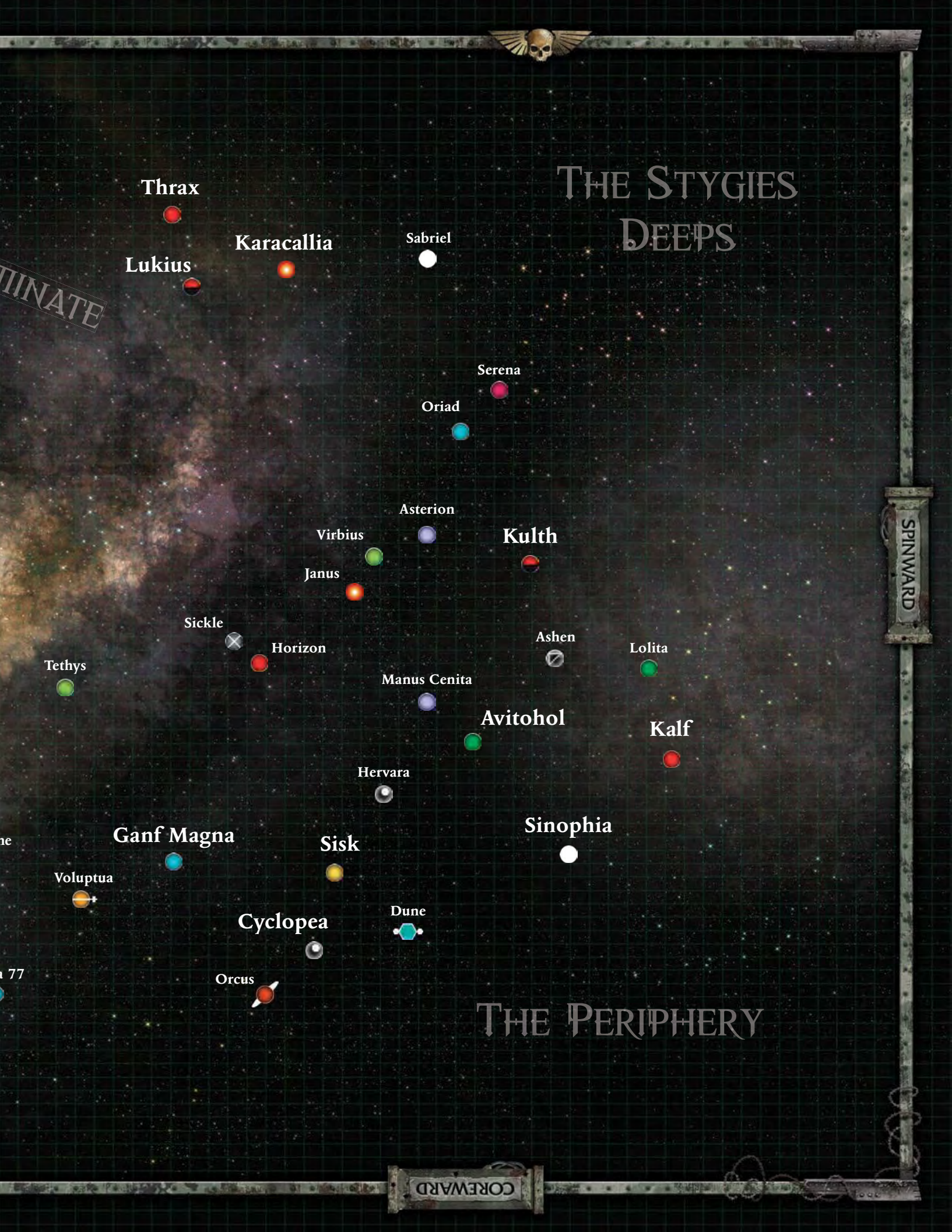
In other circumstances, Severus the First might have been allowed to realise his ambition, for the frontiers of the Imperium are often expanded by men with similar dreams, only to be absorbed into the greater mass of sectors generations later. This might have been the case with Severus, were it not for the simultaneous rise of a man who regarded him as a vainglorious and self-interested robber-baron interested only in expanding his own domains off of the blood, sweat, and tears of millions of the God-Emperor's faithful servants. This man was General Drusus and, while Severus had been conquering the Periphery for his own ends, Drusus had been leading the armies of the Imperial Guard in a series of victories every bit as glorious as the duke's. While Severus set about consolidating his power after the Second Battle of Kulth, Drusus fought on, claiming untold worlds for the God-Emperor of Mankind. Following his apparent death at the hands of the agents of rivals (which may, or may not have included Severus) and subsequent resurrection, Drusus was beatified and is celebrated to this day as the patron saint of the Calixis Sector.

Duke Severus was soon eclipsed by Saint Drusus and his plans to establish his own realm cast to ashes. With every one of the leading lights of the Angevin Crusade openly worshipping Drusus, none would support Severus in his own ambitions. For a time, Severus turned his back upon his former peers amongst the crusade, eventually only speaking with the famous Rogue Trader Sibylline Haarlock. What passed between the two remains unrecorded and some believe that Haarlock denounced Severus upon learning of his intentions to establish his own private realm. By the time Drusus was pronounced the first Lord Sector of Calixis, Severus was a broken man. He died in 417.M39, less than a month before Drusus himself passed away. To the last, he was a resentful, bitter man, turned by the cruelty of fate from a noble merchant-admiral to a paranoid recluse.

GM Guidance: The Return of Saint Drusus

The Apostasy Gambit is an adventure trilogy for the **Dark Heresy** game in which Saint Drusus returns to pass judgement on the sinners of the Calixis Sector and war erupts across the entire region. **Only War** Game Masters might like to consider whether their campaign is set before, during, or after these events. If the so-called Dei-Phage has yet to rise, then the sector-wide anarchy that ensues when he does can form a part of the story later in the campaign, perhaps with the Player Characters being swept along on one side or the other. If and when Saint Drusus returns, Severan the Thirteenth denounces him as an imposter, not even knowing that he is in fact correct. Perhaps by the time this occurs, the PCs have gained higher rank and might be able to decide for themselves which side to join, bringing up some intriguing questions of loyalty. Lastly, if the Dei-Phage has been defeated, it is quite possible there will be remnants of his deluded followers still fighting on, and many would have fled to the Periphery and beyond. Game Masters wishing to explore this element of the setting further will find plenty of detail in the **Apostasy Gambit** series.


RIMWARD
TRAILING
Orbiana
Maesa
Telias
THE SEVERAN DOM
Deluge
XD-777
KW-9
Augury
Iris
Melqart
Pertinax
Warzone Epsilon
Letum
Skrynne
Nox
Sleef
Poina
THE SPINWARD FRONT
Hive World
Shrine World
Agri-World
Feudal World
Feral World
Pleasure World
Penal World
Mining World
Forge World
Cemetary World
Frontier World
Special
Forbidden World
Dead World
Gas Giant
Death World
War World
Unclassified


THE STYGIES DEEPS
Thrax
Karacallia
Sabriel
Lukius
TIINATE
Serena
Oriad
Asterion
Virbius
Kulth
Janus
SPINWARD
Sickle
Horizon
Ashen
Lolita
Tethys
Manus Cenita
Avitohol
Kalf
Hervara
Sinophia
Ganf Magna
Sisk
Voluptua
Cyclopea
Dune
Orcus
THE PERIPHERY
COREWARD

GM Guidance: Space Marines on the Spinward Front

Only War is a game that focuses on the Imperial Guard—men and women possessed of unquenchable faith in the God Emperor of Mankind, but ultimately mortals of flesh and blood. To the common troopers, the super-human Space Marines of the Adeptus Astartes are as gods walking amongst men and, while some are present on the Spinward Front, they are a rare sight indeed. Most Imperial Guard troopers will never see a Space Marine, let alone fight alongside one, and as such they are the subjects of all manner of legends, myths, and superstitions. Different cultures, and the regiments drawn from them, have their own beliefs about Space Marines. Some hold them in awe as the literal sons of the Emperor, while others fear them as the deliverers of the Emperor's divine judgement. While it is true that a Space Marine can spit acid, in their ignorance many claim they can also kill with a glance or rout an army with a single word. Tales abound of small groups of Space Marines conquering entire planets or holding off wave after wave of slavering xenos fiends. Some chapters, in particular the Ultramarines, are lionised across the Imperium. Others, such as the Blood Drinkers, inspire dread.

Any trooper finding himself in the presence of a Space Marine is likely to drop to his knees in abject supplication, so potent is the martial bearing of a Battle Brother of the Adeptus Astartes. Even senior Imperial Guard officers might find themselves stammering like newly commissioned subalterns when conversing with a Space Marine. In the main, most Space Marines barely notice mere mortals and it takes a great and rare man indeed to earn their respect.

Game Masters are advised to keep Space Marines as a very distant presence in their campaigns. Rumours of their presence in a war zone should cause great excitement amongst the PCs, but often prove to be false. Perhaps once the campaign has progressed to a higher level, an encounter with a single squad of Space Marines could form the climax of a mighty battle and prove the subject of numerous tales told around the tables of the officers' mess for many years to come.

But Duke Severus the First did not die the last of his line. Before he passed, he recounted his sad tale to his first-born son, and in the telling it must surely have been distilled into a hateful story of lesser men allying against one of whom they were jealous. The son passed the tale on to his son, and again the story was filtered in the telling until all that remained was a twisted kernel, only barely resembling the truth. Generation after generation heard, and then repeated, this tale of doom, until in 779.M41 Duke Severus the Thirteenth assumed power over what little remained of his house. Unlike his predecessors, Severus the Thirteenth had managed to claw his way up the rungs of power in the Calixis Sector, drawing upon methods and means yet to be fully revealed. In 799.M41, he assumed the appointment to which he had worked his entire life, the position from which he might finally realise the dreams of his entire line. He ascended to Lord Sub-Sector, the Administratum prefect of the region his eponymous forebear had founded—the Periphery.

His ambitions echoing those of his progenitor, Severus the Thirteenth believed that the Periphery should be his, yet he knew that overtly declaring secession would cause the planetary governors to rise up against him and bring the force of the Imperium crushing down upon his head. Instead, he sought allies in the darkness spinward of the Periphery, his spies seeking out any who might lend him aid, no matter their price. Waiting in the darkness, his spies discovered the Dark Eldar of the outcast Children of Thorns kabal, and vile pacts were made in exchange for the aliens' lethal services. Severus the Thirteenth consigned entire frontier worlds to the Dark Eldar's cruel mercies, ensuring that when realspace raids occurred, the sub-sector's reserves were always too distant to intervene. Xenos chattel-barques swollen with slaves delivered hundreds of thousands to their doom in the pits of Commorragh, while Severus the Thirteenth's court gained veiled courtiers and black-eyed assassins.

For over a decade, Severus and his cruel agent-allies worked tirelessly to cut the ties between the Periphery and the sector at large, one at a time, so that none even noticed as it was slowly transformed into his personal realm. Planetary governors resistant to corruption or subversion were quietly removed, but always the eight worlds closest to the border with the Malfian sub-sector were maintained in a state of outward normality. The worlds spinward of them were entirely in the sway of the noble, who had at last attained his ancestor's dream in all but name.

The Children of Thorns

Severus the Thirteenth could never have gained ascendancy over his peers without the aid of the Dark Eldar group known as the Children of Thorns. This outcast kabal is made up of the dregs of the Dark Eldar society—escaped slaves, disgraced nobles, and defeated champions—and its members are ever watchful for opportunities to gain weapons and slaves they can use to fuel their bid for power in Commorragh. In aiding Severus the Thirteenth, the Children of Thorns kabal has gained easy access to a region in which the Imperium's forces are unable to oppose their realspace raids. Thousands are dragged screaming back to the dark sub-reality sinks of the Dark City, yet there are those that question whether the kabal's involvement in the wars of the Spinward Front might be more pernicious still. Some fear that the Dark Eldar might be working towards another agenda entirely—one that can only bring more doom and disaster upon the war torn worlds of the Periphery and beyond.

THE GREEN TIDE RISES

None can tell what might have come of Severus' fiefdom had events continued unchecked. Perhaps he would have grown so bold as to risk openly declaring secession, or perhaps his shadowy allies would have turned upon him in his hubris. Instead, it was another xenos species that decided the matter. An Ork invasion under the warlord Ghenghiz Grimtoof, the self-titled "Git-Slaver," came crashing out of the darkness and fell upon the outermost fringes of Severus' pocket empire, slaying millions in a few short months. The defence forces of these worlds were geared largely towards the suppression of their own populations, or else for blustering parades honouring their master, and few were able to mount anything like a capable resistance. World after world slipped from Severus's grasp as the Git-Slaver's Orks rampaged all but unchecked through his realm. There was nothing either he or his sinister allies could do to halt them.

Severus the Thirteenth brooded upon his granite throne as millions perished. His closest advisors counselled him to beseech the Imperium for aid, yet all were silenced by the executioner's blow. At the last, his counsellors all dead or fled, Severus was left alone and his empire all but fallen. In a moment of grim revelation he saw they had all been correct. He dispatched his own kin to the court of Lord Sector Hax to beg for aid against the Ork invasion. Though most of the messengers were intercepted by unknown assassins or fell prey to other, equally deadly fates, one got through. Severus's own granddaughter went before Sector Lord Hax and delivered the plea for aid. Hax simply laughed at her.

The patrician sector lord had been watching the Periphery from afar for years and knew well the treachery of Severus, though how much he was aware of its origins, he did not reveal. Later hearsay implied that some link between Severus and Hax, some dark tie, perhaps even a blood tie, stayed his hand as Severus built his own private realm. Yet, when the Orks attacked, it was to Hax's own benefit, for it humbled Severus and forced him out of the wilderness in a very public manner. At length, Hax agreed that the Orks must be checked and the sector's reserves were mobilised.

Kulth, the capital of the sub-sector, was relieved, though in truth the Imperium never committed sufficient force to truly turn the tide against the Orks. The worlds beyond the Periphery descended into a churning cauldron of total war, yet so many troops were being committed to the secret war in the Jericho Reach that to many the endeavour seemed to have little hope of success. Some whispered that those who prosecuted that distant crusade had need of a war closer to home to mask the huge drain on resources, and so a deadlock in the Periphery was at best convenient, and at worst deliberately maintained.

TOTAL WAR

While the situation on Kulth was stabilised, the war beyond the Periphery was going badly for Severus the Thirteenth. While the Orks plundered the worlds of Deluge, KW-9, Pertinax, and a score of lesser systems, a myriad of other threats rose up. Despite the pacts he believed he had secured with the Dark Eldar, the pernicious children of Commorragh launched ever more audacious raids against those worlds on the verges of the war zone. Drawn by the near total collapse of the Imperium's power in the region, the servants of Chaos, in particular the warband of Sektoth the False Whisperer, launched a series of brutal assaults, pursuing their own blasphemous missions.



Beset upon all quarters, Severus the Thirteenth announced his annexing of the zone beyond the Periphery into what he termed the "Severan Dominate" until the crisis had passed. Hax was incensed, declaring Severus a secessionist and a traitor, and the war escalated to a previously unseen pitch. The servants of Chaos now walk openly upon the war torn worlds, doing the unknowable bidding of their masters, while the Dark Eldar raid where they will, their pact with Severus all but torn up. The Orks have now entered the second phase of their Waaagh!, the focus shifting from slaughter to enslavement. The Ork warlord has established his own bastion world at Avitohol and enslaved its populace so that countless millions of tons of ramshackle war materiel are being churned out to feed the species' incessant hunger for weapons and munitions. The lines are drawn and the pressure on the front is increasing, and it is only the far more pressing needs of the Jericho Reach fronts that keep the Imperium from flooding the Spinward Front with so many regiments that all resistance is crushed. Each year that the Severan Dominate is not brought to heel is another year it spends reinforcing its core worlds, and another year the Orks' strength becomes ever more established. And all the while, the forces of Chaos move unchecked through the region, and mad prophets whisper of an imminent manifestation of the dreaded Tyrant Star…

Worlds of the Spinward Front

"For an age, no one cared about the Periphery or the cold reaches beyond its borders. The light of the Emperor just never really shone this far. Now the Orks want it, the secessionists want it, the Eldar want it, and even those powers we don't name want it. Stands without reason that after all this time, after centuries of not caring, the Imperium should decide it wants the Periphery after all..."

–Evidence submitted in the court martial of San Durra

Confronted with the combined crisis of xenos invasion, traitor secession, Dark Eldar raids, Chaos assaults, and religious-inspired anarchy, the Imperium has declared the Periphery and its spinward marches a war zone. The entire area is designated the Spinward Front and it falls into three broadly defined partitions.

The first is the Periphery Sub-Sector itself, a region that has been crumbling from within for many generations and is likely to be sent into terminal decline with the recent upheavals. Most of the planets in the Periphery are frontier worlds, existing on the lawless fringes of Imperial space where life is especially brutal and short. The laws the Adeptus Arbites enforce across the sector appear distant and irrelevant codes to those who fight just to survive on the decrepit frontiers.

The second part of the Spinward Front is that area invaded by Waaagh! Grimtoof. Most of the worlds captured by Warlord Git-Slaver's invasion previously fell under the rule of Severus, but now look well and truly lost to the Imperium.

The third part of the Spinward Front is the Severan Dominate, a cluster of worlds beyond the spinward border of the Calixis Sector that Severus the Thirteenth has declared under his direct rule, effectively seceding from the rule of the Imperium. The planets of the Severan Dominate are in the main barren wastes, but their position along the Calixis-Scarus Warp conduit renders them strategically essential to the security of the entire segmentum. The majority of the area is fast becoming a cauldron of war, as ever greater numbers of troops are committed there.

THE PERIPHERY SUB-SECTOR

The Periphery is aptly named, and not simply because of its position at the verges of the Calixis Sector. Its worlds have been slowly decaying for almost as long as the sector has been in existence, side-lined by those areas with more valuable natural resources, better developed infrastructure, and more prosperous mercantile concerns. In many ways, the sub-sector has always served as a buffer against any enemy that might emerge from the vast gulfs of Wilderness Space separating the Calixis and Scarus sectors, and with the arrival of Waaagh! Grimtoof that is exactly what has occurred.

For most of those assigned to the Spinward Front, it is clear that the Imperium is fighting not to defend some valuable resource or strategically vital location, but to prosecute a bitterly hated enemy. Of those worlds considered part of the sub-sector proper, Kulth is entirely consumed by war, while several others lie close enough to hostilities that they too may soon be plunged into the bloodshed. The Imperium is fighting a war on two fronts though, simultaneously seeking to repel Waaagh! Grimtoof and suppressing the Severan Dominate. The front line has largely stabilised at the spinward border of the Periphery, and standard military doctrine calls for the fortification and reinforcement of its core worlds in order to conduct a "defence in depth" against the invading Orks. No such reinforcement or fortification has yet been instigated, the ongoing crusade in the Jericho Reach drawing away any forces that might be employed to do so.

KULTH

Kulth is the strategic lynchpin of the Spinward Front, for it occupies a unique position in relation to the numerous factions intent upon conquering the Periphery. Kulth bestrides the Calixis-Scarus Warp conduit and is the last Imperial planet within the borders of the sub-sector before the route plunges into the lawless voids of inter-sector Wilderness Space. Its orbit is strewn with countless void-docks constructed to accommodate Warp vessels laying over on their way to or from the Scarus Sector. Yet with the coming of the war, most of these have fallen silent and cold, while others have become low gravity, vacuum-haunted warzones in their own right.

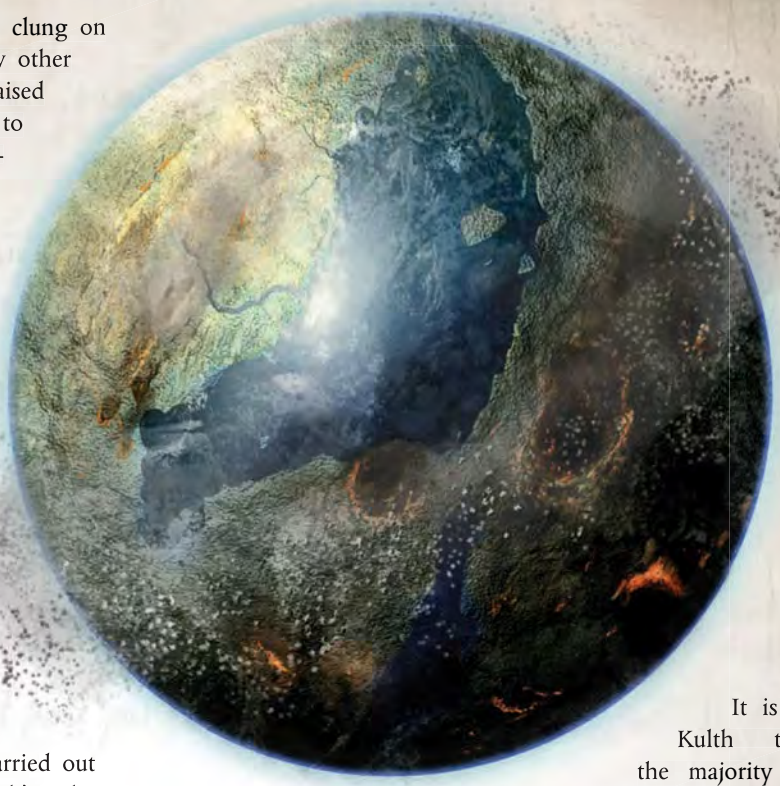
The surface of Kulth was once considered an arcadia, its rolling hills and fertile, grassy plains ripe for different types of exploitation. It was Duke Severus the First's dream that the world would become a haven for the nobles of the nascent Calixis Sector, and it was to that end that he built his own soaring palace on the glittering coast of the primary continent. This formidable pile was wrought from marble of deep crimson, and so became known as the Sanguine Palace. He issued invitations to those military leaders that had served under him to come to Kulth and receive his patent of nobility, hoping to establish a hierarchical order with himself at the apex and numerous vassal lordlings owing him fealty. For several years, it appeared that Duke Severus's dream might be realised. Then, Drusus was elevated to the rank of first Lord Sector, and one of his first deeds was to create a stable and prosperous region out of the war torn ruin left in the wake of the Angevin Crusade. The Calyx Expanse became the Calixis Sector and it was carved up into sub-sectors, each with its own praefect and capital world. Kulth was declared the capital of the Periphery, a term Severus perceived straight away as an insult to all his achievements during the crusade. Despite the terms of his Warrant of Trade, Severus's world was prised from him by Drusus's servants. A massive Administratum mission descended upon the verdant grasslands and set in motion the process by which Kulth was turned into the administrative centre of the new sub-sector.

Severus lived out his days in the faded glory of his coastal palace, closing its shutters to block the sight of the Adeptus presence sprawling across the land. Within a few

decades, Severus was dead, though his line clung on to possession of his palace and a scant few other holdings. Meanwhile, a huge workforce raised up the labyrinthine administration necessary to oversee an entire sub-sector. The orbital void-docks were constructed and Kulth became a busy shipping hub, its wealth founded not on patents of nobility, but on levies placed on shipping passing to and from Scarus.

Despite the bitter fate of the line's sire, the scions of Duke Severus remained on Kulth, stoking their hatred of Drusus and all his works yet forced to hide it from all around them. The line's palace grew ever more tumbledown, yet the family retained sufficient income from its off-world concerns to cling on to a vestige of nobility, if not true power. When at last Severus the Thirteenth finally clawed his way to the rank of Lord Sub-Sector, he retained his line's palace as his court as an act of remembrance to his long dead forebear. Over the course of several years, Severus carried out a ruthless, yet largely unseen, purge of Kulth's Adeptus presence until ultimately, only those loyal to him and his line occupied positions of true power. The Severus line's palace became a bustling court frequented by a curious mixture of sycophants and murderers, those who would do anything to remain in favour and those willing to kill anyone for a fee. Beneath the outward displays of fealty boiled a heady mix of decadence and heresy, epicurean dilatants competing for favour with xenos assassins in the dusty, decrepit halls.

Then came Waaagh! Grimtoof. Initially, it was only those worlds beyond the Periphery's borders that suffered the Orks' predations and it was many months before the full extent of the crisis was realised on Kulth. Even then, Severus believed he could hold the barbarous xenos at bay using the forces under his command, without compromising his ambitions by beseeching the Lord Sector for assistance. He was proved wrong in short order and saw no alternative but to declare the secession of the Severan Dominate. Kulth is now a scorched, corpse-strewn wasteland, its continents carved up into the ever-shifting territories of whichever army has most recently committed the most resources to taking it. The Sanguine Palace still stands, protected from orbital strike by multiple void domes thought to have been acquired by pacts with outcast factions of the Cult Mechanicus. The palace is surrounded on all quarters by the most formidable defences on all of Kulth and has never fallen, though both the Imperium and the Orks have come close to taking its outer precincts on several occasions. The battle for Kulth has been raging for 83 years, the fates of each faction waxing and waning as entire armies are fed into the meat grinder. At times, one party has all but crushed another, only to be counter-attacked by the third. At present, the Dominate is confined to one part of the world's primary continent, while the vast bulk of the fighting rages between the Imperium and the Orks. How long this state might last is a question beyond even the most gifted of strategic precognosticators, however, and it could switch at any moment.



It is to Kulth that the majority of newly raised Imperial Guard regiments are likely to be sent, for its savage battle zones chew through men and machines at a rapacious rate. The world is a war zone in its own right, the Imperium's forces commanded by Lord General Ghanzorik in person. Kulth High Command is well established in a formidable chain of bastions and fortresses near the world's north pole, known as Fort Drusus (a title Severus the Thirteenth believes a deliberate insult), and this nigh impregnable ring of ceramite and plasteel is tested daily by the relentless frontal assaults of the Orks. Those Guardsmen that survive more than a few days soon learn that very little on Kulth is permanent, the front line shifting miles each and every day. No sooner is a position carried than it is lost to counter-attack; no sooner is a garrison established than the defenders are shipped out to bolster another assault. Ghanzorik is the most dogged of leaders, and those serving beneath him hold him in a mixture of respect and fear. Most know that he will do anything to fulfil his duty, but that this includes sacrificing countless numbers of his own troops should he deem it necessary. Not for nothing is Ghanzorik known by many on the front line as "Old Steel and Blood," a title the dour old general is said to secretly revel in.

Imperial Forces on Kulth

Lord General Ghanzorik's forces represent the greatest operational concentration of the Imperium's military resources in the entire Calixis Sector, but still they are insufficient to strike the decisive blow that will take the world once and for all. At the last estimate, they numbered at least five million troops, around two thirds serving in front line combat units and the remainder committed to second line reserve and support formations. In addition to these, countless more are engaged in the ceaseless logistical duties by which

such a large force is maintained. Regiments are drawn from all over the Calixis Sector and every world able to raise a tithe is represented in Ghanzorik's armies. With the events surrounding the rise of the Dei-Phage, numerous regiments have been drafted in from sectors much further afield, at least in part to ensure their loyalty cannot be called into question. These include regiments from Cadia, Tallarn, Vostroya and many other famed Imperial Guard home worlds. Rather than being raised specifically for the war on Kulth, these regiments have been drawn from segmentum reserves or re-tasked and diverted from whatever operations they were initially raised to undertake. Some are long service veterans with more than a decade of experience at the front line, but they will be bitterly disappointed if they expect to be assigned to fight a battle from which victory might derive settlement rights. The war on Kulth is expected to grind on for decades to come.

Amongst the Imperium's forces on Kulth can be found every type and variation of fighting force. The Imperial Guard is an incredibly varied organisation and so even the main line infantry regiments range from small bodies of heavily armed and armoured grenadiers to massive formations equipped only with the crudest mass-produced weaponry. Supporting these infantry forces are artillery regiments fielding every imaginable form of heavy gun from massed mortars to super-heavy self-propelled artillery. Leading the infantry in their massed assaults are the tank companies, most equipped with the ubiquitous workhorse of Imperial Guard armoured forces—the venerable Leman Russ battle tank. Others go to war in the fearsome Baneblade or one of its variants, each so heavily armed it can slaughter hundreds of foes or even strike down the lumbering Gargants the Orks use as titans. Mechanised infantry regiments ride to war in Chimera armoured carriers, while numerous other regiments utilise all manner of riding beasts in the mode of classic cavalry. A small number of regiments operate as drop troopers, and "Old Steel and Blood" is fortunate to have a corps of Elysian regiments at his disposal, for these are amongst the finest exponents of aerial and orbital assault in the entire Imperial Guard.

The majority of these forces are stationed at Fort Drusus, or at least mustered there before being assigned to one of the numerous front lines stretching across millions of kilometres of Kulth's surface. Fort Drusus is a sprawling base the size of a city, its landing fields never silent as millions of tonnes of materiel are shipped in each and every day along with fresh meat for the front lines. Newly drafted regiments are lucky to be granted more than a day to acclimatise to Kulth's atmosphere, which most note tastes like ash and smells of ballistic propellant—a sensation they soon grow used to if they live long enough. Having marched or ridden out of Fort Drusus's mighty Aquila Gate, few ever return alive unless their regiment has suffered such a mauling it is forced to withdraw for reconstitution. Most only make the return journey through the Aquila Gate in a Munitorum body-bag, having given all for the God-Emperor of Man.

Ork Forces on Kulth

The forces of Grimtoof Git-Slaver are even more varied than those of the Imperial Guard, so much so that Imperial intelligence cells have long since abandoned hope of tracking their composition. Instead, the Imperium focuses on estimating the numbers of warbands present and the numbers of Ork "Boyz" that make up each one. At present, it is estimated that the Git-Slaver has committed at least ten million Ork Boyz to Kulth, with countless more of the slave creatures known as Gretchin (or sometimes Grots) being herded into battle alongside, or often in front of them.

Of more use to the Imperium than crude numbers are details of what types of war machine the enemy can field. Ork forces tend to be a ramshackle riot of troops either swarming forward on foot or riding a range of mechanically improbable vehicles from light bikes to heavy battlewagons. Some field large amounts of artillery, partly looted from a range of enemies but much of it patched together from scrap. Some field walkers of varying sizes and configurations, while others equip their foremost warriors with armour as heavy as the Space Marines' formidable Terminator suits.

While there appears to be little in the way of logic or pattern to the composition of most Ork warbands, there are some that eschew any hint of balance and focus entirely on one type of force, often for no obvious reason other than the crudely expressed tastes of whichever leader has risen to power. Some warbands ride to war packed into fast but lightly armoured transports, those that reach the Imperial Guard lines leaping out directly into the defenders' midst to unleash bloody mayhem. Others field only huge mobs of walkers, from light Killa Kans to Stompas almost the size of a scout Titan.

It is rare for Orks to invest much in static defence, though they often "upgrade" those Imperial fortifications they capture. The species is so bloodthirsty and violent that the Git-Slaver's forces are far more likely to operate on the offensive. Frontal assaults so large the landscape seethes with alien bodies from one horizon to the next are not uncommon, the mighty Gargants stomping forward with their characteristic gait, unleashing firepower sufficient to flatten entire fortresses. The Orks revel in such displays of crude power, every one bellowing the praises of their primitive gods. To an Imperial Guard trooper manning the trench line for the first time, such a spectacle is sufficient to shatter the mind. Often the only thing more intimidating is the gaping muzzle of a Commissar's bolt pistol, held ready to gun down any who should flee.

While the Imperium's presence on Kulth is subject to the rigid command structure of the Imperial Guard and other military bodies, the Orks control their massive armies by way of the timeless principle of "might makes right." Grimtoof Git-Slaver has ultimate control over his forces on Kulth and every other world in the region, and although he is most often to be found at his "kapital" of Avitohol, he makes regular appearances at the very front line of his armies on Kulth. The Boyz need a regular reminder, it seems, of just who is in charge. When Grimtoof is not on Kulth, command is delegated in typically Orkish fashion to whichever of the warlords is strongest. At present, a particularly psychopathic

Lord Marshal Ghanzorik – "Old Steel and Blood"

Supreme commander of the Imperium's forces on the Spinward Front, General Ghanzorik is an officer with a fearsome reputation, as much amongst his own staff as his enemies. He was commissioned into the 61st Maccabian Janissaries in 775.M41, and in 780 his regiment was dispatched through the Jericho-Maw Warp gate to serve in the hellish war zones of the Jericho Reach. Over two decades, Ghanzorik proved himself an able leader, his regiment primarily engaged prosecuting the wars of the Orpheus Salient. Of the sights he witnessed during those bloody years, Ghanzorik rarely speaks, but he is known to have sustained a number of grievous wounds while commanding his troops from the very front. Upon receiving one such wound that almost proved fatal, Ghanzorik was informed of his ascension to the general staff and, while he initially protested what he saw as the loss of his regiment, he soon found himself commanding entire army groups, where his courage, tactical skill, and determination found an entirely new expression.

With the secession of the Severan Dominate and the establishment of the Spinward Front, Ghanzorik was raised up still higher, granted the title Lord Marshal and given the grave responsibility of repulsing an Ork invasion, putting down a pernicious rebellion, and bringing order to a region of space long known for its lawlessness. Ghanzorik soon earned his nickname, committing countless troops to the Relief of Kulth. Yet, despite his initial success in holding the Orks at the sub sector's capital, Ghanzorik appears to be operating with one hand tied behind his back. The situation in the Spinward Front is dire indeed, and seemingly warrants far more military resources than have been assigned to it. While the most highly placed in the sector's military authorities understand there is a grave need to send forces through the Jericho-Maw Warp gate and to use the Spinward Front as a cover for the high levels of recruitment, others believe that a deliberate policy exists to ensure that the Severan Dominate and the Orks of Waaagh! Grimtoof grind each other to mutual destruction. How complicit "Old Steel and Blood" might be in such a conspiracy, none can say, nor can they predict how he might react if he himself discovers the truth.

warlord known as "Zog the 'Zerker" is acting as Grimtoof's second. It remains to be seen if Zog will overstep the bounds of his authority and suffer Grimtoof's wrath or actually become strong enough to challenge his overlord. It goes without saying that several Imperial bodies, not least the Ordo Xenos, are watching the situation closely.

Severan Dominate Forces on Kulth

The armies of Severus the Thirteenth are nowhere near as varied as those of the Imperium or the Orks, the Dominate having far fewer resources to draw upon in the appointment of their troops. The majority are infantry equipped with whatever weapons the defence forces of their home world were issued, and while some Dominate units appear almost indistinguishable from Imperial Guard units, others look more like a scrofulous mob. Despite the relative lack of resources compared to the Imperium, the armies of the Dominate still make use of the more common marks of Imperial war machines, including the Leman Russ battle tank and the Chimera armour carrier. While the Imperial Guard makes only minimum use of locally produced vehicles, the logistics train required to support such items being untenable over interstellar distances, the armies of the Dominate make extensive use of vehicle types rarely seen outside of the Periphery. These include light tanks, ambulatory gun platforms, and a number of crude but remarkably tough ground attack aircraft.

What the armies of the Dominate lack in advanced equipment, however, they more than make up for in quantity. Though the worlds within the Dominate are not hugely populated, they are close at hand. While the Imperium must ship troops in from further away, the Dominate's worlds are close by and its lines of communication correspondingly short. In addition, Severus the Thirteenth has proved remarkably adept at manipulating the hearts and minds of his peoples, such that those fighting to defend Kulth are invested with a righteous zeal rarely faced by the Imperium. They truly believe that Kulth is sacred ground granted to them by the Emperor himself and that the distant High Lords of Terra have broken faith with them and their lord by gifting it to weak puppets such as Lord Sector Hax. Nothing makes this more obvious than the spectacle of the Imperial Aquila scoured from uniforms and the flanks of vehicles to be replaced with the proud profile of Severus the Thirteenth, his head crowned with a wreath of laurels. Despite their rejection of the High Lords, the defenders of Kulth regard themselves as faithful subjects of the God-Emperor and so many bear a wide variety of religious icons and personal relics. Of course, none know what vile pacts their master has undertaken in the pursuit of power.

Since the coming of Waaagh! Grimtoof to Kulth, the armies of the Dominate have seen both huge gains and enormous setbacks. When the Orks first invaded, the defenders were horribly outmatched—within weeks of the first enemy drops, those of Severus the Thirteenth's forces not slain were falling back on the Sanguine Palace. When the Imperium came to Kulth's aid, the Orks were thrown back in disarray, but it was not long before events drove Severus to declare his secession and the liberators became the enemy too. On three separate occasions, the armies of the Dominate have come within a hair's breadth of expelling the Imperium from Kulth, yet each time the Orks have counter-attacked, on Kulth or a nearby system, necessitating a desperate redeployment to avoid total collapse. The bones of Severus the Thirteenth's soldiers are now scattered across every square mile of Kulth's surface, but so too are those of their enemies, whether Imperial, Ork, or any other foe that would contest their Emperor-given right to their world.

GANF MAGNA

The Ganf System occupies a position of minor strategic importance within the Calixis Sector, serving as a hub and layover point on the Warp routes that connect the world of Vaxanide and Sepheris Secundus. Ganf Magna, the major world of the system, is a dusty frontier crawling with recidivists, heretics, and outcasts, yet it is also the sole producer of polygum, a naturally occurring substance with applications in bionic limb grafting, industrial grade nutritional synthesis, and parasite infestation control. This single export draws chartist captains to Ganf Magna, where those with the right trade warrants can earn themselves a respectable profit selling it on to the forge worlds and manufacturing centres of the sector.

Ganf Magna is host to a sizable population of Feral Orks, as are several other worlds in the system, a fact that has drawn investigation by the alien-hunting Ordo Xenos. Orks are known to reproduce by the unconscious dissemination of microscopic spoors, a process accelerated by conditions of warfare. Thus, any battlefield over which the Orks fight is tainted with billions of spoors. A proportion will in time develop into more of the warlike creatures, unless the land is thoroughly scoured. The fact that the authorities on Ganf Magna, such as they are, have been fighting a losing war against an infestation of so-called "Feral Orks"—Orks that have spawned independently and have yet to make contact with others of their kind—suggests that either a large war was once fought there or that the planet has been deliberately "sown" with spores. No extant archive exists that describes such a prior war, while the theory of deliberate infestation is too far-fetched for most to accept. Those that advance the theory point to the fact that Ganf Magna appears to lie in the path of Waaagh! Grimtoof and as its leading edge gets closer, the Feral Ork population becomes ever more aggressive.

Numerous wars have been fought on Ganf Magna in an effort to cleanse its surface of the Feral Orks once and for all, with Imperial Guard regiments drafted in from other worlds in the sector to bolster locally raised forces. Such "cleansings" must be carried out with ever greater frequency, for each time one is concluded, even more spoors are released and even more Feral Orks brought into being by the species' bizarre reproductive cycle.

Ganf Magna is host to a large Departmento Munitorum depot facility able to accommodate numerous regiments in a vast barrack complex not far from the settlement of Gulch. The depot is a staging post for regiments charged with cleansing operations against the Feral Orks and, while at least one regiment is to be found training and acclimatising, several more might be recovering from losses suffered out in the Greenskin-infested wastes. Gulch provides numerous distractions for troopers weary of battle, though whether or not they are able to avail themselves depends on their regiment's Commissars. Gulch is host to numerous bars, gambling dens, black markets, bordellos, flophouses, and even less salubrious dens of recidivism, most of which are essential to the morale of a body of troops recently returned from the front line. It is said that there is no vice not catered to in Gulch, despite the efforts of the Commissariat and the regimental provosts. These grim-faced men and women prowl the ramshackle, neon-lit streets, stun mauls ready to use against any wayward troopers that take their brief period of liberty for granted and overstep what few limits are placed upon them.



SISK

The Sisk system lies close to the rimward flank of Waaagh! Grimtoof's main advance and, as such, is preparing for imminent invasion. The Spinward Front's military authorities are drawing up plans for the first regimental founding in the world's history.

Sisk is classed as a feudal world, meaning it is ruled by a land-owning noble caste and that its general level of technology is barely more advanced than gunpowder. Sisk has very little contact with the Calixis Sector or with the Imperium at large and this has been the case since its earliest days. Communication with the institutions of the Calixis

Sector is deliberately limited, the small Adeptus presence assigned to the world operating in or from a number of void stations in orbit. The reason for this restriction is long lost to most, but the highest-placed know that it is a holdover from the days before the Angevin Crusade conquered the benighted depths of the Calyx Expanse. Though few are now aware of it, the native peoples of Sisk resisted the crusade's advance and it was only the actions of Duke Severus the First that eventually forced them into compliance. Since that time, a pall of sullen bitterness has hung over the population, as if the shame of that distant age is seeped into the very stones of its walled cities.

There is another reason why Sisk has remained isolated, however, and why it has yet to be subjected to a regimental tithe. The population seems more prone than others to genetic deviancy, instances of mutation running at higher levels than in other worlds in the region. These mutations appear relatively stable and one of the tasks of the Adeptus presence has been to ascertain if they constitute a classifiable abhuman strain. Most of Sisk's sizable mutant population are possessed of additional joints in their arms, legs, hands and feet, giving them a distinctive and disturbing, loping gait when they move. Where there are mutants, of course, there are frequently psykers, and herein lies the reason for the Adeptus presence remaining in orbit. As the governor of Sisk, it falls to Lord Gavvit to monitor the rate of psyker manifestation and conduct regular purges to hunt down those not rendered to his enforcers by the population itself. Countless times throughout its history, some rogue psyker has risen to power on Sisk, perhaps even gaining dominance over an army of his people, before the authorities have conducted a brutal witch hunt in which thousands must be thrown to the pyre.

The surface of the world is a bleak and unforgiving land of windswept moors, foul swamps, and deep, brooding forests of twisted and malformed trees. The people live in high-walled cities, protected, so they hope, from mutant bands that roam the wilderness that are often driven to cannibalism and worse by the harshness of their existence. Very few outsiders live openly on the surface, though Lord Gavvit does maintain a number of hidden monitoring stations from which he can spy upon his subjects.

Imperial Guard troopers operating on Sisk are likely to be taking part in one of the periodic mutant purges, but they might be unfortunate enough to be taking part in a witch hunt, perhaps drafted into an Ordo Hereticus operation or supporting an Adepta Sororitas mission. They will be garrisoned on one of the orbital stations, but not likely the gilded palace that is Lord Gavvit's personal domain. All too soon, they will be fighting across the mutant-haunted wilderness, cursing the relentless wind and rain and the shrieking, multiple-jointed cannibals that attack seemingly out of the mists themselves.

Sabriel

Spinward of the region claimed by the Severan Dominate, bestriding the Calixis-Scarus Warp route, lies a system once claimed by the Adeptus Mechanicus but long thought abandoned by the followers of the Cult Mechanicus. Orbiting Sabriel is a vast artificial body, its original purpose long forgotten. The Spinward Front high command are currently drafting plans to reconnoitre Sabriel in the hope that an Imperial Guard presence could be established there and a new front opened up against the Orks as well as the Secessionists. Such a mission would be highly perilous, however, for reinforcing and supplying it in the face of counter-attack would be all but impossible. Nonetheless, several ambitious regimental commanders have already volunteered their units to take the artificial planet of Sabriel, ignorant of what perils may lurk there…

SINOPHIA

Of all the worlds of the Periphery, Sinophia came the closest to carving its place in the annals of the Calixis Sector. Long ago, Sinophia was a distant outpost of the Ixaniad Sector, but with the coming of the Angevin Crusade, it suddenly became the jumping off point in the conquest of the Calyx Expanse. For a generation, Sinophia was the staging world and the mustering ground for vast armies and fleets of the faithful, who came from light years in all directions to cast the horrors of the Expanse back into the darkness of the Halo Stars and conquer the region for the God-Emperor of Mankind.

But Sinophia's glory was brief and the rot soon set in. Now, its once mighty cities are crumbling piles of decay, its population a mere fraction of its former density. As if to rub salt into the wounds, the world has been afflicted by Tech-Heresy, its numerous Cult Mechanicum shrines bolting their portals as if to deny the horrible truths stalking the thoroughfares without. Many are those who dream of service in the Imperial Guard, seeing it as a means of escaping their misery, yet Sinophia's planetary forces are rated sub-par and no such tithing is likely to occur.

Despite its condition, Sinophia is still of some strategic importance to the sub-sector, for it bestrides the Calixis-Scarus Warp conduit. Imperial fleets destined for Kulth and the contested worlds of the Severan Dominate beyond it have been staging at Sinophia with increasing frequency. Perhaps the world might resurrect its all-but forgotten role of mustering ground for forces of conquest, reprising its former glories at the dawn of the Angevin Crusade.

CYCLOPEA

The eponymous capital of the Cyclopea system is a world of ruin, decay, and bitter curses, sharing something of the cruel malaise, yet nothing of the former glory, of its neighbour Sinophia. Cyclopea is a world of dust and debris, its barren surface strewn with the faded remnants of some long extinct civilisation. These relics take the form of megalithic monuments raised by unknown masons in ages long past, and no one can tell whether the builders were even human, though no taint of the xenos is known to linger. Many of Cyclopea's settlements are built using the ruined megaliths as foundations or pilings, while others cling to the sheer sides of the very largest. The tallest soar so high into the dismal skies that they pierce the very clouds, human habitations clinging precariously to their crumbling surfaces in search of some hint of untainted sunlight.

The people of Cyclopea are known to be every bit as morbid as the world of their birth, as if touched by some aeons-old soul-curse. They are grim and dour and they shun even those few pleasures others might cleave to in a universe of oppression and war. As with Sinophia, numerous tech-heresies have sprung into being, nurtured by the tinker-witches who skulk in the deep shadows of the towering megaliths.

Few regimental tithings have ever been raised from Cyclopea, its dues rendered by other means such as base manufacturing and the processing of a variety of bulk ores. With the recent upheavals in the Spinward Front, however, the Departmento Munitorum has despatched several Imperial Guard regiments to Cyclopea to prepare it for a full scale, enforced regimental tithe. Very soon, hundreds of thousands are to be offered the choice of service in the Imperial Guard or death.

Sleef

Classified as a Dead World, Sleef has long been forbidden space to the void farers of the Calixis Sector. With the Ork invasion of nearby Letum and Pertinax ,however, there are those amongst the Spinward Front high command who are calling for Sleef to be opened up for fortification lest the xenos utilise it as a means of striking further into the Calixis Sector. To date, such proposals have been overruled on the advice of various highly ranked members of the Ordos Calixis. What secrets might await any Imperial Guard regiment dispatched to reinforce Sleef remains to be seen, for thus far the Inquisition's counsel has been heeded.

The Cthulgha Nebula

Beyond the spinward marches of the Periphery, the void seethes with the nucleonic fires of dozens of slain stars. What processes led to the creation of this burning nebula are unknown, and the region is the subject of cautionary tales told by those few void farers who have traversed its outer fringes. At the heart of the region lies a zone of relative calm sometimes referred to as the Heart of Cthulgha, about which countless superstitious stories are uttered. Something is said to lie deep in the heart of the Cthulgha Nebula. A silent, tomblike structure is said to drift through the raging fires, protected by the most potent of void shields and the most holy of wards. Some claim it is some manner of sentinel and that it watches over the infernal nebula, ever vigilant for the return of some ancient nightmare that even the Orks, who hold no fear of death, flee from in abject horror.

KALF

A frontier world spinward of Sinophia, Kalf is host to a planet-wide desert of shifting sand seas that harbour a number of highly aggressive autochthonic life forms, including the notorious Kalfian Sand Devil. Of late, Kalf has served as a staging ground for Imperial Guard regiments deploying to Kulth, yet the activities of another enemy has caused several to remain there to guard against a new threat. A Dark Eldar force identified as the retinue of the Haemonculous Tevriel Vektesh has launched numerous realspace raids into the system, and in particular into the deeps of the Kalfian sand seas, to unknown ends. Imperial Guard units tasked with engaging the Dark Eldar have found the environment and its native life forms every bit as deadly an enemy as the Haemonculous and her cruel followers, and several entire companies have failed to return from search and engage missions.



Waaagh! Grimtoof



The green-skinned, barbarous Orks have plagued humanity for as long as he has traversed space and it is probable they are mankind's oldest xenos foe. The Emperor himself is said to have fought, and defeated, one of the species' mightiest leaders during the Great Crusade, averting the rise of an Ork empire that might have grown so powerful as to threaten the Imperium's manifest destiny to rule the stars. No sector of space is free of their anarchic presence, for they infest the entire galaxy. Ork society, such as it is, is focused on continuing strife, the process of powerful individuals rising to command their own stellar empires pushing the species ever onward. Through ceaseless conflict with themselves and with other species, the Orks spread across entire sectors of space. Once established, they are all but impossible to repulse and so the anarchic, ramshackle Greenskin empires expand across the void, staining vast tracts of the stellar charts with their presence.

The coming of Waaagh! Grimtoof was a huge shock to the military of the Calixis Sector, for it came from a quadrant of Wilderness Space beyond the Periphery Sub-Sector not known to host any such force. The systems in that region were only partially catalogued and all-but unexplored, but the long range patrols of Battlefleet Calixis should have picked up any nascent threat. If these patrols did detect any such sign, then the intelligence was certainly not acted upon. The Periphery found itself the target of a massive Ork invasion and Severus felt compelled to declare the secession of his worlds and the creation of his Dominate. Some have whispered that Lord Sector Hax was, in fact, informed of the oncoming storm, yet chose to withhold the information from Severus, perhaps anticipating, or precipitating in, the sub-sector praefect's treachery. Whatever the truth of the matter, it is certain that when Waaagh! Grimtoof smashed into the worlds beyond the Periphery's spinward borders, none were in the slightest bit prepared or able to repulse them. Four entire systems fell in as many months and over a dozen more are now in the grip of total war as the forces of humanity, whether loyal to the Imperium or to the beleaguered Severan Dominate, fight desperately to hold the anarchic xenos foe at bay.

Of the first worlds to have fallen to Waaagh! Grimtoof, very little is known and, while they were ostensibly within the borders of the Dominate, Severus had little or no real power over them. Most exist as names or codes on the stellar charts of the Imperial Navy and may not have known the tread of outsiders for many millennia. The outermost is a dismal world named Deluge, which was host to a small community of mendicant aesthetes thought to have settled there in the aftermath of the Angevin Crusade. Of the monks' fate nothing is known, but Deluge has been under the hobnailed heel of Grimtoof Git-Slaver for so long that it is unlikely any are still alive.

The world of Porphyry was the second settled planet to fall to Waaagh! Grimtoof, the Adeptus Mechanicus strip-mining facility making it a tempting target to the avaricious xenos. The fate of the servants of the Cult Mechanicus remains unknown. Of late, Imperial Navy long range sweeps have detected stray signals suggesting some remnant of the Adeptus Mechanicus forces still exist, though in what form none can say. Perhaps it is no more than an automated beacon cycling endlessly into the void, but perhaps it represents a small group that somehow continues to hold out.

Between Porphyry and the leading edge of the Ork invasion lies a cluster of worlds linked by minor, barely known and highly unstable Warp routes. Even the largest of these are unexplored and as such have only astrocartographic identifiers, including KW-9 and XD-777. Closest to the border with the Severan Dominate is the world of Augury, a planet long shunned even by the pirates and outcasts that haunt such regions. The Orks took Augury six months into their invasion, but they seem unwilling to commit sufficient forces to keep hold of it and the Severan Dominate has retaken it on several occasions. Currently, Dominate forces have been compelled to vacate Augury by the need to bolster nearby Lukius, and so it nominally falls under those worlds in the thrall of Grimtoof Git-Slaver.

Trailing Augury is a line of systems once claimed by the Severan Dominate but currently fighting desperately for their own survival in the face of the xenos invasion. The Imperium is largely unaware and uncaring of their fate and the Dominate is unable to project forces much further than Lukius and Augury. The worlds of Pertinax, Letum, Melqart, and Iris form a lost front, the peoples of each fighting alone to keep the Orks at bay.

Several amongst the Spinward Front's high command have proposed sending Imperial Guard and Imperial Navy units to bolster the defence of these beleaguered worlds and in so doing draw Ork forces away from more valuable war zones. Such proposals have met with dogmatic intransigence, for the worlds lie beyond the effective rule of the Imperium. A number of missions have been launched to ascertain how effective such operations might be, but to date they have all met with such overwhelming Ork forces that none have returned with any useful intelligence.

Under the Heel

Those worlds that have suffered the presence of the Git-Slaver's invasion fall under several types. Those that fell in the opening phase of the invasion are now largely desolate wastes reduced to ashes by the unleashing of total war. Several of these have now spawned populations of Feral Orks, which are likely to be unaware that they were "seeded" by the passage of a mighty Waaagh! Even now they are struggling to gain power and momentum of their own, so that the greatest of their leaders might launch their own migration.

The second type is where the forces of humanity, whether the Imperium, Dominate, or native, are holding on and all-consuming war rages. Such planetary war zones are the scenes of epic, meat grinder battles consuming thousands of warriors of all sides each day. There are at least a dozen primary worlds of this type in the Spinward Front, and countless more planets and systems where war waxes and wanes as the embittered foes launch massive salients or counter-attacks.

The last type is relatively new and its appearance heralds a new phase in Grimtoof Git-Slaver's invasion. Several of those worlds the warlord's forces have captured have not been razed to ashes, nor their populations slaughtered for food or for sport. Rather, they have been taken largely intact and their populations have been enslaved in sprawling, forced labour camps and slave-foundries, forced at gunpoint to manufacture the crude arms and ammunition used by the barbarous Orks. This turn of events signals a failure on the part of the Imperium, for it means the Orks have been allowed to consolidate their gains to such an extent that their migration is becoming an occupation. History teaches that if the Orks are allowed to establish a new empire, their inexorable pattern of strife and migration will make a new invasion inevitable. With the source just beyond the Calixis Sector's borders it will prove a hundred times more challenging to halt. Some whisper that the Spinward Front's high command has been negligent in allowing this state of affairs to develop, for with a full commitment of forces, the Orks could have been defeated decades ago and the Severan Dominate would never have come into being. With the drain on resources by the Jericho Reach and the upheavals caused by the appearance of the Dei-Phage, however, it is hard to see how events could have proceeded differently. The situation is a perfect example of the perils that beset the Imperium at every turn, with entire systems falling, or being ceded, as forces are deployed in other, more important regions despite the potential loss of millions of the Emperor's loyal subjects.

Avitohol

The world of Avitohol lies within the borders of the Periphery Sub-Sector, and has been part of the region's infrastructure since the founding of the Calixis Sector a thousand years ago. When the Angevin Crusade first made planetfall there under the command of Duke Severus the First, they found a fertile, windswept land ruled by primitive and warlike nomads. This barbaric culture lived and died by the possession of the vast herds of gargantuan bovine creatures thought to have been genetically engineered from the yaks of Old Earth and brought to Avitohol at some point during the Dark Age of Technology. These beasts have such prodigious appetites that they must continually migrate across the endless plains and they are so massive and stubborn that all the nomad tribes could do was follow along in their wake or on their backs.

This mode of existence led to the Imperium drawing upon the herds of Avitohol as a food source, but it also meant that the tribes would never be able to settle and enjoy the fruits of their world's integration into the greater empire of Man. Instead, the tribes maintained their aeons-old ways and the Chartist Captains of the Calixis Sector came once each season to purchase a share of Avitohol's mighty herds to feed the teeming masses on the distant Hive Worlds. This way of life continued almost without interruption until, one day, the skies turned black with the contrails of countless thousands of drop vessels and soon the grasslands were set alight in a raging inferno that swept from one horizon to the next. Waaagh! Grimtoof had come to Avitohol and nothing would ever be the same again.

On Avitohol, Grimtoof Git-Slaver found a world teeming with humans and ripe for exploitation. Despite being fearsome warriors, the natives were tragically outgunned and, though the tribes came together for the first time in recorded history, they could not defeat the overwhelming numbers of bloodthirsty rampaging Orks. Within three months the steppes were reduced to a smoking, corpse-strewn wasteland. Those nomad warriors that could not flee to the deepest wilderness regions were enslaved. Grimtoof informed the captured natives that they would be allowed to live, so long as they worked to build what he believed would be his greatest work—a world of foundries, ruled over by a palace as great, in his mind, as any the Imperium had ever built.

The invasion of Avitohol caused great consternation within the ranks of the Spinward Front High Command, for no stable Warp route exists between it and the nearest Ork held system. This is not to say that a route could not be forged, but traversing the uncharted currents of the Warp in such a manner is generally beyond all but the most experienced or desperate Navigators. Not anticipating an assault from that vector, the Imperium had failed to reinforce Avitohol, and so when the Orks came they were unopposed. To make matters worse, Avitohol represents the apex of a new salient, the tip of Waaagh! Grimtoof plunged deep into the Periphery. When Avitohol fell, heads rolled amongst the general staff, several veteran commanders losing their stars or their lives as punishment for the unforgivable dereliction in duty.

Its upper echelons drastically re-ordered, Spinward Front High Command ordered a hasty counter-attack on Avitohol before the Git-Slaver could fully consolidate his gains. The

Imperium launched the largest planetstrike operation of the war—twenty entire regiments landing in three successive waves and striking out for Grimtoof's half-built "kapital." The battles that followed have entered into the consciousness of the Spinward Front staff corps, or at least those allowed to live following the massive defeat that ensued. Despite initial gains, the Imperial Guard soon found their advances surrounded on all sides by far larger numbers of Orks than any had prepared for. In days, the assault ground down into a bloody slog to win every metre, before stalling entirely and becoming a bitter war of attrition. Lord Marshal Ghanzorik was faced with the choice of committing still more resources to a battle it was clear to all he could not hope to win. Vowing to return to Avitohol at the head of an army ten times the size of that committed to the operation, Ghanzorik ordered those troops who could leave to do so. It is estimated that less than thirty per cent of the units on Avitohol when the withdrawal order was given made it off world. The remainder either died glorious but unheralded deaths, refusing to surrender to impossible odds, or they were captured and set to work in Grimtoof's foundries.

In the aftermath of the failed assault on Avitohol, Lord Marshal Ghanzorik unleashed a ferocious purge of his intelligence units, who he blamed for multiple failures. Not a single intelligence officer between the rank of General and Major is said to have survived Ghanzorik's purge, further reinforcing his reputation and his nickname of "Old Steel and Blood." In so doing, Ghanzorik became something of a folk hero amongst the rank and file, whose ire was shifted from the command corps to the intelligence advisors.

With the decapitation of the Spinward Front's intelligence infrastructure came another purging, one that could only be instigated with the express aid of the Ordos Calixis. Avitohol was declared a forbidden world and all reference to what had occurred there was struck from the records. Lethal data-slayers were released into cogitation networks across the entire sector and, while many physical or isolated records no doubt survive, almost all mention of the fate of Avitohol and its would-be liberators is now destroyed. So far as those that ply the Warp routes of the Calixis Sector are concerned, Avitohol is simply out of bounds, none having any notion that it is, in fact, the capital world of a nascent xenos empire on the very edges of the Calixis Sector, nor that millions of natives and Imperial Guardsmen labour there under the yoke of Ghenghiz Grimtoof the Git-Slaver's despotic regime, forced to manufacture arms and ammunition for the Orks.

War Unending

Though the Imperium has withdrawn its forces from Avitohol, the world is far from free of war. Firstly, numerous Imperial Guardsmen escaped the initial encirclements that slaughtered so many of their fellows and even years later many of these still fight on, organised into ad hoc units and striking the Orks wherever they can. The object of these attacks is two-fold—if sufficient damage can be done to the Orks' war effort, then perhaps the Imperium will consider a return to Avitohol, but they also hope to free as many as possible of the hundreds of thousands of their fellows captured during the withdrawal. Ork hunter-killer-eater mobs roam the blasted steppes in search of insurgents and, to many, it is as if war has never gone away. Some of the most organised of these guerrillas have made contact with those surviving nomad tribes that still exist in the deepest wildernesses and have launched a number of highly effective joint attacks.

The Lair of Ghenghiz Grimtoof the Git-Slaver

Several years after his invasion of Avitohol and the enslavement of its native peoples, Grimtoof Git-Slaver has constructed for himself a formidable empire. That empire has as its capital a structure now rivalling the average Imperial hive city, a teetering spire so tall its peak skewers the clouds and constructed from the scrap of an entire sub-sector at war. At the very summit of this grim, rusted edifice, which Grimtoof has dubbed Iron Mountain, is the lair of the Git-Slaver, a huge throne room with one face open to the skies, the walls bedecked with trophies from a hundred battlefields and more. Opposite the open wall is Grimtoof's throne, a massive seat constructed from the weapons and armour of the greatest of his foes.

Seated upon his throne, the Git-Slaver glowers out across the ashen steppes of Avitohol, brooding sullenly on the next stage of his conquest. By his side are his most trusted Nobz, those with more to gain in protecting his life than betraying him. About the dais are chained numerous captives, for Grimtoof delights in laying low the champions of his enemies in such a way. It is said that Imperial Guard marshals have suffered such treatment, as well as aliens, including a Succubus of a Dark Eldar Wych Cult, though she escaped within days of her capture leaving a trail of dead Nobz behind her. By day, the vast expanse of the chamber floor is filled with Orks of all stations, some receiving their orders to conquer distant worlds, others seeking some favour from their dread overlord. Several hundred of the diminutive Gretchin slave race scamper to and fro, running errands and attending to their master's every need. On occasion, Grimtoof has even ordered the largest of his gargants to attend his throne by crossing the steppes far below to stand before the Iron Mountain. From his throne, the Git-Slaver looks down at even the mightiest of his race's creations, and with a grunt orders the destruction of countless foes.

Yet, even though his nascent empire is by far the most powerful of its type in the region, perhaps even the segmentum, Grimtoof the Git-Slaver is entirely unsatisfied. Like all successful Ork Warlords, he is prone to fits of violent rage, but of late, Grimtoof has been known to enter protracted periods of dour brooding. With no warning, he dismisses his entire court and sits alone upon his throne, his brow furrowed and his red eyes glowering out across the blasted steppes of Avitohol. What thoughts of doom and bloodshed cross his blunt consciousness none can say. Perhaps with his Waaagh! entering its new stage, Grimtoof expects a challenger greater than any he has faced before to appear before him. Or perhaps he ponders the next stage of his endeavour, when his great work is complete and the entire Calixis Sector will tremble before him, his armies fuelled by the toil of scores of enslaved worlds. The Orkish mind is a tiny thing, capable of little more than thoughts of violence, yet the scope of that violence in the mind of one such as Ghenghiz Grimtoof the Git-Slaver must be limitless.

The Severan Dominate

As a political entity, the Severan Dominate exists only in the head of its titular figurehead Severus, and in the hearts of those of his followers who fight to maintain its tenuous borders. As far as the Imperium is concerned, it is nothing more than a collection of rebel worlds dominated by an arrogant secessionist, its peoples having betrayed their very humanity. Despite the Imperium's refusal to acknowledge the entity's existence, its troops on the ground have come to refer to the rebels as "dominates," investing them with an identity and a cause, against which the Guardsmen can rally.

The core worlds of the Severan Dominate lie along the Calixis-Scarus Warp conduit, while a number of subsidiary worlds are located on lesser spurs of this great route. None of the core worlds are untouched by war. At various times, they are being attacked by the forces of the Imperium or those of Grimtoof Git-Slaver, while numerous other foes take advantage of the general anarchy that has gripped the region. The Dark Eldar launch massive realspace raids wherever they will, their agreements with Severus only barely holding, while the followers of various Chaos warlords operate openly and according to their own unknowable agendas.

The nature of Warp travel is such that war can, and frequently does, ignite almost anywhere within the Severan Dominate. Imperial vessels can drop out of Warp space at any point along the Calixis-Scarus conduit, making defence against such assaults all but impossible to coordinate in any meaningful way. As disruptive as these attacks are, they are difficult to maintain over extended periods, and so they tend to be prosecuted by the elite of the Imperium's forces such as veteran Imperial Guard forces, Storm Trooper detachments or even the superhuman Space Marines of the Adeptus Astartes. The bulk of long term operations on the Spinward Front are concentrated on those worlds nearer to the Calixis Sector's borders, where countless thousands of troops are fed into the meat grinder of total war each day.

The Severan Dominate faces enemies at all quarters, yet somehow, it continues to withstand them all, if only tenuously. Its populations still rally to the cause of their despotic master and willingly renounce the rule of the Imperium. Severus and his agents have been able to separate the rule of the High Lords of Terra from devotion to the Emperor in the hearts and minds of the people of the Dominate, supplanting the High Lords with Severus while maintaining worship of the God-Emperor of Mankind. Thus, Severus's agents preach that the High Lords are the traitors to the Emperor and to mankind, while Severus is the rightful leader. The Imperium's brutal suppression of this notion is held up as evidence of Severus's creed, evidence that can scarcely be denied.



Karacallia

The Karacallia system contains an unusually high number of gas giants, many of which harbour resources of use to the Adeptus Mechanicus in the construction of Warp drives. Though logged, the system's resources have never been properly exploited, its location some distance from the nearest forge world making it a perilous undertaking and the war making it all but impossible. The population of the Karacallia system is scattered across three-dozen and more satellites of the various gas giants and represents the descendants of a first wave of colonists dispatched there five centuries ago to populate the system and thus provide the raw manpower needed to exploit its resources in future generations. But the scheme never reached fruition and, though the population has thrived numerically, it has suffered greatly from its isolation. Thus it was not difficult for Severus to stoke the fires of rebellion on Karacallia, and the densely populated worlds are ripe recruiting grounds for the Dominates.

Of the dozens of populated worlds in the Karacallia system, not one is untouched by war. The Imperium has launched over thirty separate assaults since the beginning of the war and the Orks at least the same number. To date, none of these assaults has dislodged Severus' forces, which fight with almost unholy zeal. Numerous Imperial Guard regiments have been committed to the system and, while substantial gains have been made in the past, most have been at the expense of losses elsewhere. While one satellite might be taken, another will fall, and so war ebbs and flows

across the war torn moons and planetoids. The surfaces of the worlds are cratered, corpse- and debris-strewn wastelands, poisoned by the lethal gases Severus' forces have unleashed and scoured lifeless by the weapons of the Imperium. The war there has been likened to an "island-hopping" campaign, with forces fighting for possession of the countless satellites and planetoids. It is rare for any single world to be held by one side for more than a few months before the enemy dislodges it, but still the war grinds ever on, the system's location along the Calixis-Scarus Warp conduit making its possession vital.

Thrax

Thrax is a frontier world located on the Calixis-Scarus Warp route, its once tranquil, now war torn plains host to an array of weird fungus forests. Thrax has suffered greatly at the hands of Grimtoof Git-Slaver's forces, yet Severus has managed to cling tenuously to possession of the system. The world of Thrax and several of its moons are densely populated, though technology is rarely more advanced than the black powder stage thanks to the system's isolation. It is likely that Thrax was settled by human colonists long before the Age of Imperium and never really integrated into the Emperor's domains, even over the course of the ten thousand years since the Great Crusade. Rather, Thrax's society has continued its lurching climb towards civilisation, the war on the Spinward Front setting it back millennia in one fell swoop.

The war has brought twofold suffering to the people of Thrax. On one hand, the advance of Waaagh! Grimtoof has drawn numerous Ork warbands in search of slaves, and hundreds of thousands have been dragged off to serve in the Git-Slaver's foundries. In response, Severus has drawn equally heavily upon the world, forcing hundreds of thousands more to join the ranks of his own forces in the defence of the Severan Dominate. To make things worse still, the Imperium has launched a number of long-range strikes against Severus' bases on Thrax, though given the distance from the Imperium's lines, these attacks are invariably short-lived and highly focused, designed to cause strategic disruption to the secessionists' operations. The largest and most recent was in 815, when the Imperial Guard launched a planetstrike against Thrax. Nine entire regiments were committed to an operation in the world's southern hemisphere, the intention being to gain a lodgement which could be supplied by orbital drop as needed. The landings were contested by a native force of roughly equal size, but the Imperial Guard should have been able to prevail given the time and space to bring their superior firepower to bear. Tragically, the landings coincided with a massive Ork slave raid and the landing force's orbital support was forced to withdraw in the face of the far larger enemy fleet. Cut off, the Guardsmen fought on, though under attack by two enemies. Exactly how many were slain is impossible to ascertain, though it is believed that the Orks captured thousands of troopers and dragged off to serve in Grimtoof's foundries. A force of regimental size is believed to have broken out, however, the survivors vanishing into the wastes where they continue to operate as guerrillas, launching punishing attacks on Severus' forces and living off of the alien land.

Maesa

Maesa is a world in utter ruin. At one time it was classed as a frontier world, its population existing in a subsistence state in a number of scattered cities. When Waaagh! Grimtoof descended upon Maesa, its people fought valiantly to defend their world, but ultimately had no chance of repulsing the overwhelming invasion. Within six months, the world had fallen, the surviving populace rounded up by the Orks in slave pens holding thousands in the grimmest conditions imaginable. Though Imperial forces were too far distant to intervene, a small infiltration mission had been launched to observe the invasion, and it was this team who were the first to observe a change in the Orks' strategy. Instead of slaughtering the defeated natives as they so often did, the Orks rounded them up and set them to work in vast, ramshackle labour camps producing arms and armaments for the warlord Git-Slaver's vast armies. This event marked a turning point in the invasion and its significance was so great that the team set off on the perilous return to the Spinward Front high command immediately.

Though only a few members of the infiltration team made it back, those that did carried such important intelligence that the Imperial Navy mustered a scratch task force of long range cruisers and escort squadrons, and set out for Maesa without delay. When they reached the planet, almost three months after its fall, they found a world transformed. The cities had become huge, ramshackled manufacturing centres and countless Ork vessels teemed in orbit as they loaded hundreds of thousands of tonnes of materiel every day. The task force's orders were clear and, with a prayer upon his lips, the admiral

The Wages of Damnation

One of the greatest threats to the continued existence of mankind is the ever-increasing number of psykers being born each year, for most prove too weak to resist the attentions of the creatures of the Warp. Within the Imperium, those born with or coming into psychic powers are swept up in regular psyker purges and those that survive are shipped off to Terra by the League of Black Ships. Those worlds beyond the Emperor's light must conduct their own purges and witch hunts, slaying any that display the dread powers of the wyrd. As a consequence of Severus the Thirteenth's secession from the Imperium, the systems by which psykers are detected and dealt with have all but collapsed and rates of psychic manifestation and outright daemonic possession have escalated by an order of magnitude. To date, the Dominate's forces have contained the worst outbreaks, but it is surely only a matter of time before a Rogue Psyker emerges whose powers are too great for Severus's troops to put down. Such beings are capable of turning entire armies into meat puppets or incinerating whole cities with a baleful glance. Some within the Ordo Malleus consider it a real danger that Severus may attempt to harness the power of such Rogue Psykers, if he has not done so already…

commanding ordered the cities razed to the ground by a massive orbital bombardment. The Ork slave labour camps were destroyed in a single night, their manufacturing capacity utterly ruined, along with hundreds of thousands of enslaved Maesans, whose souls were commended to the Emperor.

Since the so-called "Scouring of Maesa," the world has been transformed into a warzone. The Imperium has launched several planetstrike operations there, but the bulk of the fight has been undertaken by the natives themselves. Those not slain in the Scouring rose up against their alien overlords and now fight the bitterest of wars through the ruins of their former homes. The cities are blackened shells while the land all about is cratered and dead, yet still the Maesans fight on against the Orks. Grimtoof was outraged by the Scouring, for he views the numbers of slaves in his service as a measure of his power and he has ordered them all recaptured or slain. Though distant from the Imperium's front lines, the battle for Maesa looks set to rage on until one side or the other is defeated.

Orbiana

The world of Orbiana lies at the spinward extent of the Severan Dominate, representing the last human settled world along the Calixis-Scarus Warp conduit before that twisting route plunges into the benighted depths of inter-sector Wilderness Space. Orbiana itself is a wild, savage world of raging storms and unpredictable weather fronts, its native population existing in a feral, nigh atavistic state. Orbiting the world is a massive defence platform, its plasma generators cold and its capital-scale weapons staring unblinking in the deep void. Though unconfirmed, it is thought that the platform must have been towed out past the Periphery in centuries gone by as a long forgotten plan to defend the Calixis Sector against some now extinct threat. Perhaps it was forgotten or deemed that towing it back was not worth the vast effort it would surely require, but whatever the truth, it has orbited Orbiana ever since. Recently, Severus has ordered the station restored, though those few Tech-Adepts that still serve him have yet to succeed in doing so.

Orbiana has seen numerous Ork attacks throughout the course of the war, but it is too far from the Imperium's territory to come under direct assault from that quarter. Nevertheless, several highly placed members of the Spinward Front High Command have expressed the opinion that an assault from the Dominate's spinward flanks might crush the secession once and for all. It is probable that these planners have no knowledge of the Orbiana defence platform and, were it to be restored to operational status before an assault was launched, the attackers might find themselves facing a well prepared and potent defence where they least expected to discover it.

Lukius

Lukius is a system entirely devoured by war, for it represents the line in the sand across which Severus has vowed the Orks shall not advance. When it comes to the Dominate's war against Waaagh! Grimtoof, Lukius is far and away the most vital battleground and the one to which Severus has committed the bulk of his forces. It is probable that the Imperium's high command are not even aware of the world's fate, for it lies on a trunk of the Calixis-Scarus Warp conduit and is, in effect, beyond the reach of the Imperium's conventional forces. The native population of Lukius existed as primitive, tribal savages for many thousands of years, but with the establishment of the Severan Dominate they have been dragged kicking and screaming into the 41st Millennium. Iron-age barbarians used to conducting war with little more than sharp spears have been drafted en masse into the armies of the Dominate, equipped with mass-produced autoguns and clad in ill-wrought battle dress. Many have suffered a form of combat psychosis as a result of this drastic change, while others have taken to the war with apparent relish. These ramshackle armies go to war against the Orks of Waaagh! Grimtoof and, from a distance, an observer might have difficulty determining which is which. Certainly, both sides are brutal and bloodthirsty, preferring to establish the victor in the anarchy of close combat.

But it is not only the natives of Lukius that fight there for the Severan Dominate. Forces drafted from across Severus's realm are shipped to the continent-sized battle zones, sometimes travelling for weeks only to be scythed down within minutes of setting foot on the surface. The Dominate's forces lack the long established infrastructure of the Departmento Munitorum, and so the armies might go hungry one month and run out of ammunition the next. Entire phalanxes of tanks might grind into action in majestic armoured assaults, only to run out of fuel before the battle is concluded. Some of the more primitive amongst the Dominate's front line troopers have reached depths of savagery that would see them censured in the ranks of the Imperial Guard, gruesome trophy taking being the least of their crimes. It is whispered that some of the native Lukians have turned to the eating of the flesh of their enemies when their own supplies have run low, and perhaps found it to their liking. What consequences the vile habit of eating Ork flesh might have remains to be seen, as does what might ensue if and when Imperial forces face these savage warriors.





Adversaries and NPCs

Chaos

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Dark Eldar

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Orks

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NPCs

Chapter XI: Adversaries & NPCs

"The foes of Man might be vast and terrible, lads, but don't let that discourage you, the Emperor and our friends at the Munitorum have given us all the tools we need to deal with them! Weapons ready!"

–Sergeant Vladovar of the 85th Ganf Rifles

Mankind stands on the brink. Yet, stable and sturdy beneath him lie the foundations of the Imperium; strength, faith, and the indomitable march of destiny all give Mankind the will and means to stand and fight against the horrors which threaten on all sides. From his lofty promontory, Mankind looks down upon the tide of foes stretching out before him, the teeming hordes of xenos who seek only to devour or crush the heart of Humanity, and the foul corruption of Chaos, spewing from the Warp to temp and corrupt the very soul of Mankind. As each foe could be the threat which strikes the killing blow, Mankind must not only remain vigilant against them all, but is best served by an aggressive opposition to their very existence. Not until every foul alien and every servant of the Dark Gods is exterminated and wiped clean from the book of history, will Humanity be truly safe in the galaxy.

In **Only War**, adversaries are divided into five broad types:

Troops: Basic soldiers and minor combatants. Alone they are not incredibly dangerous, but in larger groups they are a threat. A Guardsman and his Comrade can usually handle one Troop, and Troops generally only threaten an entire squad of Guardsmen when attacking them with equivalent numbers.

Elites: More powerful foes, dangerous adversaries who can be a real threat to a single Guardsman. It should take roughly two to three Guardsmen with their Comrades to kill an Elite unless the characters are particularly well armed or skilled combatants. Some particularly dangerous Elites may require an entire squad of Guardsmen to slay.

Masters: Incredibly dangerous individuals, powerful foes for an entire squad. They are either incredibly formidable combatants, consummate leaders who enhance the abilities of their fellows, or in some cases both. A Master is a challenge for even an entire Squad to defeat.

Handlers (and Minions): A special type of adversary, one who represents a wrangler, an inspiring officer, or a powerful manipulator of weak minds. A Handler's entry presents the normal background and profile for an adversary, but also includes additional profiles for the Minions that accompany the Handler into battle. Handlers each have specific abilities which they can use to enhance the abilities of their Minions, co-ordinate their actions, or even make use of them to protect themselves from incoming attack. A Handler and his Minions is an equivalent challenge to an Elite adversary.

Vehicles: Powerful war machines driven into battle by the enemies of the Imperium. These use the rules outlined for Vehicles on page 272



Chaos

"It is the folly of the tattered Imperium of Man that has led you here. Your generals and armourers provide you with only a weapon and a fragile carapace to guard you against the horrors of the galaxy. I offer you another option. Wield those same horrors against the lords who so willingly cast you against the darkness and take your first step toward your own apotheosis!"

–Sektoth the False Whisperer

Man has long faced temptation and damnation from the things which lurk in the darkness. The majority of Mankind has either never faced such horrors or only just survived the encounter. A few worthy men and women of the Imperium have faced that darkness and crushed it by strength of will alone, but most who look into the abyss are overcome by its madness and seduction. Others are lured to the will of Chaos by much subtler means; slowly turned from righteousness to utter corruption by delicate manipulation, ever certain that, truly, theirs is a path of unflinching virtue. The servants of the Chaos Gods are often devoted and possessed of a fanatic's willingness to die for his goals. Indeed, many carry the taint of the Warp, bearing its mutation and corruption upon their very flesh. Many traitors to the Imperium simply abandon their duties and disappear among the teaming hordes of their new fellows, while others seek to corrupt their fellows and collapse the titanic institutions of Mankind. Some, such as the

Traitor Space Marines, build armies of ignorant followers and wield them as a weapon against their former comrades. Most terrifying of all is the prospect that an Admiral of the Imperial Navy or a General of the Imperial Guard would be tempted by the offers of the Dark Powers and could utilize the vast resources at his command to cripple an entire swathe of the Galaxy. In the actions of Severus the Thirteenth, the Spinward Front has seen what base treachery and rebellion can cost, and that without the added corruption of Chaos. Now the intrepid soldiers sent to combat the evils there find themselves facing the results of those who would turn from the Imperium for their own gain. But had Severus the Thirteenth's secession come on daemonic wings, the Front would be in even greater peril.

Chaos Renegade Militia

When a rebellious Commander turns from the light of the Emperor and embraces the will of Chaos, he rarely does so alone. Preying on the unflinching loyalty that the men and women serving beneath him bear, it takes but a little to turn those same men and women to the service of the Dark Gods. Of course, there are those who walk the path of darkness for their own twisted gain, needing no one to deceive them into blasphemy. Violent and zealous, these sorts off renegades seek the favour of their dark masters and are willing to perform any atrocity to earn it. In truth, both sorts are equally vile—a danger to all righteous men.

Acting against the Imperium that once supplied them, most Chaos Renegades possess shabby equipment of poor design. As they have little logistical support, they must often make do with what equipment they had at the time of their betrayal or what they can scavenge from the dead. What they lack in materiel they make up for in zeal and in what gifts they receive from their foul gods. Chaos Renegades often possess a fearsome lust for bloodshed and a desperate need to please their new master, a dangerous combination which makes them all but fearless when under the watchful gaze of a servant of their chosen god. Some Chaos Renegades possess minor mutations, more often the result of their proximity to the twisting effects of Chaos than earned for their foul piety.

Chaos Renegade Militia (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	35	28	31	25	25

Movement: 3/6/9/18 **Wounds:** 10
Armour: Guard Flak Armour (4 All). **Total TB:** 3
Skills: Athletics (S), Awareness (Per), Common Lore (War) (Int), Dodge (Ag), Forbidden Lore (Heresy) (Int), Operate (Surface) (Ag), Speak Language (Low Gothic).
Talents: Enemy (Imperium), Hatred (Imperium), Nerves of Steel, Rapid Reload.
Weapons: Lasgun (Basic; 100m; S/3/–; 1d10+3 E; Pen 0; Clip 60; Reload Full), combat knife (Melee; 1d5+3 R; Pen 0), 3 frag grenades (Thrown; 9m; S/–/–; 2d10 X; Pen 0; Clip 1; Reload –; Blast [3]).
Gear: Desecrated guard uniform, respirator, 4 clips for lasgun, chaos icon.

Sisk Cur

The feudal world of Sisk is a wretched place of fetid bogs, shadowy forests and stagnant moors, home to a hardy and fearful folk. For some unknown reason, the people of Sisk show a remarkably high rate of mutation, and roving bands of craven mutants are a common sight on the miserable world. Those citizens whose bodies are not ravaged by mutation live in walled city-fortresses, hopefully protected against the cannibalistic gangs of mutant marauders. Loping alongside their mutant masters, packs of foul hound-like creatures have been seen. It is said, by the people of Sisk, that the mysterious force which warps and twists the bodies of their people has done the same to the moor-hounds which roam the wildlands outside their walled cities. The result is a large, feral beast similar in build to a wolf-hound, with long, twisted legs and a gaping maw full of wicked, barbed teeth. From their rheumy eyes, slack jowls, and the raw sores which cover their bodies, they weep black ichor, stinking of corruption. The Curs of Sisk are incredibly fast and vicious mongrels, each capable of felling a full grown man in a matter of moments.

Sisk Cur (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	––	42	33	44	18	45	30	––

Movement: 8/16/24/48 **Wounds:** 12
Armour: Mutated Chitin (2 All). **Total TB:** 3
Skills: Awareness (Per) +10, Stealth (Ag) +10.
Talents: Heightened Senses (Smell), Sprint, Takedown.
Traits: Bestial, Natural Weapon (Slavering Maw), Quadruped, Unnatural Strength (2).
Weapons: Slavering maw (Melee; 1d10+6 R; Pen 0).

Chaos Renegade Psyker

By their very nature, psykers are beings intimately familiar with the horrors of the Warp. When sanctioned and controlled by the Inquisition within the Imperium, psykers are guarded, as best they can be, from the madness and temptation offered by the eldritch fiends of the Immaterium. When a psyker is born beyond Imperial control—either outside of Imperial space or hidden from the watchful gaze of the Inquisition—their mind is raked and ravaged by the twisted things which drift through the Warp. Most such psykers are overwhelmed and driven mad, but a rare few are turned by the whispers of power and the promise of mastery over their abilities. Rarely do they ever receive such gifts. Rather, in the act of giving themselves over to the Chaos powers, they open their soul to a festering darkness; a grotesque mockery of power or will. Entirely enslaved to their every whim or fit of human pique, these psykers become walking manifestations of the dark sorcery flowing through them.

At first, these sorcerers cannot help but use their power to annihilate those who would stand between them and whatever they desire. As time goes on, however, it has been known for a psyker who

survives their own sorcerous outbursts to begin to temper their rages and, indeed, gain some true control over their abilities. Those that do are, without exception, a fearsome foe. No longer relying entirely on gouts of Warp-flame or coruscating bolts of Empyrean lightning to achieve their every goal, they make use of much subtler, far more insidious methods. Taking control of the weak-willed and the easily manipulated, these sorcerers gather to them a host of mind-slaved puppets. Most feel no remorse towards their victims and use them for all manner of tasks, regardless of the danger. Indeed, when in combat, the psyker will often attempt to overwhelm his foes with wave after wave of his pawns, caring little for the harm done to them.

Chaos Renegade Psyker (Handler)

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	36	35	37	37	43	36	48	36

Movement: 3/6/9/18 **Wounds:** 16
Armour: None. **Total TB:** 3
Skills: Command (Fel), Dodge (Ag), Forbidden Lore (Daemonology, Heresy) (Int), Intimidate (S), Psyniscience (WP) +20.
Talents: Air of Authority, Psy Rating 3, Strong Minded, Warp Sense.
Traits: Psyker.
Weapons: Las pistol (Pistol; 30m; S/2/–; 1d10+2 E; Pen 0; Clip 30; Reload Half; Reliable), staff (Melee; 1d10+3 I; Pen 0; Balanced, Primitive [7]).
Psychic Powers: Enfeeble, Life Leech, Psychic Shriek, Terrify.
Unwavering Control: The control a Renegade Psyker holds over his pawns is powerful but volatile. While the Chaos Renegade Psyker is alive and conscious, his Minion gains the benefits of the Fearless Talent.
Handler: As a Handler, the Chaos Renegade Psyker may be accompanied by either a single Sorcerous Pawn or Subjugate Cherubim.

Sorcerous Pawn (Minion)

Twisted by the foul magics of a renegade psyker, Sorcerous Pawns are little more than tools in the hands of their master. They are weapons to be wielded and a bulwark against harm, each in their own turn. Few can resist the psychic compunctions of a true sorcerer, but where an obdurate man would find himself urged to actions contrary to his nature, a yielding soul is easily made subject to the sorcerer's every whim. It is believed that beings dominated in this way are still aware of their actions, yet remain entirely unable to act on their own behalf; driven mad by the guilt of their atrocities, yet lacking the will to resist. With little more than a thought, a sorcerer can send his pawns into a maniacal rage or send them hurtling towards certain death. Indeed, while under their master's control, such puppets seem entirely unaffected by fear or remorse, save for the gleam of horrified awareness in their eyes.



Sorcerous Pawn (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	30	30	30	25	35

Movement: 3/6/9/18 **Wounds:** 10
Armour: None. **Total TB:** 3
Skills: Athletics (S), Awareness (Per).
Talents: Take Down.
Traits: None.
Weapons: Autopistol (Pistol; 30m; S/–/6; 1d10+2 I; Pen 0; Clip 18; Reload Full), truncheon (Melee; 1d10+3 I; Pen 0; Primitive [7]).

Subjugate Cherubim (Minion)

The tiny cherub creatures that flit about the halls and ships of the Imperium are all but harmless, being vat-grown simulacra of actual life, similar in many ways to servitors or servo-skulls in their lack of defined self. They possess nothing resembling free will, blindly following the orders of their controllers. Given their tiny size, they are useful for little else beyond bearing messages, carrying minor burdens, and observation. In great numbers, if somehow controlled to act as one, a swarm of Cherubim can prove a great nuisance or even a threat to the unwary. Unfortunately for the agents of the Imperium, it is in this way that rogue psykers have been known to employ the little creatures. Taking advantage of

their exceedingly simple minds, Chaos Renegade Psykers with powers of mental manipulation and control can utterly dominate large numbers of these creatures with little more than a thought, directing them to act as a single, frantic entity.

Subjugate Cherubim (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	05	12	20	30	03	24	11	07

Movement: 6/12/18/36 **Wounds:** 5
Armour: Machine Trait (1 All). **Total TB:** 2
Skills: Awareness (Per) +20, Dodge (Ag) +10, Stealth (Ag) +20.
Talents: Lightning Reflexes.
Traits: Flyer (6), Machine (1), Natural Weapons, Size (Puny).
Weapons: Sharp objects (Melee; 1d10+1 R; Pen 0).

Chaos Mutant

The winds of the Warp blow through the galaxy, carrying mutation and corruption as surely on their blustering gales as their faint breezes. Though the Inquisition is ever vigilant for signs of mutation and taint among the teeming populations of the Imperium, there are always those who slip by undetected. Given the sheer magnitude of Imperial populations, if even a minuscule fraction of those born with Warp-taint were to escape their notice and band together across an entire sector, they would be a force to be reckoned with. Dispossessed, despised, and reviled, mutants harbour no love for the men and women who would kill them out of fear and loathing. It is for that reason, that those who would wage war against the servants of the God-Emperor have found the mutant outcasts of mankind to be a formidable weapon.

Gathered into great hordes, mutants swarm the battlefield; a ruinous mass of twisted flesh, writhing tentacles, and gnashing mouths; teeming hosts, disorderly and undisciplined, yet dangerous in the extreme. Often seen as cannon-fodder by their superiors, mutants are just as abused and manipulated as they would have been had they stayed in the shadows of the Imperium, yet their loyalty to those dark forces that would make use of them is nearly limitless, unshaken by horrific losses or personal injuries. Given shabby, if any, armour and unreliable weapons, hordes of mutants are often commanded to lope, limp, and bound directly into the waiting guns of enemy forces; their commanders using them as little more than a screen of living flesh behind which they can advance their more valuable troops.

Chaos Mutant (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
36	33	36	[5] 34	21	18	23	22	13

Movement: 2/4/6/12 **Wounds:** 12
Armour: Natural Armour (2 All). **Total TB:** 5
Skills: Forbidden Lore (Daemonology, Heresy) (Int), Intimidate (S), Parry (WS), Survival (Int).
Talents: Berserk Charge, Frenzy.
Traits: Natural Weapons, Natural Armour (2 All), Unnatural Toughness (2).
Weapons: Chitinous appendage (Melee; 1d10+6 I; Pen 0; Primitive [7]) *or* venomous barb (Melee; 1d10+4 R; Pen 3; Primitive [7]; Toxic), shoddy shotgun (Basic; 20m; S/–/–; 1d10+4 I; Pen 0; Clip 6, Reload Full; Inaccurate, Scatter, Unreliable).
Gear: Foul meat, fouled clothing, rope belt, 2d10 shotgun shells.

Hulking Chaos Mutant

The classification of mutation within the Imperium is quite simple. Either one is a mutant, or one is not. Any sign of mutation, from a single twisted limb to a third eye, is a death sentence for the one who has been so tainted. But there are those who bear more than a little physical corruption. It has been known for the mutating winds of Chaos to heap their malevolent gifts atop the shoulders of men until they are little more than a slavering, mindless engine of destruction in the service of the Chaos gods. Likewise, it is not unknown for the mighty Ogryn to bear the marks of the Dark Powers, their enormous bodies and simple minds capable of withstanding far more corruption than those of a regular man. In either case, the result is a towering hulk of flesh and bone, home to all manner of mutation, from lashing tentacles to a snapping maw protruding from its flesh; from a thick armoured carapace to a blazing aura of Warp-fire. Such abominations are terrifying opponents, combining the strength to rip a man limb from limb, with the supernatural resilience to take several las-rounds to the chest before even slowing to consider its injuries. These creatures live a life of pain and death; ever wracked with the agony of their mutations. These Mutants rarely wield sophisticated weaponry or armour, preferring instead to pummel their victims to death or, at the very least, to rely on the gifts given to them by the dark beings of Warp space. When they do feel the urge to carry more advanced weaponry, however, they tend to toward loud, vulgar displays of violent power, wielding enormous weapons usually reserved for teams of soldiers or mounted on vehicles.

Hulking Chaos Mutant (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
44	21	[7] 52	[7] 53	31	22	27	25	15

Movement: 4/8/12/24 **Wounds:** 26
Armour: Natural Armour (3 All) **Total TB:** 7
Skills: Athletics (S) +10, Awareness (Per), Dodge (Ag) +10, Intimidate (S) +10.
Talents: Berserk Charge, Fearless, Frenzy, Furious Assault.
Traits: Auto-Stabilised, Clumsy, Deadly Natural Weapons, Fear (2), Natural Armour (3), Size (Hulking), Unnatural Strength (2), Unnatural Toughness (2).
Weapons: Huge fist (Melee; 1d10+7 I; Pen 0) *or* heavy stubber (Heavy; 100m; –/–/8; 1d10+4 I; Pen 3; Clip 80; Reload 2 Full; Ogryn-Proof).

Bloodletter

Bloodletters are the servants of the Blood God, forming the core of his vast Daemonic Legions. Peerless and deadly fighters, they are amongst the most skilled warriors in the galaxy. Armed with dreaded Hellblades, great two-handed weapons said to be as sharp as Khorne's own hatred, they can hew apart the stroutest adversary in a shower of steaming gore.

Bloodletters are stained a deep gore-red and their humanoid bodies are topped with bestial snarling faces, burning pupil-less eyes, and horned elongated craniums that seem reminiscent of great war-helms. Their long, sinewy limbs possess an infamous strength, as renowned as the ferocity of their charges and the grim battle lust with which they tear apart anyone who opposes them. Everywhere they go, the stench of blood surrounds them.

Unlike other daemons, Bloodletters march to war in regimented formations, for their creator is the Lord of Battle. Lines of the daemons manoeuvre in ranks with supernatural precision, advancing in disciplined maniples. However, these echelons quickly break up after contact with the enemy, as each Bloodletter competes to slay as many of the foe as possible.

Bloodletter (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	12	42[7]	42[8]	40	30	30	34	14

Movement: 5/10/15/30 **Wounds:** 22
Armour: None **Total TB:** 8
Skills: Athletics (S), Awareness (Per), Dodge (Ag), Forbidden Lore (Daemonology) (Int), Intimidate (S) +10, Parry (WS) +20, Survival (Per).
Talents: Battle Rage, Berserk Charge, Blademaster, Combat Master, Crippling Strike, Crushing Blow, Frenzy, Furious Assault, Swift Attack.
Traits: Daemonic (4), Fear (2), From Beyond, Size (Hulking), Unnatural Strength (3), Warp Instability.
Weapons: Hellblade (Melee; 1d10 + 15 R; Pen 10; Balanced, Power Field, weapon deals +2 Damage for every foe it kills).
Daemonic Presence: All enemies within 10 metres of a Bloodletter suffer –10 penalty to Willpower Tests.
Blood for the Blood God: Creatures of Khorne suffer no penalties from gore and blood—all critical hit effects involving gore and blood (such as requiring an Agility Test not to fall over) do not apply to creatures of Khorne.

CHAOS VEHICLES

Deep in the swirling depths of the Immaterium, forges manned by malevolent daemons and insane hereteks produce countless engines of war, each one a new nightmare from the mind of a madman. The war machines crafted in the daemon-forges of the Warp are as much beast as they are machine. Their frames are constructed of steel and daemon-bone, their hulls sculpted from ceramite and chitin, and their motive force powered by muscle and sinew as often as by springs, gears, and crankshafts. Through foul rituals and dark rites, Empyrean spirits are bound into the very heart of the machines, giving them life and will. Their engines require fuel, like any other war engine, yet they hunger for blood and torment where others demand promethium and plasma.

Blood Slaughterer

Blood Slaughterers are machines infused with the pure rage of a daemon of the Blood God. Utter killing machines fuelled by blood and glutted on hate, these horrors of brass and steel twitch and thrash with barely contained fury. Their hardened metal carapace houses a daemon's twisted heart which beats a thunderous cacophony of violence. Blood Slaughterers scrabble about on four insectoid legs, their huge, hunched frames free to turn this way and that in search of fresh prey. Each arm bears a massive blade equally capable of rending a battle-tank asunder as a man in twain. Dedicated to the Lord of the Skull Throne by savage blood rites, each Blood Slaughterer is a walking shrine to the Blood God, and each new victim an offering.

Blood Slaughterer (Vehicle)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	15	65[12]	––	35	10	40	40	01

Type: Walker **Tactical Speed:** 15m
Cruising Speed: 35kph **Manoeuvrability:** +0
Structural Integrity: 40 **Size:** Enormous
Armour: Front 32, Side 26, Rear 20
Vehicle Traits: Daemonic Possession, Enclosed, Extremely Volatile, Walker.
Crew: Daemonic Essence.
Carry Capacity: None.
Weapons: Two thrashing claws (Melee; 2d10+12 R; Pen 8; Tearing, Unwieldy).
Special Rules: The Blood Slaughterer has the Berserk Charge and Lightning Attack Talents, as well as the Sturdy and Unnatural Strength (6) Traits.



Defiler

It is a sign of dire times that the war machine known as a Defiler has been seen on several battlefields across the Calixis Sector. Scuttling behemoths of total war, Defilers are feared as much for their devastating armament as for their incredible resilience. Covered in thick armour-plating, these six-legged engines are capable of withstanding blows from all but the most impressive Imperial weapons as they stalk forward, raining ordnance of their own all the while. Powered by the essence of only the most vile, warmongering daemons, Defilers' thirst for destruction is unmatched. With shells from its battle cannon, it obliterates its foes; with roaring fire from its autocannons, it rends those who would stand against it; with its massive claws, it crushes those who draw too near. Few weapons of war can match the Defiler in its sheer versatility of violence.

Defiler (Vehicle)

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	14 75	--	35	10	40	40	01

Type: Walker
Tactical Speed: 10m
Cruising Speed: 15kph
Manoeuvrability: +0
Structural Integrity: 50
Size: Enormous
Armour: Front 30, Side 28, Rear 18
Vehicle Traits: Daemonic Possession, Enclosed, Walker.
Crew: Daemonic Essence.
Carry Capacity: None.
Weapons: Crushing claw (Melee; 2d10+10 R; Pen 8; Tearing, Unwieldy), reaper autocannon (Front Facing; 300m; S/3/–; 3d10+8 I; Pen 6; Clip –; Reload –; Twin-linked), havoc launcher (Front Facing; 100m; S/2/–; 2d10 X; Pen 2; Clip 8; Blast [4], Concussive [0]), defiler battle cannon (Front Facing; 750m; S/–/– ; 3d10+10 X; Pen 8; Clip 40, Blast [10], Concussive [3]).
Special Rules: While adjacent to an enemy a Defiler can make attacks with its ranged weapons in addition to its melee weapons, though it cannot target adjacent creatures with ranged attacks. Additionally the Defiler has the Swift Attack and Two-Weapon Wielder (Melee) Talents, as well as the Unnatural Strength (7) Trait.

Soul Grinder

While the smiths of the hell-forges throughout the Immaterium blend mechanical art with arcane science and daemon-fleshcraft to create horrific engines of war powered by Warp-fire and fuelled by blood, few have ever dared to meld daemon and machine into a single cohesive whole so completely as did the mad creator of the first Soul Grinder. The utter wrongness of its existence is enough to drive mad those who would stand before them. Six mechanical legs, bent outward from the central body like those of a hell-spawned spider, hold aloft the towering torso of a rampaging daemon, malevolent and terrible. Where other war engines of Chaos are machines given daemonic life, the Soul Grinder is truly a daemon given material form through machinery and artifice. One daemonic claw terminates in a cluster of vicious cannons, the other combines daemonic sinew and vice-like pistons. From deep within its muscled belly, the Daemonic beast can vomit forth great blasts of consuming, mutating Warp-fire.

Soul Grinder (Vehicle)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	15	14 75	--	35	10	40	40	01

Type: Walker
Tactical Speed: 15m
Cruising Speed: 25kph
Manoeuvrability: N/A
Structural Integrity: 50
Size: Enormous
Armour: Front 35, Side 32, Rear 22
Vehicle Traits: Daemonic Possession, Enclosed, Reinforced Armour, Walker.
Crew: Daemonic Essence.
Carry Capacity: None.
Weapons: Crushing claws (2) (Melee; 2d10+10 R; Pen 8; Tearing, Unwieldy), harvester (Front Facing; 75m; –/–/15; 1d10+6 I; Pen 4; Clip –; Reload –; Storm), mawcannon (Front Facing; 20m; S/–/–; 2d10+10 E; Pen 6; Clip –; Reload –; Corrosive, Spray).
Special Rules: Soul Grinders have the Fear (3) trait. Additionally Soul Grinders have the Lightning Attack and Two-Weapon Wielder (Melee) talents, as well as the Unnatural Strength (7) Trait.

Dark Eldar

"Your flesh is mine to do with what I wish, frail human, your pain mine to savour, your despair mine to call triumph. Do not ask for an explanation of why I inflict this torment upon you, for you have no more right to the answer than the stone under the hands of the sculptor. Be silent now, save for your screams. My, they are delicious, aren't they?

–Tevriel Vektesh, Haemonculus Ancient

The Dark Eldar are a mysterious and sadistic species, known to strike without warning and leave few survivors. They are an inscrutable race, their methods as unfathomable as their goals. Through the mastery of dark sciences and technology as near to magic as any the Imperium has ever seen, the Dark Eldar are able to manipulate foul energies and access the veiled passages of the Eldar Webway. Split after the Fall, the distinction between the Eldar of the Craftworlds and Dark Eldar of Commorragh is lost on all save the most learned Inquisitorial agents, as few can tell the difference between those xenos who sought to fight their darker instincts and those who chose to embrace them. The Dark Eldar are inclined to exploit the general ignorance of mankind to their advantage; they often abuse the rare stories of Eldar warriors joining the forces of the Imperium against the agents of Chaos to catch their prey off guard. For this is how the Dark Eldar see the members of all other races: prey. To them, all sentient creatures are little more than an opportunity to inflict pain and suffering. It is this torment which characterizes the true difference between the Dark Eldar and their less sadistic cousins, though it is not simply a matter of cruelty. It was after the Fall, during which the Dark God Slaanesh was born and the Eye of Terror rent in the fabric of reality, both by the decadence and indulgence of the Eldar, that that doomed race became the several distinct peoples it is today. The Eldar of the Craftworlds shield their decadent nature, restraining their desires with strict codes of discipline and control, while the Dark Eldar proudly refused to acknowledge the part they played in the horror they created. Now, while their disciplined kin guard their souls against the predations of the Lord of Dark Delights with arcane technologies and soul-stones, the Dark Eldar suffer a diminishing and wasting of their spirit until they are either entirely consumed or they replenish their dark essence by indulging in the twisted delights which were the harbinger of this self-same plight.

Wych

For a people as depraved and long-lived as the Dark Eldar, nearly all avenues of entertainment have long-since been explored and exhausted. As such the Dark Eldar are ever scheming, dreaming up new ways to inflict pain, to feel pleasure, or to simply experience something entirely new. One thrill seems never to grow old for the denizens of the Commorragh: combat and murder. The Kabals of the Dark Eldar sponsor cults of Hekatarii, or Wyches, fierce gladiators and masters of the close-quarters kill. Few can match the sheer lust for the kill or the murderous grace of the Wyches. The Hekatarii are almost exclusively female, though the males amongst their number are as vicious and deadly as their female counterparts. While it is exceedingly rare for male Wyches to rise to prominence, they are valued nonetheless for their ability to provide the cult with strong offspring.

Lightly armoured and lithe, the Wyches specialise in a wide variety of combat styles, the better to display their martial prowess to the bloodthirsty crowds of Commorragh. That is to say nothing of the sheer practicality of ensuring that each warrior always knows one more way to kill than their victims know to defend against. As such, the Hekatarii are masters of numerous weapons, from wickedly barbed combat knives to long-bladed punch daggers, from elegant chain-flails to slender splinter pistols. Three styles in particular, known for their iconic weapon selections, have become particular favourites among the cults of the Dark City. The Lacerai use cruel swords which separate and extend into long bladed flails capable of lashing past any defences. The Hydrae wear crystal gauntlets of unknown origin, which sprout long vicious spines at the mental commands of their wielder. The Yraqnai employ split-bladed impaler spears and shardnets which electrify those they ensnare. Regardless of their speciality, Wyches imbibe potent combat drugs to increase their strength and agility and to sharpen their senses on the battlefield.

Given their prowess and their dedication to the art of slaughter, Wyches are often found fighting alongside their Kabalite counterparts, darting into the thick of combat to cut down their foes and bounding from one foe to the next with ease.

Wych (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	41	33	38	59[8]	34	46	32	45

Movement: 8/16/24/48 **Wounds:** 12
Armour: Wych Suit (3 All). **Total TB:** 3
Skills: Acrobatics (Ag) +10, Athletics (S) +10, Awareness (Per) +10, Dodge (Ag) +20, Intimidate (S), Parry (WS) +10, Sleight of Hand (Ag), Stealth (Ag) +10.
Talents: Ambidextrous, Assassin Strike, Leap Up, Sprint, Swift Attack, Two-Weapon Wielder (Melee and Ranged).
Traits: Dark-Sight, Unnatural Agility (3).
Weapons: Splinter pistol (Pistol; 30m; S/3/5; 1d10+2 R; Pen 3; Clip 50; Reload 2 full; Toxic [1]), wych knife (Melee; 1d5+5 R; Pen 0; Balanced); *or* two razorflails (Melee; 1d10+5 R; Pen 2; Flexible); *or* two hydra gauntlets (Melee; 1d10+3; Pen 2; Threshing†); *or* impaler (Melee; 1d10+3 R; Pen 0; Toxic [2]), shardnet (Melee; 1d5+3 R; Pen 0; Snare [2]).
Gear: 4 doses of Dark Eldar combat drugs (use the rules for Slaught on page 199).
†**Threshing:** A weapon with the Threshing Quality doubles the amount of hits inflicted on the target. For example, when attacking with a weapon with the Threshing Quality during a Swift Attack, the initial success and every two Degrees of Success will yield two hits.

Kabalite Warrior

The nature of Dark Eldar existence is one of pain, suffering, and debased pleasures. That the denizens of the Dark City of Commorragh actually require the torment of others to survive has had drastic effects on their culture. Prior to the Fall they had long been a cruel and violent people, but their base desires were little more than play and certainly not necessary. Now that the Dark Eldar cannot survive without the sustaining energy of mortal souls in the throes of agony, their use for mortal victims has become much more than merely a decadent whim. Now the Dark Eldar send raids from the depths of the Webway into real space, so that they might return with hundreds of captives; grist for their spiritual mill.

The chief soldiers of these raids are the Warriors of the Kabals. Few beings can boast the sheer breadth of experience a Dark Eldar Warrior can; few can match the martial prowess accumulated over millennia of murder, enslavement, and torture. The Kabalite Warriors supplement their prowess with some of the most nefarious weapons of war known in the galaxy. The splinter rifle is the weapon of choice for most Warriors, firing shards of envenomed crystal, potent enough to kill a grox in seconds. They gird themselves in lightweight, flexible armour made from barbed, bladed plates, held in place with sharp hooks which tear into the flesh of the wearer himself. Oftentimes, Kabals will equip their Warriors with extra weapons necessary for upcoming raids. Heavy splinter cannons are quite common, while dark-light weapons are used when necessary, to cut through heavily armoured tanks or bunkers or to consume enemy warriors whole in stygian blasts of un-light.

Kabalite Warrior (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
41	46	34	39	57[8]	33	45	31	44

Movement: 8/16/24/48 **Wounds:** 12
Armour: Kabalite Armour (4 All). **Total TB:** 3
Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Command (Fel), Deceive (Fel), Dodge (Ag)+10, Intimidate (S) +20, Parry (WS), Scrutiny (Per), Sleight of Hand (Ag), Stealth (Ag).
Talents: Combat Master, Hard Target, Leap Up, Lightning Reflexes.
Traits: Dark-Sight, Unnatural Agility (3).
Weapons: Splinter rifle (Basic; 100m; S/3/5; 1d10+2 R; Pen 3; Clip 200; Reload 2 Full; Toxic [2]), poisoned blade (Melee; 1d5+3 R; Pen 2; Toxic [2]), *or* splinter cannon (Heavy; 150m; –/5/10; 2d10+2 R; Pen 4; Clip 300; Reload 2 Full; Toxic [4]), *or* dark lance (Heavy; 200m; S/–/–; 4d10+7 E; Pen 5; Clip 9; Reload 2 Full; Lance).
Gear: Grisly trophies, 4 clips for splinter rifle.

Beastmaster

The Beastmasters of Commorragh are the undisputed champions of their craft. They adorn themselves in the trophies and fetishes of their charges—skulls, bones, skins, and talons—each a symbol of their supreme skill at hunting and capturing the most dangerous predators of the void. Using precision sonic emitters and pheromone replicators, in addition to their own natural talents, Beastmasters are able to subdue their charges or drive them into a killing frenzy with little more than a thought and a flick of their wrist.

As they are technically members of the Wych cults, Beastmasters most often make use of their talents for the spectators of the Commorrite arenas. Wrangling great packs of bestial aliens and Warp-spawn, the Beastmasters compete against their Wych cult brethren in beast hunts, pitting the savagery of their charges against the grace and fighting skill of the Hekatarii. Given that the majority of Beastmasters are male, it is no coincidence that most Wyches remain remote from their Beastmaster comrades. This seems to make the beast hunts all the more savage, though when faced with a common foe or a raid victim, their animosity is set aside for a more pleasurable target.

Beastmasters employ a number of devices for commanding and driving their creatures. Besides the sonic emitters and pheromone replicators built into their fetishes and artefacts, many Beastmasters use cruelly barbed whips and agonizers to both drive their charges and keep them at bay. Though they are inhumanly quick, the Dark Eldar are not as fast as many of the beasts they make use of. For this reason, Beastmasters make use of Hellion Skyboards, giving them the speed and agility to keep pace with their charges, to make no mention of the protection a position four metres in air affords.

Beastmaster (Handler)

WS	BS	S	T	Ag	Int	Per	WP	Fel
43	41	38	36	55[8]	44	44	32	35

Movement: 8/16/24/48 **Wounds:** 12
Armour: Wych Suit (3 All) **Total TB:** 3
Skills: Acrobatics (Ag) +10, Athletics (S) +10, Awareness (Per) +10, Dodge (Ag) +10, Forbidden Lore (Xenos) (Int) +20, Operate (Surface [Hover]) (Ag) +10, Parry (WS), Scholastic Lore (Beasts) (Int) +20, Stealth (Ag) +10, Survival (Int) +20.
Talents: Ambidextrous, Catfall, Two-Weapon Wielder (Melee).
Traits: Dark-Sight, Unnatural Agility (3).
Weapons: Impaler (Melee; 1d10+3 R; Pen 0; Toxic [2]), neural whip (3m; 1d10+4 R; Pen 0; Flexible, Shocking).
Gear: 4 doses of Dark Eldar combat drugs (use the rules for Slaught on page 199).
Life Among the Beasts: Dark Eldar Beastmasters are peerless in their craft. Their control of their charges is so complete that they fearlessly walk alongside the vicious monsters under their command. A Dark Eldar Beastmaster never suffers the threat of being attacked by the creatures he controls. In addition, so long as the Beastmaster is alive and present

on the battlefield, the beasts under his command act as though they have the Fearless Talent.

Bestial Frenzy: The Beastmaster may make a **Difficult (–10) Survival Test** as a Half Action to drive his beasts into a killing rage. For each Degree of Success the Beastmaster achieves, he may apply the Frenzy and Berserk Charge Talents to one of the beasts under his control. The effects of a successful Survival Test last for a single Combat Round.

Clawed Fiend

Well over two metres tall, and with enough muscle to rip an Ogryn limb from limb, the Claw Fiends are the highlight of most Commorrite beast hunts. Their long arms and powerfully muscled legs grant them a loping charge that can overtake a Chimera APC at full throttle. Clawed Fiends possess the ability to see in several spectrums at once, giving them unparalleled capacities for tracking and ferreting out prey. A sign of their predatory nature, they react with a bestial fury to the scent of their own blood, plunging into a mindless frenzy whenever they are injured. This, combined with their long reach, incredible speed, and hearty resilience makes them a fearsome foe, in and out of the arenas.

Clawed Fiend (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	––	[6] 35	[8] 43	47	20	28	23	––

Movement: 5/10/15/30 **Wounds:** 38
Armour: Toughened Skin (All 4). **Total TB:** 8
Skills: Athletics (Str) +10.
Talents: Berserk Charge, Blind Fighting, Combat Master, Crushing Blow, Iron Jaw, Nerves of Steel, Swift Attack, Takedown.
Traits: Bestial, Brutal Charge (3), Dark-Sight, Fear (2), Natural Armour, Natural Weapons, Size (Hulking), Sturdy, Unnatural Strength (3), Unnatural Toughness (4), Unnatural Sight (25 metres).
Weapons: Claws (Melee; 1d10+7 R, Pen 1; Tearing), tail claw (Melee; 1D10+6 R; Tearing).
Blood Fury: If injured in a previous Round, the Fiend gains the Frenzy and Furious Assault Talents.

Khymera

Looking like nothing so much as an alien panther with its hide skinned off, leaving muscle and bone visible, the Khymera is a creature of shadow coalesced. Ripped from the empyrean by Dark Eldar Beastmasters, Khymera are spirit creatures who form around terror and nightmares the way a cyst forms around a mis-healed injury. They are vile and wholly unnatural creatures who forever live between real space and the Warp, but never fully in both. When in real space, their form is merely a reflection of the fear all sentient beings have of predators and things that stalk in the night. Khymera seek to hunt, to kill, and to utterly devour the souls of their victims.

Khymera (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	––	40	[6] 35	[7] 50	15	40	35	10

Movement: 15/30/45/90 **Wounds:** 12
Armour: None. **Total TB:** 6
Skills: Awareness (Per), Stealth (Ag), Survival (Int).
Talents: Furious Assault, Hard Target, Heightened Senses (all), Swift Attack.
Traits: Bestial, Daemonic (TB 6), Daemonic Presence†, Dark Sight, Fear (3), From Beyond, Multiple Arms, Natural Weapons, Phase, Quadruped, Size (Hulking), Unnatural Agility (2), Unnatural Toughness (3), Warp Instability.
Weapons: Teeth and claws (Melee; 1d10+4 R Pen 0, Tearing), raptorial arms (Melee; 1d10+4 I, Pen 1, Tearing).
†Daemonic Presence: All creatures within 20 metres take a –10 penalty to Willpower Tests.

Razorwing Flock

In the arenas of Commorragh, the spectators desire more than the expert displays of fighting prowess; they desire, nay lust for, blood. To accommodate this, Beastmasters have taken to using flocks of vicious, ossivorous birds known as Razorwings. These vicious aliens are roughly the same size and shape as typical avians, but possess razor-sharp beaks and wings edged in lacerating feathers. Flocks of these ferocious, predatory birds hunt as one, darting and swooping in coordinated strikes, disorienting their prey, flaying them alive, then devouring the skeletal morsels they desire. The spectacle they make when their shining metallic wings are covered in a thick, wet coat of crimson blood is rarely met with anything other than cruel, uproarious applause.

Razorwing Flock (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
47	––	31	33	52	22	38	23	––

Movement: 8/16/24/48 (Flyer) **Wounds:** 32
Armour: Toughened Feathers (All 2). **Total TB:** 3
Skills: Dodge (Ag), Stealth (Ag).
Talents: Frenzy, Furious Assault, Lightning Attack, Lightning Reflexes, Step Aside, Swift Attack.
Traits: Bestial, Flyer (8), Natural Armour, Natural Weapons, Size (Scrawny).
Weapons: Beak (Melee; 1d10+3 R; Pen 2; Tearing), wings (Melee; 1d10+2 R; Pen 0; Razor Sharp, Tearing).



Wrack (Elite)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
43	40	36	44	41	33	36	40	24

Movement: 4/8/12/24 **Wounds:** 16
Armour: Gnarlskin (3 All). **Total TB:** 5
Skills: Athletics (S), Awareness (Per), Dodge (Ag) +10, Interrogation (WP) +10, Medicae (Int) +20, Parry (WS), Scholastic Lore (Chymistry) (Int), Tech-Use (Int) +10, Trade (Chymist) (Int).
Talents: Jaded, Nerves of Steel.
Traits: Dark-Sight, Natural Armour (3), See Horrific Experiments†.
Weapons: 2 poisoned blades (Melee; 1d5+3 R; Pen 2; Toxic [2]), *or* agoniser (Melee; 1d10+3 E; Pen 6; Toxic [3]), *or* mindphase gauntlet (Melee; 1d10+3 E; Pen 3; Shocking), *or* liquefier gun (Basic; 20m; S/–/–; 1d10+2 E; Pen 2d5; Clip 6; Reload 2 Full; Spray, Corrosive).
Gear: Grisly trophies, 6 doses of Dark Eldar combat drugs (use the rules for Slaught on page 199).
†Horrific Experiments: Wracks are twisted abominations created by the dark science of their Haemonculus master. As a reflection of the twisted nightmares of their Master, each Wrack is a unique creation and no two Wracks share the same form. To add variety, a Game Master may select from the following list of Traits and apply them to the Wracks he wishes to include in his adventures. Possible Traits are: Fear (1), Multiple Arms (4), Natural Armour (4), Toxic (2).

Wrack

There are no other beings in the galaxy who understand the arts of fleshcraft and torture as well the Haemonculi of the Dark Eldar. Their talent is bred from both a sadistic drive to inflict pain and a narcissistic urge to one day use their accumulated knowledge to create the ultimate weapon. Nowhere are the twisted talents of the Haemonculi more apparent than in the Wracks that often accompany them onto the battlefield. Wracks, as abominable as it may seem, are the aftermath of terrible experiments performed on completely willing subjects. Wracks are the servants, orderlies, and assistants of the Haemonculi; fawning sycophants who have flocked to the side of their masters so that they might know the sharp kiss of his knife, or taste the sweet sickness of his potions.

To better serve their master, Wracks are mutilated and dismembered, then rebuilt; stronger, inured to pain, and half mad from the process. Wracks are each uniquely hideous, transformed bodily into incarnations of pain and dark science. Beyond their chemical and surgical enhancements, many Haemonculi equip their servants with fell weapons built directly into their flesh—wicked electro-corrosive Agonisers, acid-spewing Liquefier Guns, and will-sapping Mindphase Gauntlets. On the battlefield, Wracks often form the retinue of their Haemonculus master, slavishly defending him from harm and using their armaments to eviscerate any who pose a threat.

Grotesque

Grotesques, like Wracks, are hulking monstrosities of flesh and bone, muscle and sinew. Here, the resemblance ends, however, for while Wracks retain some semblance of their previous form as a Dark Eldar, Grotesques are wholly removed from what they once were. Likewise, Grotesques and Wracks differ in the intention of their creation. Where Wracks are the willing subjects of Haemonculus flesh-craft, Grotesques are victims of it. Should a Dark Eldar be rash or foolish enough to give insult to one of the Haemonculi, or fail to pay a debt, or simply pique the flesh-crafter's twisted curiosity, there is little to be done to avoid a truly horrific fate.

Dark Eldar are a vain people by their very nature, and while experimentation and body modification is quite common among the Commorrites, the sadistic experiments enacted upon those who become Grotesques defy comparison. First the unfortunate Dark Eldar is force-fed macrosteroids and muscle stimulants, causing their lithe willowy forms to become thick, bulky masses of twitching, strained muscle. Then, through the injection of osseovirals, bone growth is accelerated to uncontrolled hyperactivity, causing

huge bone spurs and long bone spines to burst through the flesh of the victim. Once these processes are over, the subject is fitted with a faceless black helmet, to remove any trace of personal identity or dignity. To add yet further insult, the Haemonculus will often remove whole limbs from the victim and replace them with cruel and bizarre weapons of his own design. Given that this process often takes years of unspeakable tortures and scientific experimentation, the subject is usually driven completely insane by the experience. To keep control of this madness, most Grotesques are then lobotomised, however many Haemonculi leave a flicker of awareness in their unfortunate subjects, just enough so that they stay aware of the horrible fate that has befallen them. The final insult comes when the Haemonculus exerts his control over the newly created Grotesque and reminds the creature that it was not always thus. Enormous monstrosities of muscle and bone, utterly immune to any notion of self-preservation, the Grotesques of the Dark Eldar are fearsome opponents on the field of battle.

Grotesque (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	31	8 52	8 54	41	32	34	24	18

Movement: 5/10/15/30 **Wounds:** 40
Armour: Gnarlhide (3 All). **Total TB:** 8
Skills: Athletics (S) +10, Awareness (Per), Dodge (Ag) +10, Parry (WS) +10.
Talents: Berserk Charge, Counter-Attack, Fearless, Frenzy, Furious Assault, Swift Attack.
Traits: Dark-Sight, Fear (2), Natural Armour (3), Size (Hulking), Unnatural Strength (3), Unnatural Toughness (3). See Horrific Experiments†.
Weapons: Implanted blades (Melee; 1d10+8; Pen 3; Tearing), *or* liquefier gun (Basic; 20m; S/–/–; 1d10+2 E; Pen 2d5; Clip 6; Reload 2 Full; Spray, Corrosive).
†Horrific Experiments: Grotesques are twisted abominations created by the dark science of their Haemonculus master. As a reflection of their twisted nightmares of their Master, each Grotesque is a unique creation and no two Grotesques share the same form. To add variety, a Game Master may select from the following list of Traits and apply them to the Grotesques he wishes to include in his adventures. Possible Traits are: Multiple Arms (4), Natural Armour (5), Toxic (2).

Talos Pain Engine and Cronos Parasite Engine

Representing the culmination of the dark science of the Haemonculi Covens, the Pain Engines are part living thing, part machine, and wholly neither. Like the other constructs of the Haemonculi, Pain Engines are the result of lengthy processes performed on a sentient creature, which result in a creature of twisted form and shattered mind. Each is a master work of the Haemonculus' art; a machine of war and mobile torture device combined in a single, blasphemous entity. Propelled weightlessly by the sophisticated anti-gravity technology of the Commorrites, Pain Engines are constructed to withstand a great deal of punishment; their thick armour plating turning aside all but the most harmful attacks. Two different versions of the Pain Engine have been seen on the battlefields of the Spinward Front: the Talos and the Chronos.

The Talos is a hunched monstrosity, its humanoid torso buried beneath layers of glossy black armour, its face hidden behind a featureless mask, and its legs replaced with an anti-grav disc of bizarre xenos design. Its arms terminate in manipulators tipped with razor-sharp scalpels, poison-dripping barbs, and chain-flails attached to wicked meat hooks. It has a long tail which curves above it like that of a scorpion. This limb houses a pair of vicious splinter weapons. In combat the Talos uses its manipulators to ensnare hapless victims, dissecting them wholly within seconds with the multitude of tools replacing its fingers. As it performs this gruesome display, the Talos devours the flayed portions of its prey, reinvigorating itself as it entertains its hideous master.



The Chronos looks much like its counterpart, though its arms end in writhing tentacle-spines which twitch spasmodically and lash out at foes with blinding speed. Protruding from the smooth mask of the construct's head is a long proboscis which the Chronos uses to syphon the life energy from nearby living creatures. Consuming the living force from its victims, the Chronos leaves behind only desiccated husks. Then, by some arcane process, the Chronos can vomit forth the soul-energy of its victims to invigorate its Dark Eldar allies.

Talos Pain Engine (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
52	34	56	55	41	22	35	29	18

Movement: 4/8/12/24 **Wounds:** 45
Armour: Machine (4 All). **Total TB:** 9
Skills: Awareness (Per), Intimidate (S) +10, Parry (WS).
Talents: Fearless, Frenzy, Lightning Attack.
Traits: Auto-Stabilised, Dark-Sight, Deadly Natural Weapons, Hoverer (4), Machine (4), Size (Enormous), Unnatural Strength (4), Unnatural Toughness (4).
Weapons: Gruesome claws and chain flails† (Melee; 1d10+11 R; Pen 3; Tearing), stinger pod (Heavy; 40m; S/2/–; 1d10+4; Pen 2; Clip –; Reload –; Blast [3]).
†Hideous Display: Whenever a Talos Pain Engine kills a target with an attack from its Gruesome Claws or Chain Flails, it immediately gains the Fear (4) Trait for the remainder of the combat.

Chronos Parasite Engine (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
32	34	56	55	41	22	35	29	18

Movement: 4/8/12/24 **Wounds:** 45
Armour: Machine (4 All). **Total TB:** 9
Skills: Awareness (Per), Dodge (Ag).
Talents: Fearless, Independent Targeting.
Traits: Auto-Stabilised, Dark-Sight, Deadly Natural Weapons, Hoverer (4), Machine (4), Size (Enormous), Unnatural Toughness (4).
Weapons: Spirit probe (Melee; 1d10+6 R; Pen 2), spirit syphon (Heavy; 20m; S/–/–; 1d10+5 E; Pen 7; Clip –; Reload –; Spray), spirit vortex (Heavy; 40m; S/–/–; 1d10+2 E; Pen 7; Clip –; Reload –; Blast [5]).
Soul Syphon: Whenever a Chronos Parasite Engine kills a target with an attack with either its Spirit Probe, Spirit Syphon, or Spirit Vortex, all Dark Eldar—including the Parasite Engine itself—within 20 metres of the attacker immediately regain 1d5 lost Wounds and receive a +10 bonus to Willpower Tests to overcome Fear or Pinning for the remainder of the combat. A single Dark Eldar may only gain the bonus to Willpower Tests once, but can regain lost Wounds as a result of this ability multiple times.

DARK ELDAR VEHICLES

As graceful and swift as the beings who pilot them, the vehicles of the Dark Eldar are near miracles of xenos technology. Light and lithe, they dart about the battlefield, the skill and confidence of their pilot obvious to all who bear witness. The Dark Eldar are masters of anti-grav technology, harnessing arcane energies into elegant ribbing mounted on the undersides of their transports and attack craft. As such, all of the Dark Eldar vehicles skim just off the ground or flat-out fly through the atmosphere; many are even capable of entering the void itself. Many Dark Eldar vehicles are bedecked with trophies of past kills and strung with wickedly hooked chains and snares, the better to snag prisoners for their pilots' dark torments. The Dark Eldar also possess a devilish defence system called a flicker field, which distorts light and gives viewers the impression that the vehicle itself is blinking into and out of existence.

Hellion Skyboard

Popular among a class of misanthropes and reprobates known as Hellions, skyboards are thin, single-manned wings, held aloft by anti-grav ribbing and propelled at great speeds by screaming engines. Skyboards are immensely sensitive to every shift of weight and application of pressure from their riders, making them dangerous in the extreme for any pilot save the superhumanly agile Dark Eldar. Skyboards mount a single, under-slung weapon known as a splinterpod. This weapon, similar to the ubiquitous splinter rifle, is fired with the depression of a pressure-plate under the heel of the pilot.
Type: Skimmer **Tactical Speed:** 18m
Cruising Speed: 70kph **Manoeuvrability:** +25
Structural Integrity: 10 **Size:** Hulking
Armour: Front 12, Side 12, Rear 10
Vehicle Traits: Bike, Enhanced Motive System, Open-Topped, Skimmer.
Crew: 1 pilot.
Carry Capacity: None.
Weapons: Fixed splinter pod (Front-Facing; 75m; S/5/7; 1d10+2 R; Pen 3; Clip 200; Reload 2 Full; Toxic [1]).

Reaver Jetbike

Reaver jetbikes are the technological peak of speed and handling, the height of craftsmanship and engineering for those seeking speed for the sheer exhilarating joy of it. Only the most skilled, daring, and possibly suicidal pilot would ever consider riding a Dark Eldar jetbike. Their unmatched power, hair-sensitive controls, and minimal protection all combine to make Reaver jetbikes one of the most dangerous vehicles in the known galaxy. These single-manned vehicles consist of a powerful engine encased by a single seat for the pilot above and a streamlined frame of anti-grav ribs below. The bike itself is directed with delicate keel-blades, which the riders often use as weapons when darting about the battlefield at blinding speeds; blurring past their targets and banking for just an instant, just long enough to let the razor-edged keel slice through armour, flesh, and bone.

Type: Skimmer **Tactical Speed:** 21m
Cruising Speed: 130kph **Manoeuvrability:** +20
Structural Integrity: 15 **Size:** Hulking
Armour: Front 16, Side 16, Rear 12
Vehicle Traits: Bike, Enhanced Motive System, Open-Topped, Skimmer.
Crew: 1 rider.
Carry Capacity: None.
Weapons:
Fixed weapon (choose one from the following):

- Splinter rfle (Front-Facing; 100m; S/3/5; 1d10+2 R; Pen 3; Clip 200; Reload 2 Full; Toxic [2])
- Blaster (Front-Facing; 75m; S/–/–; 3d10+7 E; Pen 4; Clip –; Reload –; Lance)

Special Rules: The vanes on the underside of a Reaver jetbike are wickedly curved and barbed blades, which the Dark Eldar use to devastating effect. For the purposes of making hit-and-run attacks, the rider of a Reaver jetbike is considered to be armed with a melee weapon with the following profile: Blade-Vanes (Melee; 1d10+7 R; Pen 4; Unwieldy). Note that, due to the nature of the weapon, the rider does not add its Strength Bonus to the Damage of such attacks.

Venom

Used as carrier craft for small cliques of Dark Eldar warriors or as a lavish transport for Commorrite Lords, the Venom is as deadly and swift as its passengers. A small craft by most standards, the Venom utilises the anti-grav technology of other Dark Eldar vehicles, though its undercarriage is more densely ribbed than other vehicles. This added anti-grav power allows the Venom to carry more weight than would be expected on its slender frame while maintaining the speed and manoeuvrability that is the hallmark of Dark Eldar technology. Commonly bearing an under-slung splinter cannon, the Venom is capable of laying down a hail of poisoned splinter fire to cover its passengers during disembarkation.

Type: Skimmer **Tactical Speed:** 21m
Cruising Speed: 130kph **Manoeuvrability:** +20
Structural Integrity: 25 **Size:** Enormous
Armour: Front 22, Side 22, Rear 18
Vehicle Traits: Enhanced Motive System, Open-Topped, Skimmer.
Crew: 1 Pilot.
Carry Capacity: 5 Dark Eldar and their spoils of war.
Weapons: Fixed splinter cannon (Front Facing; 150m; –/5/10; 2d10+2 R; Pen 4; Clip 300; Reload 2 Full; Toxic [4]), pintle-mounted splinter cannon (150m; –/5/10; 2d10+2 R; Pen 4; Clip 300; Reload 2 Full; Toxic [4])
Special Rules: Dark Eldar vehicles are often equipped with advanced optic shielding known as Flicker Fields that cause them to appear as though they are flickering in and out of existence. All ranged attacks against the vehicle are **Hard (–20) Ballistic Skill Tests**.

Raider

Ubiquitous among Dark Eldar raiding parties, the Raider is the favoured transport of the denizens of the Dark City. Lightly armoured and with exposed decks, the Raider might seem a dangerous carrier for any sort of soldier, but few of the Commorrites who ride in them seem to see it that way. Their speed more than making up for their lack of armour, Raiders jink and bank comfortably out of the way of incoming fire, their passengers deftly keeping their feet despite the jarring motion. Employing aethersails to harness the energies which pour from their webway portals, Raiders are much more fast and agile than most troop transports. Besides the passengers they carry, Raiders mount a single fixed weapon, at the prow of the deck. This mounting can hold a variety of weapons, though dark lances and disintegrator cannons are most common, the better to clear away vehicle or infantry obstructions, respectively.

Type: Skimmer **Tactical Speed:** 21m
Cruising Speed: 130kph **Manoeuvrability:** +15
Structural Integrity: 35 **Size:** Enormous
Armour: Front 24, Side 24, Rear 20
Vehicle Traits: Enhanced Motive System, Open-Topped, Skimmer.
Carry Capacity: 10 Dark Eldar and their spoils of war.
Crew: 1 Pilot and 1 Gunner (Turret Weapon).
Weapons: Sponson-mounted weapon (choose one of the following):

- Dark lance (Front Facing; 200m; S/–/–; 4d10+7 E; Pen 5; Clip –; Reload –; Lance)
- Disintegrator (Front Facing; 200m; –/–/10; 2d10+6 E; Pen 9; Clip –; Reload –)

Special Rules: Dark Eldar vehicles are often equipped with advanced optic shielding known as Flicker Fields that cause them to appear as though they are flickering in and out of existence. All ranged attacks against the vehicle are **Hard (–20) Ballistic Skill Tests**.



Orks

"Waaaaaagh!"

–Opening statement and closing remarks of Grimtoof Git-Slaver's negotiations for peace

Few beings pose a greater threat to Mankind than the Orks. While each Ork is a dangerous combatant is its own right, they are rarely encountered alone. Orks gravitate toward one another, gathering in tribes and clans under the brutal leadership of the strongest Ork present, the Boss. These smaller mobs of "Greenskins" are dangerous enough, quite capable of threatening an Imperial planetary defence force, but it is the collected might of a true Waaagh! that Mankind must truly fear. When a particularly savage Boss unites several clans together under his Waaagh! banner, the resulting mass of Orks is a nearly unstoppable threat, a surging tide of green-skinned warriors desiring only battle, bloodshed and war. The Orks of the Spinward Front possess infinite variety, though they all share one common trait: an unquenchable thirst for violence.

Boyz

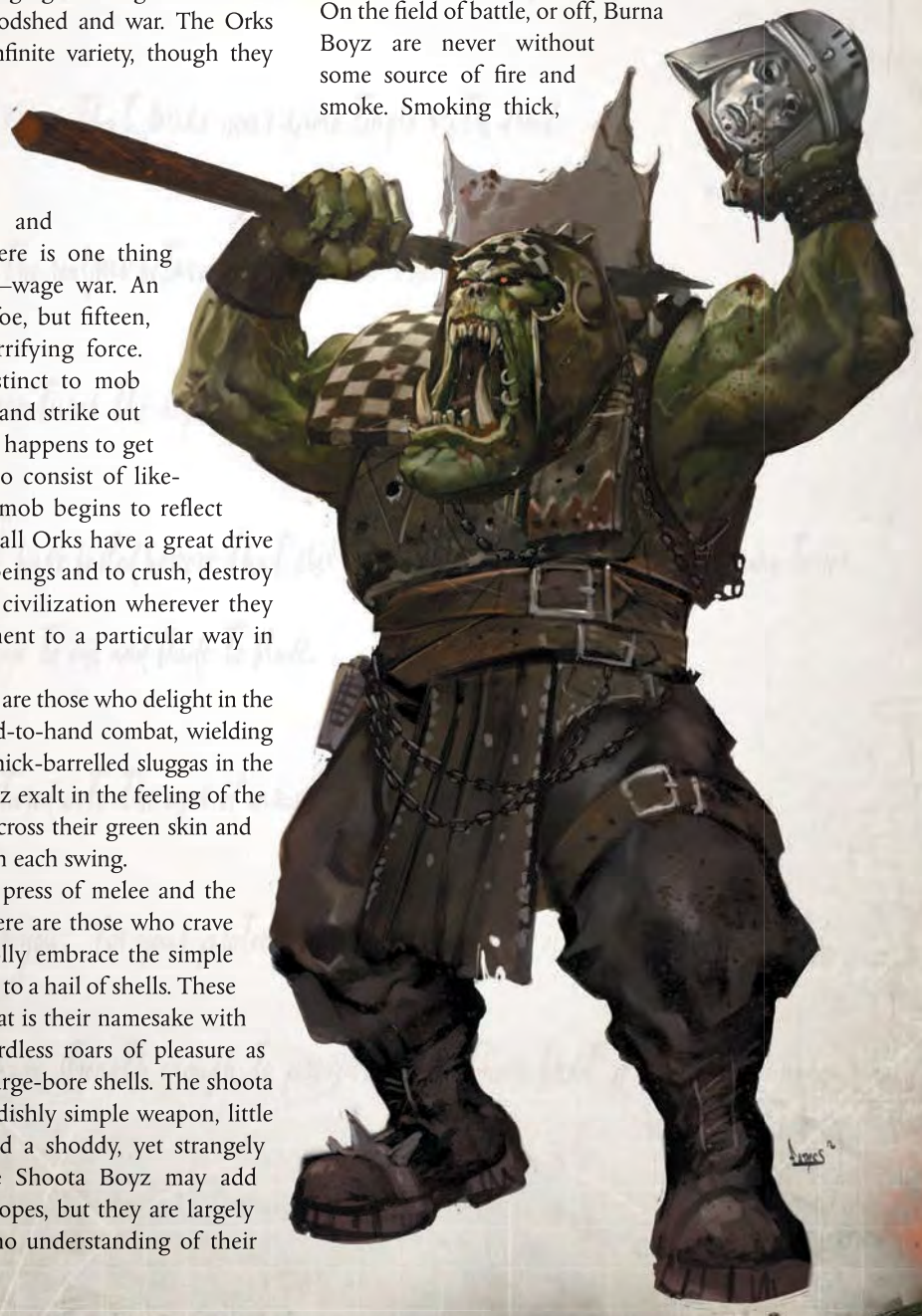
Orks are an unruly, savage, and generally witless bunch, but there is one thing that they do exceedingly well—wage war. An Ork by himself is a dangerous foe, but fifteen, sixty, or ten-score is a truly terrifying force. Orks "Boyz" have a natural instinct to mob up, to gather into massive gangs and strike out violently at whoever or whatever happens to get in their way. These mobs tend to consist of like-minded Orks, and in time each mob begins to reflect the character of its members. As all Orks have a great drive to inflict harm on other sentient beings and to crush, destroy and conquer the foundations of civilization wherever they find them, each Mob is a testament to a particular way in which Orks wage war.

By far, the most numerous Orks are those who delight in the pure ferocity and savagery of hand-to-hand combat, wielding their heavy-bladed choppas and thick-barrelled sluggas in the frenzy of melee. These Slugga Boyz exalt in the feeling of the hot blood of their foes spraying across their green skin and the satisfying crunch of bones with each swing.

While all Orks appreciate the press of melee and the fury of hand-to-hand combat, there are those who crave the thunder of gunfire, who wholly embrace the simple pleasure of watching their foes fall to a hail of shells. These Shoota Boyz wield the firearm that is their namesake with glorious abandon, bellowing wordless roars of pleasure as they unleash hell in the form of large-bore shells. The shoota they carry is an effective, yet fiendishly simple weapon, little more than a barrel, a trigger and a shoddy, yet strangely reliable firing mechanism. Some Shoota Boyz may add embellishments like sights and scopes, but they are largely for show, as Orks have little to no understanding of their actual purpose or function.

Similar to Shoota Boyz are the Lootaz, though these Orks take a much larger approach to their preferred tools of war. Lootaz possess a truly remarkable talent for machinery and mek-craft. With their skills they fashion their own weapons from the discarded technology of their fallen foes. Cobbling together the broken pieces of Imperial, traitor, and alien weaponry, Lootaz craft enormous weapons built onto full-body harnesses. It is unknown just how they are able to meld these technologies into a working whole, but the resulting firearms are truly terrifying, transforming the wielder into a walking artillery platform.

Or course, as one might expect from a species obsessed with war and devastation, there are those Orks who delight in fire. The pure, unfocused destruction of an inferno is too great a temptation for many Orks. These sorts of Orks form up into great mobs of Burna Boyz. Bearing their smoke-belching, dirty-fuelled flame-throwers, Burna Boyz carve out huge swathes of the battlefield with their gouts of greasy fire. On the field of battle, or off, Burna Boyz are never without some source of fire and smoke. Smoking thick,



acrid cigars or simply leaving the pilots lit on their burnas, one can always smell when a Burna Boy is close.

Since they are, at heart, a competitive species, Orks can be counted on to spur each other on to greater feats of villainy and violence, each competing with the next, all striving to be the Ork with the loudest Shoota, the most scars, or to simply be the biggest, meanest, and greenest Ork in their mob. When a clear winner of this constant competition is made apparent, he inflicts his will on the rest of the mob, holding true the Orkish notion, that might makes right and the biggest Ork is da boss. These leaders, who, by definition, are the largest and most brutal of their kind, are known as Nobz. Most often Nobz force their way into a command position among their mob, but, every so often, a gang of Nobz will band together into a mob of their own. These Nobz mobs are unparalleled in their lust for war and their skill at bloodshed. It is not uncommon for a mob of Nobz to form the elite bodyguard of their Warboss, accompanying their leader into the thickest, heart of battle, crushing all before them and leaving a wake of bloody foes and battered machinery.

Ork Boy (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
37	24	46	44[6]	30	24	32	26	21

Movement: 3/6/12/18 **Wounds:** 12
Armour: Flak armour (Body 2). **Total TB:** 6
Skills: Athletics (S), Intimidate (S).
Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, True Grit.
Traits: Brutal Charge (1), Make it Work, Mob Rule, Sturdy, Unnatural Toughness (2).

Ork Traits

Many Orks benefit from a number of unique abilities, listed below.

Make It Work (Trait)

Unreliable Ork weapons are not Unreliable in an Ork's hands.

Might Makes Right (Trait)

An Ork may use the Intimidate Skill to perform the actions listed under the Command Skill, when commanding other Orks, Gretchin, Squigs, or Snotlings.

Mob Rule (Trait)

All Orks and Gretchin are latently psychic—an ability which increases in strength the more of them there are in one place. This bolsters their confidence and courage to near-fearless levels when they gather en masse. For every additional Ork within 10m, an Ork gains a +10 bonus to Willpower Tests to resist the effects of Fear and Pinning. This Trait works identically for Gretchin, thought they gain the bonus from other nearby Gretchin, not Orks.

"Feral" Orks

Waaagh! Grimtoof has swept through the Spinward Front, leaving whole systems as no more than desolate, smouldering battlefields in its wake. As the hordes of Orks that make up Grimtoof's forces rage their bloody war across the front, they inadvertently release their spores into the air, "seeding" planets with the Ork-taint as they carve their warpath across the stars. After the Waaagh! moves on, these seeded planets begin to spawn new populations of Orks. Not part of the thrumming energy of the Waaagh!, these tribes of "Feral" Orks develop only rudimentary technology and fight for control over small sections of these ravaged worlds.

To represent Feral Orks, use the profiles presented for Ork Boys, Nobs, and Runtherds, but only equip them with the most basic of weaponry such as Choppas and the occasional Slugga.

Weapons: See below†.
Gear: Shiny bitz, Ork teeth, used as currency ("teef").
†**Slugga Boy:** Slugga (Pistol; 20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), choppa (Melee; 1d10+6 R; Pen 2; Tearing, Unbalanced).
†**Shoota Boy:** Shoota (Basic; 60m; –/3/10; 1d10+4I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable) *or* big shoota (Heavy; 120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable).
†**Loota Boy:** Deffgun (Heavy 200m; –/–/10; 2d10+3 X; Pen 6; Clip 80; Reload Full; Tearing, Inaccurate).
†**Burna Boy:** Burna (Basic; 20m; S/–/–; 1d10+4 E; Pen 2; Clip 6; Reload Full; Flame, Spray, Unreliable), *or* burna (Melee; 1d10+5 E; Pen 5; Power Field, Unwieldy).

Ork Nob (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	19	49[8]	47[9]	39	29	34	32	34

Movement: 4/8/12/24 **Wounds:** 25
Armour: Flak armour (Body 2). **Total TB:** 9
Skills: Athletics (S), Command (Fel) +10, Intimidate +10 (S).
Talents: Air of Authority, Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Discipline, Iron Jaw, Lightning Reflexes, Street Fighting, True Grit.
Traits: Brutal Charge (3), Fear (1), Size (Hulking), Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Strength (4), Unnatural Toughness (5).
Weapons: Snazzgun (100m; S/2/–; 2d10 I *or* E; Pen 1d10; Inaccurate, Overheats, Unreliable) *or* slugga (20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable) *or* shoota (60m; S/3/10; 1d10+4I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable), choppa (Melee; 1d10+11R; Pen 2; Tearing, Unbalanced).
Gear: Ork teeth ("teef"), shiny bitz, pet attack Squig.

Stormboy

The Ork race as a whole really only values one thing—strength. Strength determines who ought to lead, who owns what, and most importantly, who is da best. Those who would argue with the strongest deserve no less than to be crushed. To a lesser degree, Orks value cunnin.' If an Ork is cunnin,' he can out-fox his enemies and crush them before they crush him. The ability to out-think one's opponent is not as greatly feared as the ability to pound them, but those who possess both strength and cunnin' make the most successful and long-lived Warbosses. What few Orks understand and even fewer fear is discipline. In war, each Ork seeks his own entertainment and victory. Certainly, Orks are driven by the impetus of the mob, but this is purely instinctual, not something learned through drills or reinforced through battlefield experience.

In this way, Stormboyz are unique among the Ork species. For some unknown reason, a very few Orks are drawn to a life of coordinated and disciplined war, not the furore and chaos of the mob. These Orks gather together in great bands of fearsome warriors and become known as Stormboyz. Similar, in many ways, to the shock troopers of other species, Stormboyz often far more organised than the other Ork troops. Wearing primitive uniforms and wielding standardized wargear, at least by Orky standards, the Stormboyz are an enigma to regular Orks, who cannot understand what would drive a warrior to work closely with another Ork, when competing with one would be much more enjoyable. The Stormboyz themselves do little to dissuade their fellows of this notion, and indeed only confuse them further by strapping enormous, fuel-filled rokkit packs to their backs, that they might reach the thick of the fighting more quickly once battle is joined. Storm Boyz tend to be much younger than the average Ork. Sick of being told that they can do whatever they want, many young Orks run off to join the Stormboy camps so that they can rebel by living their lives with more focus and direction.

The rockets Stormboys employ are an potent threat on the battlefield, but Stormboyz appear to value the speed and manoeuvrability they afford more greatly than they value their own lives. Using the great bursts of propulsion from their rokkit packs, the Stormboyz leap high into the air; then, once they have reached the apex of their jump, their engines sputter and cut out, and with a roaring battle cry of "'Ere we go!" they come crashing down amongst the enemy. Certainly, the occasional Stormboy is killed or crippled by their descent, but they consider this a perfectly acceptable risk if it gets them to grips with their enemies more quickly.

Stormboy (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
43	23	46	44[6]	30	24	32	32	29

Movement: 3/6/12/18 **Wounds:** 14
Armour: Flak armour (Body 2). **Total TB:** 6
Skills: Intimidate (S), Operate (Surface [Rokkit Pack]) (Ag)+10.
Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Nerves of Steel, Street Fighting, True Grit.
Traits: Brutal Charge (2), Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (2).
Weapons: Slugga (Pistol; 20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), choppa (Melee; 1d10+7 R; Pen 2; Tearing, Unbalanced).
Gear: Rokkit Pack†, Shiny bitz, Ork teeth ("teef").
†Rokkit Pack: A Rokkit Pack allows a Stormboy to hurtle into the air and crash down a short distance away. Such jumps allow the Stormboy to double his Base Movement and travel in any direction without regard for obstacles. For all other purposes, he counts as having taken the appropriate Movement Action. He must be on the ground by the end of his Turn. Each time the Stormboy uses this movement, he must make a **Challenging (+0) Operate (Surface [Rokkit Pack]) Test**. If the Test is a success, the Stormboy moves as described above. If the Stormboy fails the Test, he takes 1d10 Impact Damage for every two Degrees of Failure. This Damage is not reduced by Armour, but is reduced by the Stormboy's Toughness as normal.

Runtherd

All Orks possess the instinct to bully those smaller than themselves and while Ork culture, if one chooses to call it that, is based around this fact, Runtherds take special pride in their talents for bullying. A rare member of Ork society, the Runtherd possesses remarkable patience and foresight, often able to plan weeks in advance, a capacity almost unheard of in the rest of their kin. Runtherds use these rare talents to breed the fiercest Gretchin, Snotlings, and Squigs, providing their clans with runts capable of several tasks both in and out of combat. While many Orks would grow bored tormenting weedy runts like grots and snots, Runtherds delight in their work, taking great pride in their charges. This notion of pride does not go so far as to become sentimentality or leniency, indeed, Runtherds can often be some of the most brutal and cruel bullies within Ork society, seeing each and every thump of their grabba stick as one more step towards the perfect runt.

Traditionally, Runtherds goad their charges into battle from the rear, armed with either a grabba stick or a grot-prod. The former is a long pole topped by a vice-like pincer, oftentimes embellished with spikes and other nasty accoutrements. This weapon-tool is used to restrain errant runts while inflicting enough pain to discourage future mistakes. The grot-prod is a devious device built by an ingenious Mek consisting of long pole topped with a shock-prod, which combines the reach of a grabba stikk with the painful and incapacitating effects of a shock maul. Progressive Runtherds take nearly as much delight in the flash of voltaic light as they do the twitching forms of their charges after the liberal application of this device. Few can deny the effectiveness of the Runtherds' methods, as they are able to drive the cowardly Gretchin into the very heart of battle, focus the bumbling swarms of Snotlings to overwhelm the mightiest foe, and even direct the mindless hunger of their Squigs.

Runtherd (Handler)

WS	BS	S	T	Ag	Int	Per	WP	Fel
37	19	46	44 (7)	30	24	32	26	21

Movement: 3/6/12/18 **Wounds:** 15
Armour: Flak armour (Body 2). **Total TB:** 7
Skills: Intimidate (S), Survival (Int) +10.
Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, True Grit.
Traits: Brutal Charge (2), Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (3).
Weapons: Slugga (Pistol; 20m; S/3/-; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), choppa (Melee; 1d10+6 R; Pen 2; Tearing, Unbalanced), grot prod (Melee; 1d5+5 I; Pen 0; Shocking).
Gear: Shiny bitz, Ork teeth ("teef"), Squig hound.



Gretchin

Save for the stupid little Snotlings, Gretchin truly are the lowest form of life amongst the Ork hordes of the galaxy. Even the mindless eating machines known as Squigs receive more respect from their Orkish masters on account of their ferocity. Also known as Grots, Gretchin possess a cruel sense of mischief and a clever notion of self-preservation, collectively known as cunnin', but these talents are entirely lost on their massive green-skinned cousins. Utter cowards, Grots never enter combat willingly, but they fight like cornered underhive rats when caught unawares or forced into battle. To this end, Orks will often gather the little blighters into huge mobs, kept in line by the lash of a skilled Runtherd. They are often sent into combat entirely unarmed, though the foraging skills possessed by the Gretchin are not a thing to be overlooked, and it is quite common for them to be armed with small slug-throwers and energy weapons. Individually these weapons are nearly harmless, but in numbers they can fill the air with enough projectiles to find chinks in even the finest suits of armour.

Gretchin (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
18	34	18	19 (2)	36	33	37	22	24

Movement: 2/4/6/12 **Wounds:** 7
Armour: None. **Total TB:** 2
Skills: Awareness (Per), Dodge (Ag), Stealth (Ag).
Talents: Heightened Senses (Hearing).
Traits: Mob Rule, Size (Weedy), Unnatural Toughness (1).
Weapons: Grot blasta (30m; S/–/–; 1d10+2 I; Pen 0; Clip 5; Reload 2 Full; Inaccurate, Unreliable), slugga (Pistol; 20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), sneaky boot knife (Melee; 1d5+1 R; Primitive).
Gear: Shiny bitz, Ork teeth ("teef").

Snotling Swarm

While the greenskins are savagery defined, they do have one law which they follow without deviation: the biggest and the meanest call the shots. The Orks truly exemplify the notion that might makes right. It is small wonder, then, that the diminutive pests known as Snotlings exist entirely outside Orkish society, not even serving the minor roles as menials as their Gretchin cousins do. Snotlings are base, nearly animalistic creatures, incapable of higher functions, strategising, or even the use of relatively simply machinery. In combat, Runtherds will gather thousands of the minuscule Snotlings and send them at the enemy in great waves of tiny green-skinned bodies. Unlike their self-preserving kin, Snotlings are too dim to possess much in the way of an instinct for self-preservation, and while it's uncommon, a swarm of Snotlings has been known to overwhelm vastly superior foes—Grots, for example—thanks to its sheer mass of numbers.

Snotling (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	––	08	12[2]	35	10	20	25	––

Movement: 1/2/3/6 **Wounds:** 5
Armour: None. **Total TB:** 2
Skills: Athletics (S), Stealth (Ag).
Talents: Fearless.
Traits: Bestial, Natural Weapons (Bite), Size (Puny), Unnatural Toughness (1).
Weapons: Bite, claws, tiny knives (Melee; 1d5 R; Pen 0).

Squig

Perhaps one of the most bizarre members of Orkoid life is the Squig, a broad catch-all term for any of a number of squiggly beasts found to exist in Ork settlements. Each sort of Squig fulfils some functionary role from Eatin' Squigs, to Oily Squigs, to Attack Squigs. The variety most commonly encountered on the battlefield is this last type, the Attack Squig. Little more than a gnashing mouth full of sharp teeth, supported on a pair of strong legs, the Attack Squig is a fearsome, if unreliable, predator. Ork Runtherds breed, raise and wrangle hordes of these voracious monstrosities to unleash on the battlefield in a tide of bouncing terror and death. Given their relatively simple physiology, Squigs are notoriously hard to put down, as they possess no truly vital organs and have brains little larger than a stub round. Combined with their ability to tear a man nearly in half with their enormous maws and their reputation for bounding all but the highest fortifications with their powerful leaps, Squigs are altogether terrifying opponents on the field of battle.

Squig (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	––	34	22[4]	43	10	32	28	––

Movement: 3/6/9/18 **Wounds:** 8
Armour: None. **Total TB:** 4
Skills: Awareness (Per) +10, Survival (Int) +10.
Talents: Furious Assault.
Traits: Bestial, Natural Weapons (Bite), Size (Weedy), Unnatural Toughness (2).
Weapons: Bite (Melee; 1d10+6 R; Primitive (8), Tearing).

Mad Dok and Cybork

The physiology of the Orks is as impressive as it is hardy. Capable of shrugging off horrific injuries and recovering from wounds that would surely have killed a man outright, Orks seem, by turns, to either relish pain or to be entirely unaware its existence. One might think that among such a resilient species, the notion of medicine would be entirely foreign. One might also think that a species as warlike as the greenskins would have little to no working knowledge of their own anatomy or medical doctrine. In fact, this couldn't be further from the truth. Despite, or perhaps because of, these factors, there are those among the Ork species who are fascinated by the notion of modification and augmentation through surgery. Indeed, the natural resilience of the Orks appears to lend itself to physical modification at the hands of these Mad Doks, or Painboyz. Their ability to withstand injury and their capacity for accelerated recovery makes Orks the perfect subjects for surgical experimentation.

Oftentimes, a Mad Dok will begin his career mending the sorts of injuries that do not kill an Ork, but would, in the long run, remove him from the battlefield. Severed limbs and brain damage are the two most common of such injuries, and in many such cases, extreme measures are required for a full recovery, or are at least entertaining to the Painboy. As a result, many Orks fear Doks, if not the little Gretchin assistants who accompany them, and most Orks avoid them entirely unless there is no other choice. When Doks do get their hands on a new patient, they will often need to apply anaesthesia to sedate their frenzied charges. This usually involves a large, heavy object applied with a great deal of force to the head of the patient. Once this is done, the patient is at the mercy of the Dok and his Grot orderlies. The most common augmentation is the replacement of limbs and other body parts with mechanical prosthetics such as the ubiquitous Power Klaw. Some daring Painboyz have gone so far as to replace even more vital anatomy with machinery, anatomy such as the entire head of an unconscious Ork. It is a testament to the resilience of Ork physiology that even such a horrific procedure can be a success. Those Orks who survive extensive surgeries at the hands of the insane Painboyz are often better for the ordeal, but driven slightly mad themselves. Sometimes referred to as Cyborks, these sorts of Orks are even more sturdy than their mundane counterparts, mixing natural Ork hardiness with the ramshackle resilience of Orkish technology.

Mad Dok (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	19	49[9]	50[9]	39	29	34	32	34

Movement: 4/8/12/24 **Wounds:** 30
Armour: Flak armour (Body 2). **Total TB:** 9
Skills: Command (Fel) +10, Intimidate +10 (S), Medicae +10 (Int).
Talents: Air of Authority, Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Discipline, Iron Jaw, Lightning Reflexes, Master Chirurgeon, Street Fighting, True Grit.
Traits: Brutal Charge (3), Fear (1), Size (Hulking), Make it Work, Mob Rule, Sturdy, Unnatural Strength (5), Unnatural Toughness (4).
Weapons: Slugga (Pistol; 20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable) *or* shoota (Basic; 60m; S/3/10; 1d10+4I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable), Dok's tools (Melee; 1d10+11 I; Pen 2; Tearing), 'urty syringe (1d10+4 R; Pen 3; Tearing, Toxic).

Gear: Ork teeth ("teef"), Grot orderly (adds +5 to any Medicae Skill Tests).

†Cyborks: Ork Boyz accompanying a Mad Dok into combat are often enhanced by his maniacal science. These Cyborks use the profile for Ork Boyz of any variety, with the following modifications: +5 Wounds, +5 Strength, +10 Toughness, the Machine (2) Trait, and the Nerves of Steel Talent.

Weirdboy

Anyone who has seen the living tide of greenskins that is an Ork horde in battle knows, without question, that there is a power to such a force. Any large force of fighting men or xenos has power, but not in the same way that Orks do. While men have strength of arms and ordnance, Orks possess a strength of purpose. Each and every Ork on a battlefield is unified into one singular purpose: war. As men gather in war, there is dissension, personal interest, and honour, which tug at each man individually. When Orks gather into a Waaagh!, the very air thrums with the power of their excitement, their enthusiasm, and their sheer lust for battle. The more Orks, the greater the power they generate. The Orks themselves seem almost unaware of the existence of this phenomenon, all the while swept along by the tide of it. However, a few rare Orks are keenly aware of this Waaagh! energy. These Orks, known as Weirdboyz, seem to act as lightning rods for the power of the Waaagh! drawing it to themselves unconsciously, and unleashing it with devastating effect. Hurling bolts of crackling green energy, impelling their allies along with the force of the Waaagh!, or crushing their foes bodily with their telekinetic might, a Weirdboy is a terrifying display of Orkish power.

These rare Orks do not relish their power, rather they fear it. It is an uncontrollable and dangerous thing, and most are driven mad by it long before they learn to channel it with any measure of safety. Yet, still, not even the most capable Weirdboy can ever truly hope to control the power of a Waaagh! in full force. In such instances, the Weirdboyz are simply incapable of containing the overwhelming mass of coruscating energy produced by their fellows. Most are able to hurl a bolt or two of green lightning towards their enemies before they are overcome, their heads bursting in a ball of green flame, or vanishing altogether with a clap of otherworldly thunder. When such a great Waaagh! gathers, most Weirdboyz either flee altogether or get caught up in the mob enthusiasm of it all and are driven into a suicidal frenzy, becoming terrifying figures with the destructive power of a battle tank. The more cunnin' Ork Warbosses have been known to enslave Weirdboyz and to force them onto the battlefield against their will, knowing full well the danger they represent.

Weirdboy (Master)

WS	BS	S	T	Ag	Int	Per	WP	Fel
42	23	45[7]	48[8]	36	29	34	39	33

Movement: 4/8/12/24 **Wounds:** 34
Armour: None. **Total TB:** 8
Skills: Awareness (Per) +10, Dodge (Ag), Psyniscience (WP) +10, Survival (Int), Intimidate (S).
Talents: Furious Assault, Iron Jaw, Paranoia, Psy Rating (variable; see Waaagh!-monger†).
Traits: Make it Work, Might Makes Right, Mob Rule, Psyker (See Perils of the Waaagh!††), Size (Hulking), Sturdy, Unnatural Strength (3), Unnatural Toughness (4).
Weapons: Copper thumpin' staff (Melee; 1d10+7 I; Pen (variable, see Lightning Rod†††); Balanced, Primitive [7]).
Gear: Ork teeth ("teef"), unlucky grounding Squig.
Psychic Powers: Frazzle, Zzap, and Warpath.
†Waaagh!-monger: Ork Weirdboyz have no control over the amount of Waaagh! energy which pours through them. Their powers are at the mercy of the sheer excitement of the Orks around them. When an Ork Weirdboy is not engaged in combat or within the proximity of a number of other Orks, he counts as having Psy Rating (0). When on the battlefield, the Weirdboy's Psy Rating increases by 1 for every five individual Orks included in the combat, to a maximum of a Psy Rating (6) when encountered with thirty individual Orks. Thus a Weirdboy accompanied by 20 individual Orks would have a Psy Rating of (4). In addition, the Weirdboy receives the usual +5 bonus to Focus Power Tests for each point of Psy Rating he receives from the Waaagh!-Monger ability. Gretchin, Squigs, and Snotlings do not add to the Psy Rating of a Weirdboy, as they are too puny to produce sufficient Waaagh! energy to make a difference.
††Perils of the Waaagh!: As Orks do not manipulate the Warp the same way as other Psykers, Weirdboyz may not use their Psychic Powers at the Fettered or Push Strength. When a Weirdboy rolls a Perils of the Warp result on **Table 7–2: Psychic Phenomena**, he does not roll on **Table 7–3: Perils of the Warp**, but instead rolls on **Table 11–1: Perils of the Waaagh!**.
†††Lightning Rod: The Waaagh! energy a Weirdboy naturally channels seems to want to ground itself in violence. When engaged in melee, a Weirdboy's melee attacks have a Penetration value equal to his current Psy Rating.

Weirdboy Psychic Powers

Ork Weirdboyz manifest hugely destructive psychic powers as they channel the Waaagh! energy which courses through them. Oftentimes, their Psychic Powers are simply the violent energy pouring through them into their enemies like lightning grounding out onto the surface of a planet.

Frazzle

Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 100m
Sustained: No
Description: Thunderbolts of crackling green energy arc into the ranks of the Weirdboy's enemies, scorching their flesh and boiling their blood.
Treat this power as a Psychic Barrage. An enemy struck by this power takes 1d10+5 Energy Damage with a Penetration of 8. This attack has the Shocking Quality.

Warpath

Action: Full Action
Focus Power: Hard (–20) Willpower Test
Range: 20m Radius
Sustained: Half Action
Description: Brilliant bolts of green lightning arc from the Weirdboy to the Orks around him, invigorating and enlivening them with a frantic need for violence and savagery.
While this power is active, all Orks within the radius gain the benefit of the Lightning Attack Talent.

Zzap

Action: Half Action
Focus Power: Very Hard (–30) Willpower Test
Range: 150m
Sustained: No
Description: A beam of incandescent green Waaagh! energy erupts from the eyes of the Weirdboy, reducing those in its wake to a smouldering heap and liquefying even the hardest armour.
Treat this power as a Psychic Bolt. An enemy struck by this attack takes 1d10 Energy Damage +3 per point of Psy Rating with a Penetration of 3 per Psy Rating. This attack has the Melta Quality.

Table 11-1: Perils of the Waaagh!

Roll	Effect
01–30	**Vessel of Waaagh!:** Overcome with the amassed Waaagh! energy, the Weirdboy convulses as bolts of green lightning crawl across his body. The Weirdboy must make a **Challenging (+0) Willpower Test** or take 2d5 Energy Damage which is not reduced by Armour or Toughness.
31–55	**Thump'd:** The gathering Waaagh! energy is too much for the even the Weirdboy's thick skull to handle. With a sharp crack, the Weirdboy falls to the ground, unconscious for 1d5 Rounds. All Orks within 3d10 metres must make a **Routine (+10) Willpower Test** or be Stunned for one Round.
56–75	**Were'd ya go?:** With a crack of thunder and a small mushroom cloud of green smoke, the Weirdboy is thrown 3d10 meters into the air, falling to the ground moments later (see page 267 for Falling Damage).
76–90	**Waaagh! Eruption:** The Weirdboy's brain overloads on Waaagh! Energy, bolts of green lightning arcing out at those nearby. Anyone within 1d10 metres (including the Weirdboy) takes 1d10+5 Energy Damage with a Penetration value of 5. The Weirdboy may not Dodge this effect. In addition, all of the Weirdboy's clothing and gear is destroyed, leaving him naked on the ground with green smoke pouring from his ears and mouth.
91–100	**Ead Bang:** The Weirdboy's head is consumed in a brilliant gout of emerald fire, killing the Weirdboy outright—though it takes his body a moment or two to realise it.

Ork Vehicles

All Orks possess an uncanny, some say impossible, knack for the technology of war. Those among them who excel at such things are known as Meks, and their creations are so sought after by the Orkish hordes that they often become powerful leaders in their own rights. But even the lowliest Ork Boy has a general understanding of mechanics and machinery, enough to construct rudimentary weapons and vehicles, anything to most quickly propel them into battle or with which to smash their foes once they get there. Ork vehicles are universally, ramshackle and crude devices, built from slabs of heavy steel, bolted together with thick, protruding rivets, and powered by loud, smoke-belching engines capable of burning nearly any substance for fuel. While many members of the Adeptus Mechanicus, learned in the mysteries of their order as they are, would decry these machines as rickety, patchwork blasphemies, their simple, if brutish, design actually makes them notoriously difficult to destroy. Repairs are fiendishly easy and getting a crippled Ork vehicle up and running again is no great difficulty, even for the common Ork Boy. There is no such concept as the Imperial Standard Template Construct for the Orks and, therefore, each vehicle is an entirely unique creation—yet another fact that makes Ork vehicles hard to bring down, as one never knows exactly where the vital components might be. Despite this uniqueness of design, nearly all Ork vehicles can be classified into a handful of categories: Warbikes, Warbuggies & Wartrakks, Trukks, and Battle Wagons.

Through a quirk of Ork psychology or instinct, there are those engines of war that once belonged to other races, which have been captured and re-appropriated for use by the very Orks which brought them low. Nearly any construct of any race in the galaxy can and has been captured, stripped and rebuilt by the Orks. Great amalgams of their original design and Orkish technology, these looted vehicles are readily identifiable as once having been something other than they are now. Such war machines are usually less sturdy than their original design might be, though they often make up for it with a new host of weaponry, bolted to every available position on the rebuilt chassis.

Ork Warbike

Single-rider, two-wheeled creations, Ork Warbikes are capable of incredible speeds and feats of manoeuvrability. Never the sorts to pass up the opportunity to add weapons of war to their creations, most Orks mount massive dakkaguns somewhere on their bikes, that they might mow down their foes while tearing around the battlefield at break-neck speeds. As Ork engines tend to be dirty, smoky things, a mob of Ork Warbikes is often accompanied by a massive cloud of thick, greasy smoke, obscuring vision and burning the lungs with acrid, sulphurous fumes. Orks themselves appear to be untroubled by this smog and use its debilitating effects to their advantage.

Type: Wheeled Vehicle. **Tactical Speed:** 18m
Cruising Speed: 75kph **Manoeuvrability:** +10
Structural Integrity: 15 **Size:** Hulking
Armour: Front 18, Side 18, Rear 14
Vehicle Traits: Bike, Open-Topped, Ramshackle, Wheeled.
Crew: 1 Rider.
Carry Capacity: None.
Weapons: Fixed dakkagun (Front Facing; 75m; –/3/5; 2d10+4 I; Pen 4; Clip 80; Reload 2 Full; Inaccurate, Unreliable).
Special Rules: Ork Warbikes spew thick clouds of acrid black smoke which obscure the bikers and choke those caught in the cloud. Melee and Ranged Attacks made against an Ork Warbike or its rider are **Hard (–10) Weapon Skill** and **Ballistic Skill Tests**, respectively.

Ork Warbuggy

Those Orks who desire a fair bit more fire-power than a bike can carry, yet still wish to remain more mobile and manoeuvrable than the larger tanks and transports, build two-Ork vehicles known as Warbuggies (or the similarly functioning Wartrakk). These mobile gun platforms are piloted by a single driver, while a second Ork operates the weaponry mounted in the bed behind him. Nearly any weapon can be mounted on a Warbuggy (or a Wartrakk), but those that build them seem to prefer big shootas, rokkit launchas, and skorchas.

Type: Tracked *or* Wheeled Vehicle. **Tactical Speed:** 18m
Cruising Speed: 75kph **Manoeuvrability:** +5
Structural Integrity: 25 **Size:** Enormous
Armour: Front 22, Side 20, Rear 18
Vehicle Traits: Open-Topped, Ramshackle, Tracked *or* Wheeled.
Carry Capacity: None.
Crew: 1 Driver and 1 Gunner (Turret Weapon).
Weapons:
Pintle-mounted weapon (choose one of the following):

- Big shootas (Front Facing; 120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable, Twin-Linked).
- Rokkit launcha (Front Facing; 150m; S/–/–; 3d10+6 X; Pen 9; Clip 1; Reload Half; Inaccurate, Unreliable, Twin-Linked).
- Skorcha (Front Facing; 30m; S/–/–; 1d10+7 E; Pen 3; Clip –; Reload –; Flame, Spray, Unreliable).

Ork Trukk

The most commonly encountered Orkish vehicle is the Trukk, a multi-wheeled hauler consisting of a driver's cab pulling a large load-bearing bed. Usually driven by one or two Orks, the Trukk is built for one purpose: to transport large mobs of Orks into the thick of battle. The bed of a Trukk is large enough to fit a dozen Orks or more, depending on how eager the passengers are to get to grips with the enemy. Trukks are by no means a safe means of transport, as their flat-beds are usually entirely open to weapons fire, to say nothing of the wisdom of standing on a flat platform while it hurtles along across rough ground at break-neck speeds; among the Orks, enthusiasm always outweighs concerns of safety.

Type: Wheeled Vehicle. **Tactical Speed:** 15m
Cruising Speed: 60kph **Manoeuvrability:** +0
Structural Integrity: 35 **Size:** Enormous
Armour: Front 24, Side 22, Rear 20
Vehicle Traits: Open-Topped, Ramshackle, Rugged, Wheeled.
Crew: 1 Driver and 1 Gunner (Turret Weapon).
Carry Capacity: 12 Orks plus gear and loot.
Weapons:
Pintle-mounted weapon (choose one of the following):

- Big shoota (Front Facing; 120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable)
- Rokkit launcha (Front Facing; 150m; S/–/–; 3d10+6 X; Pen 9; Clip 1; Reload Half; Inaccurate, Unreliable)

Ork Battle Wagon

The most massive of the Orkish vehicles commonly seen on the battlefield are the Battlewagons. The Battlewagon serves as both a transport and a heavy tank. Bristling with weaponry, each is a mobile fortress of sorts. While its armour is not as heavy as an Imperial battle tank, it makes up for this in scale and the sheer number of Orks and weapons it can bring to bear. More so than any other Orkish vehicle, there is no standard Battlewagon, and the category can be used to describe any sort of massive armoured transport. Some are capable of carrying several dozen Orks, while others possess enormous battle-kannons and other artillery. Truly as unique as their creators, each Battlewagon is a sign that the Orks aboard it have committed firmly to the fight.

Type: Tracked Vehicle. **Tactical Speed:** 12m
Cruising Speed: 45kph **Manoeuvrability:** –10
Structural Integrity: 60 **Size:** Enormous
Armour: Front 36, Side 28, Rear 24
Vehicle Traits: Open-Topped, Ramshackle, Rugged, Tracked.
Crew: 1 Driver, 4 Gunners (Sponson Weapons), 2 additional gunner/loaders (1 Hull Weapon, 1 Turret Weapon if taken).
Carry Capacity: 20 Orks plus gear and loot.
Weapons: (choose from one of the following)

- Pintle-mounted big shoota (Front Facing; 120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable)
- Pintle-mounted rokkit launcha (Front Facing; 150m; S/–/–; 3d10+6 X; Pen 9; Clip 1; Reload Half; Inaccurate, Unreliable)
- Fixed kannon (Front-Facing; 200m; S/–/–; 3d10+6 X; Pen 6; Clip 1; Reload Full; Blast [4], Concussive [2], Inaccurate, Unreliable)
- Fixed lobba (Front-Facing; 30-200m; S/–/–; 2d10 X; Pen 1; Clip 1; Reload Full; Blast [6], Concussive [4], Inaccurate, Indirect [2], Unreliable)

Options: The Ork Battlewagon may take up to two sponson mounted Big Shootas (Left Facing/Right Facing; 120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable). If the Battlewagon has the Enclosed vehicle trait, it may sacrifice half its Carrying Capacity to take a turret mounted Kill Kannon (100m; S/–/–; 3d10+8 X; Pen 8; Clip 1; Reload Full; Blast [8], Concussive [3], Inaccurate, Unreliable). If the Battlewagon mounts a Kill Kannon, it can mount a pintle-mounted Big Shoota (120m; –/–/10; 2d10+5 I; Pen 2; Clip 120; Reload Full; Inaccurate, Unreliable) on top of the Kill Kannon turret.

NPCs

"Just have to hold the line a little longer, men! We've got reinforcements en route."

–Captain Holmes of the 21st Mordian Artillery

Below are listed a handful of the sorts of soldiers and officers that are likely to fight alongside the Player Characters in an **Only War** campaign. Game Masters are encouraged to modify the information contained in the entries below to appropriately reflect the regiment, armament, and assignment of the troops and officers in his campaign.

Imperial Guardsman

The men and women of the Imperial Guard form the backbone of the Imperium's impressive military might. Collected from the populations of a million worlds, equipped by the forges of thousands more, the Imperial Guard represents one of the greatest achievements of Mankind's unified will. Even the adepts of the Administratum are entirely at a loss to tally the sheer magnitude of the Imperial Guard. And yet, each man, alone, is an example of dedication and loyalty, courage and discipline.

Secessionists

The treachery of Severus the Thirteenth has put the Imperium at odds with those who once served it. Utilizing his xenos allies, Severus was able to excise his domain from the rule of Terra bit by bit. In so doing, however, he has made traitors of those who serve their lord faithfully. When the day finally came that Severus the Thirteenth declared his annexation, it was under the pretext of turning inward to defend against the myriad threats to his holdings—vicious Ork slavers, the black-hearted minions of Chaos, and even his one-time Dark Eldar allies. To be certain, however, these all served as little more than a convenient excuse to claim independent control, once and for all, of the realm he had always considered to be his alone.

It is likely that during the course of an **Only War** campaign, the Game Master may wish to include missions and battles against the forces of Severus the Thirteenth. While these soldiers are traitors and rebels, they are not related to the forces of Chaos, which have been covered above. Those Guardsmen in service to the powers of Chaos are known as Renegade Guardsmen. However, the men and women who serve under Severus the Thirteenth are much like any other Guardsman of the Imperium, despite their traitorous allegiance. When building encounters in which the Player Characters will face the forces of Severus the Thirteenth, the Game Master should use the entries for Imperial Guardsmen, Ogryn, Ratlings, Storm Troopers, and Imperial Officers listed here in the NPCs section of this Chapter.

Given the disparate and nearly countless cultures from which the men and women of the Imperial Guard are drawn, each regiment bears a history and traditions which make them utterly unique. Often this uniqueness is most apparent in the specifics of a regiment's combat doctrines. Some prefer guerrilla tactics, others heavy-artillery sieges; some prefer offensive hit-and-run engagements, others defensive take-and-hold strategies.

Despite their varied histories and traditions, the soldiers of the Imperial Guard all share certain uniformities of equipment and structure. The Guardsmen themselves are, most often, equipped with the ubiquitous lasgun. Crafted on forge worlds beyond counting, the lasgun is the perfect weapon for a Guardsman—reliable, durable, simple and direct. The Departmento Munitorum outfits their soldiers with lightweight flak armour designed to protect the wearer from small arms fire and shrapnel. Whether participating in a specific operational mission or acting as support for their unit, Guardsmen are often given mission-specific special issue wargear and weaponry. From man-portable flamers and grenade launchers to tripod-mounted lascannons and heavy bolters, each unit is equipped as befits their orders.



Imperial Guardsman (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	35	28	31	25	25

Movement: 3/6/9/18 **Wounds:** 10
Armour: Guard Flak Armour (4 All). **Total TB:** 3
Skills: Athletics (S), Awareness (Per), Common Lore (Imperium, War) (Int), Dodge (Ag), Linguistics (Low Gothic), Operate (Ground) (Ag), Scholastic Lore (Tactica Imperialis), Stealth (Ag).
Talents: Nerves of Steel, Rapid Reload, Takedown.
Weapons: M36 lasgun (Basic; 100m; S/3/–; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable), combat knife (Melee; 1d5+3; Pen 0), 3 frag grenades (Thrown; 9m; S/–/–; 2d10 X; Pen 0; Clip 1; Reload –; Blast [3]).
Gear: Imperial Guard uniform, micro-bead, respirator, 4 clips for lasgun, Imperial Infantryman's Uplifting Primer.

Servitor

Servitors are fusions of flesh and machine made from culture-grown organics, harvested corpses, or mind-wiped human bodies. Millions of these cyborg creations are found throughout the battlefields of the galaxy, used to perform monotonous and dangerous functions without deviation or question. Servitor technology is said to predate the Imperium itself and is the exclusive purview of the Adeptus Mechanicus.

Servitor (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	15	50[7]	40	20	10	20	30	05

Movement: 2/4/6/12 **Wounds:** 10
Armour: Machine (All 4). **Total TB:** 4
Skills: Awareness (Per), Trade (any one) +10.
Talents: None.
Traits: Machine (4), Natural Weapon (Servo-arm), Sturdy, Unnatural Strength (2).
Weapons: Servo fist (Melee; 1d5+6 I; Pen 0).
Gear: Internal micro-bead.

Ogryn

The Imperial Guard makes use of whatever resources are available to it, be that manpower, technology, or sheer Imperial fervour. As such, it is to be expected that the Departmento Munitorum would make use of any and all members of the Imperium who were available for conscription, enlistment, or tithe. Dim-witted, strong as a Space Marine, and ponderous as a Leman Russ battle tank, Ogryns were once thought of as a dangerous strain of human mutation. After rigorous Inquisitorial interrogation and testing, it was deemed that Ogryns were a true-bred subspecies of abhuman. With that decision, the Departmento Munitorum acquired a new and fearsome weapon.

Ogryns are put to work by the Imperial Guard as front-line shock troopers; brutal close-combat specialists capable tearing a man limb from limb or even pummelling a small tank to scrap with their bare hands. Standing between two and three metres tall and thickly-muscled, Ogryns are capable of withstanding huge amounts of punishment. Their natural strength and vigour makes them ideal for any engagement where the fighting is sure to be bloody and Ogryns are often deployed in first-wave assaults. Given their size and ferocity, it is not uncommon for Ogryns to break the morale of their foes before they even come to grips with one another. This is not to say that the Imperial Guard doesn't utilize the Ogryns' strength for other things as well. Traditionally equipped with enormous Ripper Guns, the huge abhumans wade into combat behind a storm of heavy-calibre shells, only to arrive swinging the weapons hard enough to buckle a plasteel bulkhead.

What Ogryns lack in intellect, they more than make up for in fervour and faith in the Emperor. They will go to any length given to them by a trusted figure such as their commander or Commissar; and there are few things harder to stop than a determined Ogryn!

Ogryn (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	25	7 52	7 53	33	22	28	25	25

Movement: 4/8/12/24 **Wounds:** 26
Armour: Flak Vest (Chest 3). **Total TB:** 7
Skills: Athletics (S), Intimidate (S) +10, Parry (WS).
Talents: Berserk Charge, Furious Assault.
Traits: Clumsy, Size (Hulking), Unnatural Strength (2), Unnatural Toughness (2).
Weapons: Ripper gun (Basic; 30m; S/–/6; 1d10+8 I; Pen –; Clip 48; Reload 2 Full; Ogryn-Proof, Scatter), ripper gun (melee) (Melee; 1d10+9 I; Pen 1; Ogryn-Proof, Primitive [8]).
Gear: Lucky dog tags, 3 clips for ripper gun.

Ratling

Ratlings are a particular species of abhuman, descended from the ancient ancestors of humanity, that have evolved into small, rotund little creatures, no taller than one metre. Due to their small stature, Ratlings are all but useless as warriors on the front lines of combat, but this makes them no less useful to the Imperial Guard. Their small size makes them excellent for infiltration, allowing them to easily sneak by enemy forces, and their amazing eyesight makes them natural marksmen. Many an engagement has been saved from disaster with the well placed round between the eyes of the enemy commander.

Ratlings are often deployed ahead of the main force to which they are attached, acting as ranging scouts and vanguard. Squads of Ratlings are also known to have been deployed alone, infiltrating behind enemy lines. There, they act clandestinely; stalking throughout enemy territory, removing enemy officers, key support elements, and generally sowing confusion and fear. It is a sign of the efficacy of Imperial training and indoctrination that a subspecies as detestably cowardly as the Ratlings can be trusted to accept, indeed excel at, such missions.

In addition to their battlefield talents, Ratlings are known to have an incredibly love of food. This is beneficial to any unit that happens to have a Ratling deployed with them, as many Ratlings often take up the duty of cooking. However, their love of food can also get them into trouble, as they can eat easily twice their allotment in rations, and will often go to any means to acquire extra food. Luckily for the Ratlings, their small size and infiltration abilities aid them well in avoiding the watchful eye of the Commissars.

Ratling (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	40	29	20	40	32	33	28	30

Movement: 3/6/9/18 **Wounds:** 8
Armour: Flak Vest (Chest 3). **Total TB:** 2
Skills: Acrobatics (Ag), Awareness (Per), Commerce (Int), Common Lore (Imperial Guard) (Int), Deceive (Fel), Dodge (Ag), Linguistics (Low Gothic), Sleight of Hand (Ag), Stealth (Ag), Survival (Int), Trade (Cook).
Talents: Deadeye Shot, Marksman, Mighty Shot, Rapid Reload.
Traits: Size (Weedy).
Weapons: Long las (Basic; 150m; S/–/–; 1d10+5 E; Pen 1; Clip 40; Reload Full; Accurate, Reliable, Felling [4]), knife (Melee; 1d5+2; Pen 0).
Gear: Field uniform, micro-bead, 4 clips for long las, pocket-full of tasty treats.

Storm Trooper

Few warriors among the Imperial Guard can match the discipline, the dedication, or the training of the members of the Storm Troopers. The sight of a squad of Storm Troopers joining the fight is often enough to rally even the most demoralized soldier, their allies rejoicing at the presence of such formidable warriors. Often, however, Storm Troopers are deployed in secret, making use of their training in infiltration and elimination, in order that they might turn the tide of battle by removing key personnel and attaining necessary objectives.

These elite warriors are paragons of the Imperial martial tradition; trained from childhood to make war in the name of the God-Emperor. The Storm Trooper regiment recruits exclusively from the ranks of the Schola Progenium. Drafting only the most dedicated, fierce and devout children from the Schola Progenium, the Departmento Munitorum ensures that the Storm Troopers are all of the highest calibre. Once under the guidance of the Departmento Munitorum, the recruits are subjected to a rigorous training regimen of military training exercises that push them to the limits of their physical and mental capacity. By the end, each wave of recruits is forged into a fighting force to be reckoned with.

To match their formidable training, the Departmento Munitorum outfits their Storm Troopers with the best

equipment available. The heavy carapace armour worn by Storm Troopers can withstand all but the heaviest weapons of the enemies of Man. Their helmets are equipped with precision optics and sophisticated rebreather masks, allowing those wearing them to fight with full combat effectiveness in all but the worst conditions. Most impressive, though, is the weapon of choice of the Storm Trooper regiment, the powerful hot-shot lasgun. These weapons resemble their namesake, yet bear significant modification, primarily to their power supply. Utilizing "hot-shot" power packs, the lasguns of the Storm Troopers are capable of felling even the most heavily armoured opponents; the focused darts of high-energy las fire punching through all but the thickest ceramite.

Storm Trooper (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
39	44	35	35	35	28	38	32	30

Movement: 3/6/9/18 **Wounds:** 10
Armour: Storm Trooper Carapace (6 All). **Total TB:** 3
Skills: Athletics (S) +10, Awareness (Per) +10, Common Lore (Imperium, War) (Int), Dodge (Ag) +10, Linguistics (Low Gothic), Operate (Ground) (Ag), Parry (WS), Scholastic Lore (Tactica Imperialis) (Int) +10, Stealth (Ag) +10.
Talents: Nerves of Steel, Rapid Reload, Takedown.
Weapons: Hot-shot lasgun (Basic; 60m; S/3/–; 1d10+4 E; Pen 7; Clip 30; Reload 2 Full), knife (Melee; 1d5+3; Pen 0), 3 frag grenades (Thrown; 9m; S/–/–; 2d10 X; Pen 0; Clip 1; Reload –; Blast [3]), 3 krak grenades (Thrown; 9m; S/–/–; 2d10+4 X; Pen 6; Clip 1; Reload –; Concussive [0]).
Gear: Imperial Guard uniform, micro-bead, respirator, 4 clips for hot-shot lasgun, Imperial Infantryman's Uplifting Primer.



Commissar

Within the ranks of the countless billions who make up the Imperial Guard, one threat stands before all others: Chaos. This is not the taint of the Warp, but the simple disorganization and dissidence of anarchy. The force of Mankind in unwavering purpose is without equal, yet, when turned against one another, nothing can be more dangerous to itself. It is the duty of the Commissariat to ensure that the men and women of the Imperial Guard do not forget this; to ensure that they not be overcome with thoughts of selfish preservation or vain notions of insubordination or revolt. It is the duty of each Commissar to root out moral decline amongst the soldiers of his detail and excise the taint before it spreads throughout. Commissars are invested with the power of life and death over each and every member of the Imperial Guard, from the lowliest cadet to the members of the Officer Corps itself.

Given the scope of their power, members of the Commissariat are, themselves, subject to the most rigorous tests of fidelity and dedication in the whole of the Imperium. Recruited from the ranks of the Schola Progenium, would-be Commissars are indoctrinated in the Imperial Creed at an incredibly young age. They are trained to be ever-watchful for signs of cowardice, incompetence, sedition or impurity. Once deployed, should they find any such signs, it is their duty and their right to execute the offender. In this way, the Commissars not only remove present threats, they also gird the remaining soldiers with the greatest protection one can have against doubt or insubordination: fear.

To remind the men and women of the Imperial Guard that the Commissariat is ever vigilant, their agents make themselves known by wearing distinctive black and red uniforms, embellished with peaked caps and long black coats. Each Commissar is outfitted individually, but many prefer close-combat weapons and pistols, the better to lead their men headlong into the fray, the better to execute a coward with a single bolt-round to the head.

Commissar (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	40	40	45	45

Movement: 3/6/9/18 **Wounds:** 18
Armour: Carapace Chestplate (Body 6). **Total TB:** 3
Skills: Athletics (S), Awareness (Per) +10, Charm (Fel) +10, Command (Fel) +10, Common Lore (Imperium, Imperial Guard, War) (Int), Dodge (Ag), Inquiry (Fel) +10, Interrogation (WP) +10, Intimidate (S) +10, Linguistics (High Gothic, Low Gothic), Scholastic Lore (Judgement, Tactica Imperialis) (Int) +10, Scrutiny (Per) +10.
Talents: Air of Authority, Cold Hearted Nerves of Steel, Summary Execution, Unshakeable Faith.
Traits: Touched by the Fates (1).
Weapons: Power fist (Melee; 2d10+6 E; Pen 9; Power Field, Unwieldy), bolt pistol (Pistol; 30m; S/2/–; 1d10+5 X; Pen 4; Clip 8; Reload Full; Tearing).
Gear: Commissar's uniform, personal encrypted comm-link, refractor field, 4 clips for Bolt Pistol.



Against the Savages

Background and Summary

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Skrynne Gazetteer

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The Adventure

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NPC Appendix

Chapter XII: Against the Savages

"While the Ork is a brutal xenos, do not dismiss its combat capability or tactical cunning. These primitive wretches represent a significant threat to the Imperium—far more than one might expect from their savage and unsophisticated ways."

–Lord Inquisitor Nihilis



Against the Savages is a brief adventure that serves to introduce a new Squad of soldiers to the Spinward Front. Through this scenario, the players and the Game Master should all have an opportunity to learn first-hand about the dangers of life as an Imperial Guardsman and the horrors of the Spinward Front. This scenario is intended to present an opportunity to use a variety of different game mechanics as well as present a broad overview of the setting. While it may be used to launch a larger campaign, it could also serve as an opportunity to test the game system prior to embarking upon a grander campaign.

Players are expected to prepare their characters and—if they so choose—create their regiment prior to embarking upon this scenario. This adventure follows a relatively standard format for **Only War**. As part of the adventure, the characters are expected to refresh their Standard Regimental Kit and to receive Mission Assignment Gear.

The scenario begins with the characters arriving on the planet Skrynne and interacting with the existing Imperial Guardsmen. Only once they have had an opportunity to become somewhat familiar with the world do they receive new orders and embark upon their first assignment. While that mission begins in accordance with their expectations, as is all too often the case, the situation quickly degrades. Reinforcements take some time to arrive and the characters must be prepared to fight under less than ideal conditions against a numerically superior xenos foe.

ADVENTURE BACKGROUND

The colonial death world of Skrynne in the Spinward Front has long struggled with Ork infestation. When humanity first discovered the world, there was a substantial Ork presence. After repeated requests for aid, Space Marines of the Storm Wardens Chapter landed upon the planet and performed a thorough cleansing of the xenos population. During the intervening centuries, the Orks have reappeared several times. Each time, the planet's meagre garrison has overcome the Greenskins and attempted, once more, to completely eliminate the alien threat.

The last of these incursions and cleansings occurred 145 years ago. After the climactic battle and triumph for humanity, huge portions of the northern continent were cleansed with fire and radiation. The poor colony spent virtually all of their reserves with the goal of eliminating the threat once and for all. In the decades since that time, the colony has grown to a world with a population of nearly ten million human souls. Never a rich planet, they successfully tamed portions of the death world's jungles and managed to stabilise enough agrarian resources that they finally attained self-sufficiency.

In the last ten years, two major events substantially changed the planet's stability and outlook. The first of these was during a visit from a scion of Rogue Trader House Gibrahan. The planetary governor permitted the visitors to send a routine mining exploration team on an expedition to test for valuable mineral resources. Much to the governor and the explorers' mutual surprise, they found vast promethium reserves. The reserves were so vast, in fact, that an attending Explorator estimated the reserves as sufficient to fuel the core worlds of the sector for the next century.

Unfortunately, the initial celebrations were terminated when all but one of the members of the mining expedition were slain by an Ork assault. Additional research soon revealed that hundreds of thousands of the savage xenos were thriving among the jungles that had recovered on the northern continent. The visitors from House Gibrahan soon began working in conjunction with the planet's garrison to eliminate the new threat.

Between orbital bombardments and carefully coordinated tactical strikes, the planet's human defenders once more

pushed the Ork infestation to the brink of annihilation. Even as battles against the few surviving xenos continued, the planetary government and House Gibrahan negotiated final terms for control of the promethium mining and distribution rights. Once more, the planet's population prepared to celebrate their freedom from the xenos presence along with their newfound wealth.

Soon, however, new events dashed the world's hopes for salvation. Unexpectedly, an armada of Ork ships arrived in system. The tables were abruptly turned as House Gibrahan's vessel fled the system, leaving Skrynne with no effective orbital support. Grimmsnikk Tufgob, a prominent Warboss in Waaagh! Grimtoof, delivered a proclamation that his forces were seizing the world and looked forward to destroying all traces of human civilisation. Within a few short months, the surviving colonists were fighting a losing battle against overwhelming xenos forces.

Fortunately, all was not lost. House Gibrahan pleaded for the assistance from the Departmento Munitorum High Command within the Calixis Sector. They bartered away a large portion of the planet's promethium reserves in exchange for a priority reassignment of the 4th Brontian Longknives light infantry regiment. In less than six months, the Imperial Guardsmen landed upon the planet to engage Warboss Tufgob's forces. At the same time, a small squadron of Imperial Cruisers engaged the Ork fleet. During the intervening time, the planet's human population was decimated. There are now believed to be only a few hundred thousand survivors. Many of those who still live are permanently mentally and physically scarred by the brutal attacks that raged in the absence of outside support.

Over the next seven years, the Imperial forces waged a brutal stalemate with the Orks. Both sides have suffered significant losses, but neither has faltered. Regimental command has sent repeated requests for Imperial reinforcements. All have been stonewalled, though the reason for the lack of response is unclear at this time. There are certainly other worlds within the Spinward Front that are in desperate need of assistance, but the promethium reserves that Skrynne offers represent a substantial resource that could be of tremendous value to the Imperial forces.

Recently, High Command finally agreed to commit additional forces to Skrynne. The Player Characters' regiment represents the majority of those forces. They are tasked with assisting the planet's survivors as well as the 4th Brontian Longknives with repelling and eliminating the Ork threat.

ADVENTURE SUMMARY

The adventure opens as the Player Characters' regiment arrives upon Skrynne. As they disembark, they come under immediate attack. Ork forces are currently assaulting the spaceport, an attack which the incoming Imperial Guard landing craft are attempting to disrupt. The PCs must take immediate action to aid in repelling the attack. Otherwise, some of their landers containing vital gear—as well as their comrades in arms—could be destroyed by the attack. This scene presents an immediate opportunity for the Player Characters to engage in a battle, but it also illustrates the current situation. Imperial forces are on the defence and faltering. The Orks are penetrating deeply into and behind the Imperial lines of battle. As the characters assist in this defence, they may also come to realise that their regiment plays a crucial role in repelling the xenos invasion.

Only after Imperial forces repel the Orks and secure the base can the newly arrived regiment begin to unload their supplies. This tedious process takes several days, as landers return to transports to bring down additional loads of troops and supplies. During this time, the Player Characters have an opportunity to interact with Imperial Guardsmen who have been stationed on Skrynne for years. This provides a chance to learn more of the planet's environs and to hear what the rumour mill has to say about the local command structure. The characters may also interact with a few surviving members of Skrynne's garrison, barter for local supplies, and begin the process of establishing local connections. While not combat focused, this portion of the scenario offers an opportunity for the characters to learn the lay of the land. It may be a focal point for strategic roleplaying or it might be background narrative, depending upon a group's play style.

Soon, the characters are called into a meeting with their command officer and briefed on a mission assignment. Imperial forces have lost contact with a promethium refinery located several hundred kilometres from the base. Due to their performance during the earlier attack, their squad has been tasked with travelling to the refinery and re-establishing contact. As part of their Mission Assignment Gear, they are issued a powerful vox system with sufficient range to provide any necessary updates. However, due to current conditions, they are tasked with using land-based transportation to reach the refinery. They are expected to operate on their own, provide whatever assistance is necessary, and at the very least make certain that the refinery is kept from xenos hands.

Skrynne is a death world, so the journey through the jungle to the refinery is eventful. They may encounter savage native xenos specimens, desperate human survivors, and even Imperial Guardsmen that need their assistance. The characters must carefully choose whether to aid, fight, or ignore each of these encounters. All require resources that should be committed to completing their mission. Choosing how to use those resources is a vital decision that the characters must make carefully or the remaining encounters may become significantly more challenging.

When the characters reach the refinery, they discover that the human workers have been slain and the refinery's defences have been badly damaged. A relatively small force of xenos has captured the facility. They are currently engaged in "improving" its defences as well as preparing some of the refined promethium for transport back to their nearest base. The characters must defeat the Orks, repair the refinery's defences, and establish contact with regiment command.

Once they have begun the repairs and established contact, they receive a new set of orders. The Squad is tasked with holding the refinery until reinforcements can be dispatched. High command does not offer a time frame for the replacements, but they are insistent that the characters continue to hold the facility in the face of alien resistance. Searching the outpost, the characters find a variety of different items that could

be useful in a defence and must decide how best to utilise their resources. Any characters with basic tactical skills as well as others with Trade (Armourer) play crucial roles in establishing new defences.

After a few days pass in isolation, another Ork force, led by Big Mek Gargmek Zagwizza, attempts to recapture the refinery. The attackers are substantially better equipped than the xenos that the characters encountered previously. The Orks are savage and relentless in their attack. The Player Characters can only survive this onslaught if they carefully employ their wits, resources, and skills in the most effective possible ways. Those who survive are eventually relieved by reinforcements, concluding the adventure.

SKRYNNE GAZETTEER

"This world represents a strategic resource that could be vital to the war effort and that must not be allowed to fall into xenos hands. I implore you, for the sake of the Sector and the Imperium, to recover control of this world so that it may be used to serve the God-Emperor to its full potential."

–Captain Jacoby Hollander of House Gibrahan,
in a letter to Sector High Command.

Humanity discovered Skrynne several thousand years ago, during routine expeditions through the portion of the Calixis Sector that would eventually become known as the Spinward Front. Several early attempts at colonisation were universal failures. Though all of these initial forays were well equipped for either a death world or to overcome an Ork infestation, none were adequately supplied for both. This lethal combination consistently prevented humanity from gaining a foothold.

Eventually, sector government requested that the Departmento Munitorum take a direct hand in the matter. The fourth company of the Storm Wardens Space Marine Chapter accepted the assignment to cleanse the world so that it might be put to Imperial use. Even those stalwarts required more than ten years to complete their task. Most reports of the war have been lost to the ages, but when the colonists arrived they were fervent in their gratitude to the Space Marine Chapter. To this day, Storm Warden iconography remains ensconced within every Ecclesiarchy chapel upon the planet as a reminder of the debt their world owes to the Adeptus Astartes.

Over the centuries since their arrival, humanity gradually took control of the planet. The population grew from tens of thousands of colonists to a population of several million souls. The expanding human population cut down huge swaths of the world's native jungles and eliminated countless members of the death world's savage predators. As their agrarian interests expanded, the population continued to grow and expand their holding upon Skrynne's southern continent. As the human society grew and increased in its sophistication, the largest recurring challenge became the regular outbreaks of Orks upon the world's northern continent.

Planetary Resources

Prior to the discovery of promethium, Skrynne paid its Imperial tithes through excess food production and with a variety of rare products isolated from the flora and fauna of the world's jungles. While the world's refineries and manufactories are limited, the process of isolating rare compounds and toxins from these organisms was sufficiently simple that substantial quantities could be created and prepared for shipment on a biannual basis. Some of these compounds provide medical benefits, while others are useful as toxins that are sufficiently rare as to escape most screenings.

Because of the limited population, Skrynne has been historically incapable of tithing soldiers for the war effort. As their numbers have risen and fallen, subsector command has consistently spared it of fulfilling this responsibility. Given the state of their current losses, raising a regiment on Skrynne in the near future is unlikely. Only once the population returns to a level of self-sufficiency would the Departmento Munitorum reconsider this issue.

Historically, the planet's manufacturing base has been very small. With the exception of the recently discovered promethium, the world's mineral resources are limited. The few metals that Skrynne's inhabitants could extract from its crust invariably went towards the manufacture of weapons to combat the planet's more aggressive species. Most synthetic materials are either imported at tremendous cost or replaced with alternative materials created from plant extracts. Consequently, the few surviving buildings are almost all of stone and brick construction.

The citizens of Skrynne had developed a polite and artistically creative society that seemed sharply at odds with the savage nature of their world. Countless works of art have been destroyed during the Ork invasion. Even among the ruins of Skrynne's buildings, beautiful murals—many showing expressions of devotion to the God-Emperor—lay shattered like jigsaw puzzles. A few of the world's artists have had work exported to the more populous worlds of the Calixis Sector, but it is unlikely for any further pieces to leave the world for many years to come.

Planetary Culture

When colonists first arrived upon Skrynne, they attempted to establish a democratic system that remained consistent with the teachings of the Ecclesiarchy and acceptable to the Imperium. However, the combination of constant attacks by indigenous creatures, occasional Ork assaults, and their limited resources kept them from long-term success. Several alternatives were attempted before the political structure devolved into a merit-based oligarchy.

Those who were successful in combating the death world's native predators were promoted to positions of authority. Among this ruling class, individuals were often granted additional authority based upon their creative endeavours. The halls of the planet's government buildings were once filled with statues, paintings, and libraries of poetry filled with the works of those who had ruled. While the rulers were not all compassionate to their people, they were almost universally respected for their combination of artistic and military talents.



From the time of the first landing, the Ecclesiarchy has always been a strong influence upon Skrynne's culture. The citizens have always been guided by priests whose teachings remain consistent with those of the Calixis Sector at large. There are no Inquisitorial reports of religious heresy on Skrynne, though there is no record of substantial Inquisitorial investigation on the planet.

Since the arrival of Warboss Tufgob, the planet's human population has struggled to survive. Many have fled the cities and built tribal bunkers deep in the planet's jungles. These rugged individualists survive only through their wilderness skills and effective isolation from the invaders. Others have latched on to the Imperial Guard presence and built shanty towns near any fortifications. They live as camp followers, providing various small luxuries to the soldiers in exchange for the bare necessities for life. In many cases, these individuals are led by surviving members of the Ecclesiarchy who continue to tend their flock.

As the resident human population has been devastated, it is unclear what might happen after the Ork incursion is overcome. The natives are certainly capable of surviving among the death world's threats, but they lack the resources to rebuild to their past stature in a reasonable amount of time. It is likely that the Calixis Sector government might choose to emigrate additional settlers to Skrynne so that the planet can rebuild in a more reasonable timeframe. Alternatively, if an Imperial Guard regiment sustained sufficient losses through the course of the campaign, its survivors might be permitted to retire upon the world as new colonists. In either situation, a revived Skrynne might have a very different political structure and cultural attitude to the one which existed previously.

Skrynne's Defences

The military garrison on Skrynne, known locally as the Skrynne-guard, was once a capable organisation that performed regular cleansings of the northern continent's Ork population. Though they have had little cause to defend the world against invaders, the ongoing struggle against the xenos and incursions from the planet's wildlife led to a well-trained and competent combat force. All adults were obligated to perform a four year term of service, from age 18 to 22. Many remained in service beyond this obligation, with veterans typically joining the world's military officer corps. In this way, the garrison remained a capable force that helped to establish a population of citizen soldiers.

Since the arrival of Warboss Tufgob, the Skrynn garrison has been devastated by the war against the Orks. A force that numbered more than twenty thousand members has suffered more than eighty per cent losses. The majority of those casualties were fatal. Among those who survived their wounds, well over half are no longer capable of achieving any reasonable standard of combat effectiveness.

The Skrynne garrison force has traditionally been armed with autoguns and equipped with armour sewn from the hides of the world's predators. Since the invasion, few have had an opportunity to hunt a predator to replace their armour and their available ammunition has dwindled sharply. Currently, many are reduced to using their bayonets or making do with gear scavenged from fallen Orks or Imperial Guardsmen.

While these defenders are willing to work closely with Imperial Guard forces, High Command has had a hard time placing them into existing units of the Brontian Longknives. There are clear differences in cultural values between the two organisations, which has led to some conflict. While the intent has been for the local troops to serve as guides on expeditions that extend into the jungle, there are a number of instances where the garrison troopers were the only losses on such expeditions. Currently, this program has been suspended as High Command considers alternative approaches to using the surviving members.

The Brontian Longknives

The 4th Brontian Longknives are a veteran regiment that has served the Imperium across multiple battlefronts over the past twenty-five years. During that time, they have proven themselves repeatedly against xenos and heretic forces. Their preferred heavy weapon is the autocannon, while their favoured assault weapon is the meltagun.

Only their command squads are officially assigned Chimera transports. Platoons are disciplined to maintain daily marches of 30 kilometres or more under conditions of light resistance for weeks at a time. Only in situations where troopers need to travel more than a week's march are they assigned transport. Due to the harsh conditions on Skrynne and the limits to support from the Imperial Navy, the regiment has been forced to convert civilian vehicles for extended troop transits on several occasions. Once pressed into service, the regiment assumes full responsibility for keeping these vehicles fully functional over an extended period.

As a light infantry regiment, the 4th Brontian Longknives are well suited to combat the native Ork population. Due to the planet's relatively low mineral content, those Orks are relatively poorly armed and have few examples of the race's characteristic vehicles. Sending them to combat such a foe may have been a deliberate choice based upon High Command's historic knowledge of Skrynne. Unfortunately, the Orks associated with Warboss Tufgob are capable of fielding a substantially higher number of vehicles, most of which they brought with them aboard their Roks. This has led to many situations where the regiment has had to depend upon the efficiency of their meltaguns against the Ork vehicles.

Culturally, the Brontians are extremely disciplined during military situations but tend to cut loose when on leave or even just off duty. They are generally a garrulous lot, who are friendly towards outsiders as long as the outsiders give the appearance of being capable warriors. They look down on those who lack the necessary discipline or talent to be effective warriors. This regiment is also a particularly superstitious lot, as they have seen a number of unholy and unnatural events during past battles against heretical foes. A less proven regiment might even have been disbanded or sent on a suicide mission, as the mere knowledge of some of these events could lead to heresy.

House Gibrahan

A Rogue Trader house that extends its influence through multiple sectors, House Gibrahan has taken a particular financial interest in the affairs of the Spinward Front. The origins of the lineage are lost to the ages, but it is believed to be at least 5,000 years old. Over the millennia, they have gathered a substantial commerce fleet, but they also lay claim to significant military assets. According to official records, they have several light cruisers and transports actively conducting operations within the Calixis Sector, primarily in the region of the Spinward Front. However, some suspect that these estimates may be low. It is entirely possible that the house has further assets active that they are unwilling to disclose to Imperial authorities.

Captain Jacoby Hollander is the representative of the house active within the Skrynne system. By his own admission, he is the single person most responsible for the reassignment of the 4th Brontian Longknives, as well as the Player Characters' regiment, to the system. He has maintained a friendly relationship with the remaining planetary government as well as the Imperial Navy and Imperial Guard command.

One major reason for this positive relationship is that House Gibrahan has fully committed two of its light cruisers, a Leman Russ battalion, and 500 of the house's armsmen to the war effort in Skrynne. The armsmen have seen only light service, but the Land Raiders have played a major role in supporting the Imperial Guard units. They represent the most substantial Imperial armoured presence upon the planet. Without their aid, Ork forces might well have managed several additional victories.

While House Gibrahan persuaded sector High Command to respond to Skrynne's call for aid, it is unclear what motivates the house to continue their involvement. Clearly, they are sustaining losses.



Simply allowing their vessels to remain idle within a single system for years has undoubtedly cost them a fortune in lost trade. Because of this, many strongly suspect that the house either expects a substantial repayment from the promethium trade or discovered something else of interest during their earlier planetary sweeps. Either of these options suggests that their continued presence could have long term ramifications for Skrynne's citizens. A few members of the Longknives have been so disparaging as to suggest that they are only fighting a war to bring greater financial success to this Rogue Trader house.

The Orks

Orks have contaminated Skrynne since long before humanity discovered the world. There is little to indicate how they first arrived and even less to suggest why they have continued to stay. A few ancient records suggest that the Ork presence is the reason for the planet's poor mineral reserves. If these are true, then millennia ago many Orks left the world aboard a motley fleet of Roks and Kroozers assembled on Skrynne. As they embarked, every xenos capable of cramming into the newly constructed vessels assembled a huge arsenal of weapons, armour, and vehicles to take with them on an expedition to find the biggest Waaagh! they could. As the legends go, they only ceased construction on their war fleet when they had virtually exhausted Skrynne's mineral riches.

Those who were left behind formed the core of the Ork population that were eventually devastated by the Storm

Wardens. In the centuries since that cleansing, outbreaks have been an ongoing concern. Short of a complete Exterminatus, cleansing their taint from the world is virtually impossible. Massive populations can grow from just a few specimens, if left in isolation for just a few decades. While the Storm Wardens surely did a thorough initial job, the number of forays necessary to keep the infestation from recurring far exceeded the capacity of the colony world's garrison.

Every time that a new population emerges, they appear wielding hastily constructed weapons made from whatever scraps of metal the Greenskins can recover. Because of these limited resources, the Orks have never been able to take full advantage of their intrinsic technology. This has been fortunate for the often outnumbered garrison, as it has greatly increased the efficacy of their armaments. It may be that this limitation is the only reason for the planet's continued survival in the face of such a threat.

Warboss Tufgob

In spite of their limitations, the planet's nascent Ork population somehow managed to get a message to Warboss Tufgob about ten years ago. Analysts from House Gibrahan have suggested that the continued Imperial presence represented a powerful opponent for the Orks—more than enough to draw the interest of an Ork Warboss seeking an enjoyable battle. When the Warboss and his fleet first arrived, the desperately outnumbered humans had little hope for survival.

As the Warboss began his assault, his fleet became an overwhelming presence to Skrynne's human defenders. His forces were better equipped than those of the native Ork population. They also had limited access to air and orbital support. These support elements are limited largely due to the fact that most of the fleet's Orks have already descended to the surface to join in the ongoing conflict. Even with the arrival of the Player Characters' regiment, Warboss Tufgob's Waaagh! still outnumbers the Imperial forces. While largely undisciplined, their savagery and constant thirst for battle seem to more than offset that limitation.

ARRIVAL

"On every world that I have visited, I have found some measure of the Emperor's benevolence. In some places, that manifestation was harder to find that others, but here it is clear. The Emperor has granted us a worthy foe as an opportunity to express our fervour."

–Lord Captain Inquisitor Kobras Aquairre

This scene provides the characters with their first impression of Skrynne. It opens as they make initial landing and are immediately attacked by Ork forces. The characters should feel as though they have just stepped into the middle of something huge. Throughout much of this scene, uncertainty should rule the day. Because of the nature of their landing, the chain of command is briefly disrupted. This forces the Player Characters to act upon their own initiative—an action which often has dangerous consequences. These sorts of actions bring the attention of commanding officers, which is far more often a bad thing than a good thing.

Assuming the characters survive their initial conflict, they then have their first interactions with the 4th Brontian Longknives—the regiment already active upon Skrynne. As they assist with cleaning and repairing the damages from the assault, they gain an opportunity to learn more about the ongoing war. Through their interactions with the locals, they are likely to form strong opinions about the situation. This may also colour their attitudes and their future decisions as they serve the God-Emperor upon Skrynne.

Descent

The adventure begins with the characters strapped into the crash seats on a landing shuttle. The massive vessel is large enough to carry two full platoons—plus support elements—of their regiment. All of the passenger seats are arranged in rows that run parallel to the trans-atmospheric shuttle's outer walls across two interior decks. There are no exterior viewports within the passenger compartment, nor is there any viewscreen to provide information about the flight status. A series of red lights illuminate the interior of the shuttle during flight, casting everything in an eerie glow. The roar of the engines overshadows all other sound, save the occasional worried laugh or gasp from their fellows during flight.

It is virtually impossible to carry on a conversation during flight. A whispered conversation would be all but impossible to hear over the engines. The platoons' Commissars walk through the compartment using handholds hanging from the ceiling as they sway through the aisles. They issue regular reminders that this is a time for silent recitation of their devotions to the God-Emperor as the soldiers prepare to enforce his will. Anyone who makes too much of a disruption quickly faces their wrath.

Each of the characters wears their standard armour and carries their weapons. Other standard equipment is stored in a rucksack or comparable bag stored in a bin over their seat, with the exception of equipment that they might not normally carry. Heavy weapons and similar bulky items that remain vital to a Player Character's core focus are partly disassembled and stowed beneath the seats. The Player Characters' Squad was the last one to enter the vessel. Because of that, they are seated closest to the shuttle's primary hatch.

Vehicle Squadrons

This scenario assumes that the characters belong to an infantry regiment. If the characters are part of a vehicular squadron, a number of changes are necessary. Suggestions are included in sidebars such as this one, to offer alternative approaches.

In this scene, the landing shuttle should be changed to include two squadrons of three vehicles of whatever type the Player Characters crew. The Player Characters' vehicle is the one mounted closest to the exit ramp. The vehicle is fully armed and prepared for battle.

The craft is currently on final approach to one of Skrynne's Imperial fortifications, located on the Southern continent. While far from the regions that once represented the planet's largest human populations, the area was once sparsely inhabited. Their initial briefings have so far indicated that they are being assigned near front lines. The nature and number of the xenos in this region has not yet been clarified. Rumours have circulated about the front, but nothing has been confirmed.

As the shuttle descends through the atmosphere, it frequently bumps and shakes. Game Masters may choose to use this opportunity to leave the players wondering if the disruptions are turbulence, an unskilled pilot, or incoming enemy fire. As the vehicle prepares for its final approach, the ship's speakers crackle and a voice mumbles something almost indistinguishable over the sound of the engines and the static of the speakers. A **Difficult (–10) Awareness Test** allows the characters to understand it. The ship's pilot informs the passengers that they are entering a hot landing zone. Orks are currently attacking the depot's spaceport. The squads should be prepared to engage in combat immediately upon disembarking. Landing should be in less than 10 minutes.

Unless one of the characters succeeds at the Test, no one in the passenger compartment is capable of interpreting it. If the characters are able to understand the message, they may take whatever measures they wish to prepare for combat, including assembling heavy weapons or informing their officers of the upcoming conflict. Note, however, that the shuttle is shifting substantially and the engines are roaring as it prepares to make a hurried landing while under enemy fire. Any actions that require the characters to unstrap and work with tools suffer an additional –20 penalty due to the shuttle's abrupt changes in altitude and direction.

Into the Fray

The shuttle lands with a violent lurch. Any characters not strapped into their seats must make a **Difficult (–10) Athletics Test** or be thrown about. Those who fail the Test suffer 1d5 Impact Damage. This Damage may be reduced by armour and should serve more to alarm the characters about the violence of the landing than actually inflict serious injury. Unsecured equipment may also be hurled around the passenger compartment, but this should serve more to set the scene. NPCs may be injured by the debris and Player Characters may suffer near misses. However, nothing should be rendered inoperable. As the ship finally stops moving, the compartment lights switch from red to white and a green light illuminates the hatch, indicating that it is unlocked and may be opened.

The Player Characters should be the ones closest to the hatch. From the moment it is opened, they can immediately hear the sounds of battle and see Ork forces engaged with members of the 4th Brontian Longknives regiment. An **Ordinary (+10) Scholastic Lore (Tactica Imperialis) Test** immediately reveals that the Orks have a substantial numerical advantage, which offsets the Imperial defences. Unless the Player Characters take action, the defenders are likely to be overrun.

A second complication is also immediately noticeable. Their shuttle took serious damage to one of its engines prior to its landing. An engine on the rear of the craft, on the same side as their hatch, is visibly aflame. Looking towards the front of the craft, they can also see that the cockpit has been badly compressed in the crash. Fortunately, the shuttle is relatively flat and the hatch has an internal, extending ramp which easily descends the ten feet to ground level.

Vehicle Squadrons

Leave the Runtherds, but replace the Slugga Boys with a squadron of 3 Warbuggies (see page 370) for light vehicles. If the Player Characters are associated with a Leman Russ, change the opposition to a Battle Wagon and 2 Warbuggies.

As the Player Characters prepare to disembark, they may make a **Routine (+20) Awareness Test**. On success they notice that their crash has drawn the attention of some of the attackers. Two Runtherds accompanied by two Gretchin each (see page 365) are rapidly approaching the shuttle's wreckage. Behind them, a group of Ork Slugga Boys (see page 363) equal to the number of Player Characters is also moving through cover towards the shuttle. The Runtherds and their Gretchin begin at a range of 90 metres from the shuttle and are advancing across an open landing field. The Slugga Boys are at an initial range of 150 metres. They are using ruined buildings, including warehouses, hangars, and assorted bivouacs as cover during their advance. The Brontian Longknives ignore both of these units, concentrating instead on Orks that pose a more immediate threat. The Player Characters and their platoon must dispatch these xenos without other assistance.

Other than the bulk of their shuttle, the closest cover is the ruined buildings 30 metres towards the Ork mob and the furrows that their shuttle created in the plasticrete runway—50 metres away from either group—as it crashed. Neither represent substantial defences, but either is better than standing in the open or attempting to defend the shuttle from a narrow doorway. Only two defenders or one heavy weapon may fire from the doorway.

Any characters that disembark and look at the shuttle's engines may make an **Ordinary (+10) Tech-Use Test**. Success on this Test indicates that the craft's engines may explode if something is not done. With two or more Degrees of Success, the character knows that this explosion is likely to happen within about 5 minutes (roughly 60 Rounds). Venting the engines to isolate the fuel from the flames requires four Rounds and a **Difficult (–10) Tech-Use Test**. Four or more Degrees of Failure on this Test instead triggers an immediately explosion. All characters within 100 metres of a shuttle engine explosion immediately suffer Damage as if struck by a flamer (see page 181), including a Test to be caught on fire. Any characters still inside of the shuttle when the explosion occurs count as if struck by a heavy flamer (see page 181) instead. Note that the results of this explosion are the same whether the engines ignited due to lack of action or a badly failed Test.

It takes fifteen minutes for all of the Imperial Guardsmen in both platoons to disembark from the shuttle. Every ten Rounds, another squad can join the fight against the

approaching Orks and Grots. If the Player Characters manage to eliminate both xenos mobs prior to another squad disembarking, have another mob of Shoota Boys equal to the number of Player Characters approach. Otherwise, the additional squads should enable the Player Characters to make reasonably short work of their foes.

Moments after the Player Characters defeat their foes, the battlefield becomes much quieter. The sounds of slugga and lasgun fire fades largely into the distance. Lieutenant Garven Schrilblut (use Imperial Guardsman from page 371), but increase all of his Characteristics by +10, and give him the Air of Authority Talent of the Brontian Longknives approaches. He gruffly expresses his thanks for their assistance. He also points out the danger posed by the ship's engines if they have not yet exploded or been dealt with. He then asks to be directed to their platoon's commanding officer so that he can express his gratitude and assist with the unloading effort.

If the characters choose to eavesdrop, have them make an **Opposed Ordinary (+10) Stealth Test** against their lieutenant. If he notices, they are reprimanded and told to mind their own business. If they succeed, they overhear that the war effort has gone poorly in this area and that the relief is appreciated. From the conversation, they can quickly deduce that the existing regiments have been exhausted by their ongoing efforts and need relief. The characters' regiment is likely to be engaged in extensive fighting in very short order.

Clean-up

With the Orks defeated, the characters are assigned duties to assist with unloading their shuttle and any shuttles that land later. They may also be tasked with helping the Brontian Longknives clean away debris and rebuild or replace some of the damaged structures. Agents of the Adeptus Mechanicus are primarily responsible for construction, but manually removing the rubble and collapsed structure is backbreaking work well suited to Imperial Guardsmen.

In the course of the recovery effort, the Player Characters should have an opportunity to interact with members of the 4th Brontian Longknives Regiment (use the Imperial Guardsman profile, page 371). They may use this opportunity to learn of the war effort and to make contacts that might aid them in gaining access to alternative supplies. This should be handled through appropriate Interaction Tests, depending upon how the characters choose to present themselves. While they are a proud regiment, the Brontian soldiers appreciate the assistance that the characters offered during the battle. They do not, however, tolerate arrogance well.

The scene should conclude when the characters are assigned quarters for the night. When their assignments are fulfilled and they have an opportunity to explore the camp, proceed to the next scene.

Meetings and Assignment

"Always look busy. The officers figure idle hands are up to no good. If you're on a break, either take it where you can't be seen or spend your time polishing something."

–Gunny Sergeant Petersen

This section of the scenario offers the characters an opportunity to explore their new home before they are issued their first assignment to leave it. Depending upon their outlook, the 4th Brontian Longknives may soon become fast friends or simply tolerated allies. They may also quickly learn the encampment's culture so that they can exploit it or they may be continually mystified by the counter-intuitive nature of military life. These different attitudes should build off of the Player Characters' personalities and be consistent with your group's preferred style of play. The camp is unquestionably an unpleasant place to be, but this aspect could reinforce the grim nature of their lives or might have humorous elements that contrast sharply with other aspects of the storyline.

Supply Depot Gamma 29

Regimental command has assigned the characters' battalion to a supply depot located near the front lines as their primary base of operations. The depot is reasonably well equipped and defended, but Ork forces have launched regular attacks against it, which has begun to deplete its resources. While their primary mission is to assist in the defence of the base, they are also expected to engage in assignments to cleanse the xenos encroachment, so that the stalemate can finally be broken.

In addition to the characters, there is a single light infantry battalion of the 4th Brontian Longknives assigned to the base. That unit has suffered heavy casualties over the course of their deployment. The entire unit consists of only four platoons and a few additional support elements. Many of the defenders are walking wounded. Most of the veteran Guardsmen that the characters see wear stained bandages, casts, or cybernetic limb replacements. Their uniforms are well worn and often ragged or stained, suggestive of a unit active in a warzone for a sustained period.

About twenty-five members of Skrynne's garrison soldiers are also assigned to the base. These troopers are distinguished by their armour composed of native hides and the autoguns that they carry at all times. The garrison soldiers wear a haunted expression, which contrasts sharply with the grim determination of the Longknives Guardsmen. It is clear that these natives realise that their world has been lost. They recognise the newcomers as their hope for salvation, but they also acknowledge that the Skrynne they knew can never be restored.

In spite of brutalities of war, morale is surprisingly good. Unless the characters have done things to betray the veterans' expectations, they are upbeat about their chances against the Orks, now that reinforcements have arrived. This jovial mood is reflected in the sharing of vices as well. If the characters performed adequately in defending against the earlier attack, word has spread and the veterans are willing to share whatever small luxuries they have with the



newcomers. Even if the characters performed poorly, some of the senior NCOs may approach them to offer friendly advice for how best to survive in this particular warzone.

Due to their ongoing casualties, the supply depot is better equipped than might otherwise be expected. The characters receive a +10 bonus to any Logistics checks for gear of Average or better Availability.

Administrative Offices

All of the officers on site share the facilities located within the Administrative Offices building. This fortified stone structure was once a Skrynne garrison outpost. While it bears numerous scars from the ongoing war effort, it is the most structurally sound construction within the depot. It is clearly hundreds of years old and has endured throughout.

The interior walls are elaborately sculpted gothic stone. There are more than two dozen offices within, though due to the number of officers on site, most house several desks, some of which are shared by officers who work different shifts. The building's basement serves as a bomb shelter and a briefing room. The room contains theatre seating that can accommodate up to a hundred individuals.

Two guards stand constant duty before this structure. With the exception of individuals assigned clerical duties, enlisted soldiers are only permitted access in the company of an officer or when they have been ordered to do so. One of the guards always holds a clipboard with a listing of any soldiers currently expected to report.

Barracks

Each platoon is assigned a basic hut structure as their barracks. Rather than metal construction, these are built from native woods. The interior of the barracks have a musty odour, but they are largely waterproof. The bunks fold out from the walls. The mattresses are made of a natural fabric, which has an elastic quality and is surprisingly comfortable. The front three quarters of each barracks is a single open room with enough fold out bunks to accommodate a full platoon. There are no lockers. Soldiers either bring a footlocker or live out of their packs, using the hooks mounted in the walls.

Each structure has the luxury of running water, complete with full showers and toilets making up the back of each barracks. A narrow hallway between the restrooms and the sleeping quarters has two doors. One leads to a tiny private room for the platoon's commanding officer. The other holds a small meeting room with a table that can accommodate up to twelve individuals.

The Hole

A square tent—roughly 25 metres per side—bears a badly painted sign proclaiming it "The Hole." This is the recreation tent for enlisted guardsmen. It is only open from one hour before sunset until four hours past sunset. All enlisted soldiers are provided with weekly chits that offer them one drink per night at The Hole. Officers seldom enter the establishment, but when it is open, a Commissar (see page 374) always stands watch outside to make certain that anyone who enters has a valid chit and that nothing too rowdy happens inside.

The atmosphere in The Hole is generally friendly. The available drinks are well-watered, but there remains a steady market in chits—particularly from those who are on duty during the club's operating hours. Inside, there are typically amateur musicians playing and at least two tables engaged in illicit games of chance. The depot's rumour mill flows through The Hole. This is always the place to find out the latest information on upcoming deployments and to hear of recent mission successes and failures.

The Chapel

A standalone wooden structure, the chapel represents the Ecclesiarchy's primary influence upon the depot. Two missionaries and a priest live within the building and services are held twice daily—an hour before dawn and at sunset—for any who wish to attend.

The exterior of the structure is not ornate, but the interior is clean, well-maintained, and bears dozens of devotional paintings and quotes painted in flowing script upon the walls. There are no seats, but the open space can crowd up to two hundred individuals. One of the members of the Ecclesiarchy is on duty at all times to offer counsel and support to any soldiers who choose to visit the chapel for prayer.

The Medicium

Two of the same style huts as the barracks combine to make up the Medicium. Its hundred beds for injured Guardsmen are tightly packed and the moans of those in pain counter the sound of the life support devices that keep the comatose from receiving the God-Emperor's final blessing. The front portion of one side is cordoned off as a surgical area, where two surgeons struggle to keep up with the constant stream of new patients. Outside, tents offer cover for the injured who wait their turn for treatment.

A small pharmacia is adjacent to the building's other entrance. Soldiers who have prescriptions for ongoing treatments are expected to make daily visits to receive their therapeutic drugs. Other than the medical staff, only members of the Ecclesiarchy are permitted to visit injured patients. There are far too many virulent strains active within Skrynne's environs to risk further contamination of the sick.

The Mess Hall

The Mess Hall is always open to accommodate the constant duty shifts required of soldiers. However, calling it a building exaggerates its structural integrity. Camp meals are taken in an environ that is poorly suited to Skrynne's humid climate. The kitchen area is contained by a waxed canvas tent. The front of the tent is open to the air, where the serving line is set up. Dozens of tables with attached benches are arrayed in an orderly manner in front of the food tent. However, the tables have no protection from the elements or from enemy fire.

If the characters ask, they can discover that the previous mess hall was destroyed by an Ork incursion two years previously. Since that time, there have been no resources available to replace the structure. Complaints have been loudest during the rainy season, as eating off of a tray during a downpour is virtually impossible.

The Motor Pool

A corrugated steel building near the landing strip, the motor pool services and stores all of the depot's vehicles. This large structure has facilities capable of performing maintenance on up to forty vehicles at a time, though it is seldom fully utilised. The steel walls bear countless scars from battle damage. Many of these show signs of hasty repairs and mismatched paint work. Others are open to the exterior. The sounds of metal hitting metal, active welding, and the whir of pneumatic tools loudly echoes through the structure.

Functioning vehicles wait outside in a cordoned off area. Guards are always on duty to make certain that only those authorised for vehicle use are able to take them. Several promethium storage tanks for refuelling are also located near the motor pool. However, these are cordoned off and nothing is stored too close—there have been instances where an Ork attack struck the storage. The casualties and losses reached unacceptable levels.

Officers Club

This freestanding, small wooden building is open at all hours, but access is strictly limited to officers and the serving staff. There are countless rumours of the vast luxuries available within, but one-way windows and an uncannily silent serving staff leaves them unconfirmed. Smoke rises from its attached stone chimney and provision trucks make regular deliveries. With few exceptions, the depot's officers always dine here.

The Quartermaster

A ceramite bunker with a reinforced, double width metal hatch represents the above ground entrance to the Quartermaster's station. Servitors, guardsmen, and automated weapons fervently guard the hatch at all times. Upon entry, a hydraulic lift occupies the entirety of the bunker. Passengers can use it to descend 25 metres below ground to the heart of the supply depot's stores.

The below ground portion is a sprawling complex that is almost certainly larger than the remainder of the above ground base. The hum of the air circulation system, the whir of forklifts, and the clank of servitors echo constantly through spacious warehouses. Unless assigned duty to work with stores, Guardsmen are only permitted entry to the Quartermaster's office. Black and yellow chevrons clearly delimits this region and servo skulls actively monitor the section for offenders.



The Assignment

Permit the characters as much time as feels appropriate for them to become familiar with the depot. No one is going to offer them a guided tour, but guard duty, clean-up, and maintenance assignments are given before the squad can even finish unloading the landers and unpacking their kit. The characters should have some off duty time and some of that may be spent interacting with the locals and investigating their new home. This might work best if it spans a few days, but for groups more focused on getting to the heart of the scenario it might only require a few hours of narrative time.

Soon enough, the characters are called into a briefing with their platoon's commanding officer for a mission assignment. The briefing is held in the meeting room of their barracks. Only the Squad, their lieutenant, and Captain Thruel (see sidebar) are in attendance. After all arrive, read or paraphrase the following, varying the lieutenant's tone dependent upon whether they were successful or failed during their conflict with Orks at landing:

"Your performance during the landing has drawn quite a bit of attention to your squad. Now, it seems I need to do something about it. You know how I feel about that. You're being sent on a brief detached assignment. It involves a trip several hours away from the base and I need you to look sharp and do your best. Remember who you're representing and be diligent. I'm not sure how long this is going to take, but don't dawdle. You're needed back here as quickly as possible. Any questions before I delve into the details?"

The officer gives the characters a moment to ask questions and then gets into the thorough details of the briefing. As he explains the objectives, Captain Thruel regularly interjects with background information on the death world's environment and dangers. The lieutenant begins by explaining that a promethium refinery is located roughly 250 kilometres through the jungle from the depot. As he says this, he slides a rough map onto the table, which shows the direction and intervening terrain. Six days ago, Imperial forces lost contact with the refinery. The circumstances of the loss are unknown, but Ork involvement is assumed.

Their officer charges the Squad with travelling to the refinery, retaking it if necessary, and reporting status. Because of the current planetary conditions, no air support or transit is available. They must travel overland to reach the refinery. He expects that they are likely to be charged with holding it until reinforcements can arrive, which may take some time.

Liaison Officer Thruel

As a member of Skrynne's garrison, Captain Mortimer Thruel is the depot's expert on Skrynne's climate and ecology. He also serves as the coordinator for any interactions between the surviving members of the planetary garrison and Imperial Guardsmen. He appreciates the Imperial presence on his world but remains frustrated over the losses his people have suffered.

Thruel is gruff in his discussions and dismissive of anyone who claims to appreciate the dangers of Skrynne's jungles. He has already seen too many people die in this war and hates to see others perish needlessly. Throughout the discussions, he focuses on reminding the characters of the danger's from the death world's inhabitants. He warns them to assume that any plant is toxic, any shadow hides a predator, and that if the path seems clear it is likely a trap.

If game statistics are needed for Thruel, use the Imperial Guardsman Profile (see page 371).

He then issues them a requisition form with their Mission Assignment Gear to deliver to the Quartermaster. After that, he gives them leave to ask any additional questions, which he or Captain Thruel then attempt to answer.

THROUGH THE JUNGLE

"This place is crawling with things that want to eat you. That rifle doesn't put you on top of the food chain. It just gives you a chance to not be at the bottom. Remember that."

–Visitor's Guide to Catachan, overleaf

Travel through a death world's jungles is a danger under even the most ideal of circumstances. Considering that the planet's Ork infestation offers an additional threat, the Player Characters should not approach this trip lightly. While a Chimera's armoured hull should offer adequate protection against most predators, it also offers a loud and tempting target to the xenos. The characters need to measure the risks and rewards every step along the way, while maintaining a constant state of preparedness for unanticipated dangers.

Even with an armoured transport, travelling through Skrynne's wilderness is treacherous. Because of the dense trees

Objectives

Primary Objective: Discover the fate of the promethium refinery, and clear out any hostile forces in the area.
Primary Objective: Hold the refinery until Imperial reinforcements arrive.
Secondary Objective: Re-establish contact with Imperial Forces in the region.

Mission Assignment Gear

- Chimera Armoured Transport with long-range voxcaster
- Heavy bolter and 300 rounds ammunition
- Six demolition charges
- Field rations for two weeks
- Damp weather gear

and undergrowth, the characters are seldom capable of travelling a direct route, nor are they able to drive the vehicle at anywhere near its maximum speed. The trip should take roughly 12 hours. Every five hours, or after every encounter if used, have a character make a **Challenging (+0) Navigation Test**. On a success, the trip continues without event. On a failure, add an hour to the total travel time. With three or more Degrees of Success, reduce the travel time by an hour. With three or more Degrees of Failure, the characters go off track for two hours, then must make a **Difficult (–10) Navigation Test** to get back on track.

This section presents several optional encounters for the trip through the jungle. Game Masters may use as many or as few of these as they feel appropriate, based upon their group's preferred play style and time requirements during game sessions. These scenes are intended to break up the tension of the trip through the jungle, but also to remind the characters of the ramifications of the war in which they fight.

Native Compound

As the characters travel through the jungle, they come upon a small community of Skrynne's human population, dwelling within a fortified structure mounted high among the jungle's trees. It is well camouflaged against casual visual inspection, as well as aerial imaging. However, anyone travelling across the jungle floor in the area cannot help but notice it. The structure completely blocks out sunlight on the ground in a more thorough fashion than even the jungle canopy. From the ground, it is mostly visible as a single, massive wooden platform that links together more than twenty trees. Vines and tendrils cover much of the platform, offering some concealment, but not enough to effectively hide it.

When the characters come near it, six Skrynn autochthons (see page 393) descend from the trees. They attempt to halt the character's advance, demanding the payment of a toll to travel through their territory. The characters may choose to assist them, ignore them, run them down, or simply attack them for interfering in an Imperial mission. Any fight should be short, especially considering that the autochthons have no effective way of damaging a Chimera.

If the characters offer some form of assistance, the natives' stance abruptly changes from threatening to appreciative. Their community has managed to survive against most of the environment's threats but is ill-suited to dealing with Ork incursions. Their most effective strategy to date has been to stay as well-hidden as possible. In spite of that, they have suffered losses and several members of their small community are wounded. Any character may make a **Routine (+20) Medicae Test** to notice several hallmarks of malnutrition among the survivalists. It is immediately clear that they need additional food as well as medical assistance more than anything else.

One of the autochthons will offer to come along with the squad to serve as a native guide as recompense for any services that the Player Characters render. In this case, the guide's planetary expertise assists them with any other encounters they might suffer as they travel through the jungle. At the conclusion of the scenario, the guide would prefer to return to his compound if the Player Characters are capable of providing him with transportation.

Dark Hunters

This scene offers the characters an opportunity for an up close experience with the native fauna. It is best used if the Squad chooses to exit their transport for some reason—or if they lost the Chimera due to a poor Logistics roll at the start of the mission. If one or more of the characters already has an interest in the jungle's wildlife, a view of some particularly attractive flowers, trees, or small animals might tempt them to stop and investigate. Alternatively, a stop could be motivated due to a series of bad navigation rolls, a problem with the Chimera's vox, or simply a need to take care of bodily functions. Note that if a native survivalist accompanies the Squad, he advises them quite insistently to avoid exiting the vehicle—there are simply too many hazards.

Once one or more characters are out of the vehicle, a group of Terror Cats (see page 393) equal to the number of Player Characters drops from the trees to attack. Prior to the attack, the predators make an **Ordinary (+10) Opposed Stealth Test** against the Player Characters. If the Terror Cats win, then the characters who failed the Test are Surprised.

The predators are not defending their habitat, they are simply seeking an easy meal. If the characters successfully kill one or more of the cats, the remaining quickly flee through the jungle. Note that if the characters attempt to give chase on foot, the Terror Cats may flee into the trees and launch new attacks against any individuals who have separated from the rest of the Squad.

Downed Valkyrie

As the squad travels through the jungle, suddenly they hear the sounds of gunfire from the air and the roar of engines. As they look up, a Valkyrie Assault Carrier goes streaking by overhead, trailing smoke behind it as it rapidly descends towards earth. The crashing aircraft dips below the treeline and the Squad hears a distant crashing sound. Following the trail of smoke to the downed Valkyrie requires an **Easy (+30) Navigation Test** as the Squad attempts to track it through the jungle. As they search, they discover a sizeable piece of the Valkyrie's wing. Based upon its markings, they immediately recognise it as belonging to the transport that carried their regiment into the system.

Any characters who exit the vehicle and inspect the wreckage more closely may make an **Ordinary (+10) Awareness Test** to notice a trail of additional tree damage heading in the same direction as the wing piece impacted the trees and the ground. The trail extends over two kilometres through the jungle, but terminates with the wreckage of the Valkyrie Assault Carrier.

When they reach the craft, they find four surviving members of a Storm Trooper squad (see page 373) that had been assigned to their regiment. The vehicle's crew and the remaining squad members all died in the crash or due to complications since then. The survivors have no means of communicating with the outside world—there was no surviving vox with sufficient power to reach an Imperial base. They were also concerned that any less specific sign of distress might draw the attention of the planet's Ork population.



The survivors need a way out, or at least some supplies to keep them going until a rescue team could arrive. How the characters might choose to help them is up to their own judgement. Note that all of these survivors are wounded and less than fully battle capable. While the characters could attempt to recover a few weapons from the dead squad members, their mates do not look kindly upon this, unless the characters render some significant assistance. The only surviving heavy weapon is a melta gun. Only a single cell still holds a charge, but the Storm Troopers have been keeping that weapon in reserve as a way to generate a makeshift flare.

AT THE REFINERY

"I believe that the Orks are scattered throughout the galaxy as a test of humanity's resilience. There is no rhyme or reason to their senseless consumption and destruction. We eliminate their folly as a sign of our faith in the God-Emperor, so that the planets they would wantonly devour can fulfil His expectations."

–Missionary Oliver Merquad, Cult of the Flayed Martyr

The promethium refinery fell to a small Ork force six days before the characters were given their assignment. Since that time, the Orks have performed their own characteristic upgrades on the facility. They are now focused on holding it against any Imperial attackers while they wait for their allies to come and begin siphoning off the promethium for their own purposes. The fuel can serve vehicles that they have constructed using their Orky Know-Whats or scavenged from Imperial wrecks, just as well as it can those in the service of the God-Emperor.

Some characters may choose to launch a direct assault against the Ork fortifications with little preparation. While their Chimera offers a substantial advantage, it is hardly invulnerable. As their squad is initially outnumbered and potentially outgunned, such an assault is most likely not in their best interest. If they choose to initially follow this approach, have all of the players make an **Easy (+30) Scholastic Lore (Tactica Imperialis) Test**. On success, it occurs to them that they should attempt to perform some reconnaissance prior to launching their attack.

Reconnaissance

If one or more of the characters have Talents, Skills, or gear that enable them to be exceptionally sneaky, then they may wish to infiltrate the refinery as a first step. This might be to establish the lay of the land or, if the majority of the characters have these abilities, this might constitute their primary assault. In either case, this section presents the general layout of the facility as well as presenting the general disposition of the xenos forces.

If trying to infiltrate, the characters likely need to make a significant number of **Opposed Ordinary (+10) Stealth Tests** as they encounter different Orks. The GM should make it clear that it may be extremely hard for the entire Squad to stay concealed. However, if they are set on this course, they should have a fighting chance as long as they take sensible precautions such as sending the most stealthy character ahead to scout the way. The GM can be creative about the effects of failed Tests, with results such as knocking over an empty oil barrel or a burst of static issuing from the vox at an inopportune moment, making the Greenskins suspicious (and subsequent Tests harder) but not necessarily raising the alarm straight away. The players should also remember that they can use Fate Points to re-roll critical Tests.

Alternatively, the characters may attempt to perform their reconnaissance from outside the refinery. In order to see over the walls, they must attain a vantage point that is substantially higher than those walls. The only functional option is to scale one of the jungle's many trees. This requires a **Challenging (+0) Athletics Test**, some form of vision enhancement, and an **Opposed Routine (+20) Stealth Test** to avoid notice from any of the sentries.

Defenders

There are twelve Ork Slugga Boys (see page 363) led by a Nob (see page 363) and five Gretchin led by a Runtherd (see page 365) defending the facility. One Ork is assigned to each of the nine watchtowers at all times. The remaining Slugga Boys are either resting in the Living Quarters, brawling in the field, or continuing to investigate the facility in a destructive fashion. The Nob rests in the Living Quarters at night and bosses around on the remaining Orks during the day time.

The Gretchin spend most of their time tampering with the refinery. When they are not doing that, they attempt to stay out of the way of the Orks by hiding under the Living Quarters. None of the Gretchin are guarding the compound.

Exterior Walls

The facility's exterior walls form a square 250 metres per side. They are 5 metres in height and made of rockcrete (AP 16). The jungle is cleared to a distance of 50 metres from the walls in all directions. A 10 metre tall guard tower is located at each corner of the facility and half way down the three sides that do not have the main gate. An additional two guard towers flank the main entrance. Each tower mounts an autocannon and an Ork sentry. If a viewing character succeeds at a **Very Hard (–30) Awareness Test**, he realises from the way they are unloaded and pushed aside that the Orks have not deduced how to fire the Imperial weapons. No replacement heavy weapons are in place as the xenos lack the necessary equipment. Climbing the walls without appropriate gear requires a **Difficult (–10) Athletics Test**. With a grapple and line or other appropriate gear, this difficulty becomes **Ordinary (+10)**.

Gate

The main gate to the refinery is the only entrance to the complex. Originally, it was 10 metres wide and sealed by a pair of double doors made of native hardwoods. The Orks destroyed the doors by the simple act of driving several war trukks into them at high speed until the doors finally splintered. Currently, the crumpled remains of those trukks serve as the only barrier to the entrance. They serve as AP10 cover and, turned on their side, are 2 metres in height. Because of the angles at which they are arrayed, a person on foot can easily squeeze between them. The gate is located in the middle of the southern facing wall.

Promethium Wells

Two pumping stations cap boreholes that extend deep into the earth. These are both located near the northernmost wall of the refinery. Pipes that are more than a metre in diameter extend from each of the pumps to the refinery. Both of these pumps seem to be operating normally. The Orks have only defaced them with glyphs and paint. They have not tampered with the mechanical elements.

Living Quarters

This stone structure abuts against the western interior wall of the complex. Its single floor slept the entire twenty members of the crew that kept the refinery operational. After the Orks killed all of the human workers, they thoroughly looted this building and then began rebuilding it in a fashion more in keeping with their own aesthetic. The interior is no longer recognisable. A warren has been dug under the building, which is being used as living quarters for the Gretchin. Additional stone and wood rooms have been added to create an upper level, which is only accessible by climbing a ladder now mounted on the side of the structure. The building's layout is virtually incomprehensible and there is little of value contained within it.

Refinery

The entire eastern wall of the complex is dominated by the still functional promethium refining machines. The machinery is not enclosed. A seemingly endless series of metal and resin pipes—ranging in size from over a metre down to a few



centimetres in diameter—jut in every direction around a core wooden framing structure. A distillation tower, roughly 20 metres in diameter extends 50 metres vertically, and is the tallest structure within the complex.

The entire refinery bears the workmanship of Ork design. While they have not disassembled or completely broken the equipment, they have performed some modifications. In addition to adding glyphs and repainting, they have also adjusted the flow rate on many of the valves and modified most of the safety mechanisms. Every few hours, a huge plume of flame and smoke jets upward from the distillation tower. Many of the valves belch huge clouds of smoke in an irregular fashion. There are countless slick patches throughout the complex from new leaks of promethium at various stages of refinement. Some of these are immediately below the leaking valve, while others are more than a hundred metres away as partly refined ore jetted at high pressure from the valves.

Storage Tanks

The centre portion of the complex is dominated by four massive storage tanks. Each is made from reinforced plasteel (AP 50), 25 metres in height, and sixty metres in diameter. If the characters check the gauges, an **Ordinary (+10) Tech-Use Test** reveals that all of the tanks are nearly full. This yields a volume in each tank of roughly 70,000 kilolitres of promethium. The tanks are designed to be resistant to explosions, but there remains a tremendous potential for disaster in the face of heavy weapon fire. If the tanks were to rupture, the resulting explosion would level the whole facility, as well as acres of surrounding forest.

Assault!

Depending upon the strategy that the Player Characters use, their attack upon the base could go in a myriad of directions. It should not be hard to overcome the defenders tactically. While they do have guards posted, the guards are far more interested in attacking any opponent in melee than in standing back and shooting from range. If the characters create some type of diversion, the Orks in the towers are likely to leave their assigned locations to investigate. Depending on the type of distraction, they might even leave the complex. Treat such attempts as an **Opposed Ordinary (+0) Deceive Test**, but apply modifiers based upon the nature of the deception.

When the defenders realise that they are under attack, their strategy is as follows:

- The Runtherd first attempts to rally the Gretchin to him. This takes 4 Combat Rounds.
- The Orks in the nearest towers descend from their posts and attempt to charge into combat. Depending on the direction of the attack, this could be two to four Orks.
- The remaining Orks take roughly 3 Combat Rounds to reach the combat.
- The Nob joins the combat only after the Grot Horde has assembled.
    - Strategically, the Greenskins all just attempt to charge into melee, shooting their sluggas as they advance.

Vehicle Squadrons

Replace the second wave of Orks with a Battle Wagon (see page 371). It still takes 3 combat Rounds to reach the combat.

Repair and Refit

After defeating the xenos, the Player Characters have an opportunity to explore and secure the refinery. They are most likely to attempt to investigate the facility first, to make certain that it has been cleansed of Orks, and then establish some sort of defensive measures. They may also attempt to use their voxcaster to report in regarding the status of the refinery and to ask for additional orders.

The protocol for establishing a defensive perimeter is subject to player discretion. A single squad of ten Guardsmen may be hard pressed to adequately maintain a watch from all of the refinery's nine towers. There is no automated system in place, though each does mount a functional autocannon with a supply of hundreds of rounds of ammunition. The weakest point in the defence remains the gate that the Orks destroyed. The living quarters may be dismantled to assemble a barricade of stone and wood. This requires a **Routine (+20) Tech-Use Test** and six hours of work. The resulting blockade provides AP 14 cover. Alternatively, the characters may attempt to scavenge other materials or set up a different defensive structures.

The characters also have the full resources of the jungle and the huge vats of refined promethium to use in establishing defensive measures. This may take the form of traps, jury-rigged weapons, or simple barricades. The variety of potential player approaches is too vast to adequately address. However, keep in mind that Skrynne's jungles are dangerous. If the characters spend a significant amount of time harvesting them, have a pack of Terror Cats (see page 393) attack.

If the characters search through the Ork bodies they come across a dying Nob, too wounded to move from the spot. As they approach, the Ork pointlessly attempts to swipe at them, trying to slay his foes even with his dying breaths. Once it becomes clear to the Nob that he can't hope to even reach the characters, let alone fight them, he begins yelling at them:

"You humies aint gonna win, Da Big Mek's coming 'ere wiv 'is ladz, and he is gonna stomp you proper!"

Characters who use their vox-caster to check back with regimental command are congratulated for their success and instructed to hold the facility until further notice. There are not currently resources available to reinforce or replace them. The officers are unable to commit to a time frame regarding when such replacements might be available, as the depot has been attacked again in their absence. Securing the depot is a much higher priority at this time.

HOLDING THE FACILITY

"This place is ours. It was granted to us by the grace of the God-Emperor. If we allow it to fall, we betray his trust and consign our souls to eternal damnation. I will not be damned by your failures!"

–Lieutenant Commander Graves

Begin this scene after the characters have completed their improvements upon the refinery. Feel free to delay the arrival of the Big Mek and his forces. The Orks have a significant advantage in terms of both numbers and armament in this scene, but the jungle can easily cause transit delays. Give the Player Characters the time they need to construct any sort of reasonable defences. Such may be necessary for their survival.

Big Mek Zagwizza leads the approaching Ork force. These Orks are members of Warboss Tufgob's Waaagh! and are equipped with gear that they brought with them to the planet or looted from Imperial forces. His forces include the following:

- Five Lootaz (see page 363) led by a Nob (see page 363).
- Five Burna Boyz (see page 363) led by a Nob (see page 363).
- Two Warbuggies with Rokkit Launchas (see page 370).
- One Wierdboy (see page 368).
- Ten Gretchin

Vehicle Squadrons

Replace the Burna Boys and their Nob with a Battle Wagon (see page 371).

Infiltration

Big Mek Zagwizza uses his Gretchin as a scouting element. During his advance, they consistently travel about three kilometres ahead of the rest of his forces. Skrynne's jungles, as well as the Grots' own ineptitude, tend to exhaust his supply of scouts when he uses this strategy, which is why he is down to ten of the diminutive Greenskins. When the Gretchin first reach the refinery, they return to Zagwizza and he stops his advance. Unless the Player Characters have somehow established powerful spotlights, Big Mek Zagwizza decides to hold his forces back so that the Grots can split up and scout the refinery after the fall of night.

If Zagwizza does send his Gretchin out, they do not attempt to engage the Imperial defenders. Gretchin, however, are easily distracted and mischievous, and the Player Characters should have plenty of opportunities to spot the Grots as they tramp around the exterior of the refinery. However, if seen, they try desperately to escape, and catching the diminutive creatures can be very tricky. If captured, the Player Characters cannot discern anything from the Gretchin's unintelligible blathering. However, if released, the Gretchin immediately attempt to return to their master and an **Ordinary (+10) Survival Test** allows the Player Characters to track them back to Zagwizza's camp.

Note that while the Gretchin are small and hard to spot, they are not particularly intelligent. These xenos may not recognise particularly complex defensive structures and might completely miss any traps that the characters have placed. Game Masters should use their own discretion to decide what information Big Mek Zagwizza can accurately decipher from the Grots prior to launching his attack.

The infiltration serves two purposes. The first is to provide information to the Big Mek about how the defenders are organised. The second is to provide the Player Characters with some warning of the upcoming attack. Ideally, at least a few of the Gretchin should be identified, while a few should return with some sort of report.

Deception

The Big Mek appreciates a cunnin' plan and may use a distraction to give his forces an opportunity to advance. Once he receives a report, he establishes a set of tactics to best deal with the defenders. The attack comes shortly after dawn on the morning following the Gretchin infiltration. He most likely sends any surviving Grots to advance through the thickest defences. His intent is that the reasonably sturdy tank and the sacrificial Grots draw the full attention of the Imperial forces.

Well in advance of that attack, Big Mek Zagwizza leads the remaining forces through the jungle around the refinery. They then attempt to lie quietly in wait within the jungle, 200 metres away from the refinery's opposite wall. Once he hears the sound of gunfire, he launches an all-out assault against the refinery. Unless there are compelling strategic reasons to use a different strategy, the Warbuggies begin the assault by attempting to blast a hole through the outer wall (AP 16). His two mobs of Orks begin a charge towards the wall at the same time as the Warbuggies launch their first salvo.

If the wall falls, the Lootaz and Burna Boyz then charge in through the opening. Otherwise, they attempt to coordinate efforts to scale the 5 metre wall. Note that if the defenders maintain their post on this wall, it could represent a significant opportunity to quickly reduce the number of attackers. While they advance using a Run action, there is no cover available for the last 50 metres of their advance. The Ork mobs advance in closely packed mobs, presenting an ideal target for any blast weapons.

The Big Mek rides on the back of one of the Warbuggies into the battle. He waits for the wall to fall—unless all of the other Orks successfully climb it first—prior to ordering the vehicles to advance. Once that happens, the vehicles drive the 200 metres forward to join in the fray. Upon his arrival, the Big Mek dismounts and engages in combat.

All of the Orks have specific orders to avoid damaging any of the structures within the compound. The Big Mek has used dire threats to thoroughly impress upon them the value of the facility and the dangers of igniting the promethium. If the Player Characters attempt to take cover among the storage tanks or the refinery proper, none of the Orks use ranged attacks. Instead, they charge forward to engage the Player Characters in melee combat. If the characters are using other structures for defence, both mobs of Orks attempt to engage the characters in an extended short range fire fight, using any cover available.

Big Mek Zagwizza desperately wants to take the facility, but he is not suicidal. If his forces suffer greater than 30% losses or two of his vehicles are

Future Hooks

The regiment's arrival on Skrynne could be a brief visit or could become the basis for an extended campaign. Depending upon how this initial mission progressed, the characters might desperately wish to visit a new world or they might wish to revel in their new status as heroes. Here are a few possible follow-up scenarios for Game Masters that choose to continue to use Skrynne as a setting:

A native outpost has pleaded with battalion command for assistance against ongoing Ork attacks. Since the squad has already earned their adulation, they are assigned to train a few of the defenders and help establish a better defence. They are not issued any additional gear and, while assisting, are attacked by Ork forces.

The characters are charged with cleansing a portion of jungle near the depot of all of Skrynne's native predators. As the fierce creatures are eliminated, additional predators encroach.

Because of their past experience with Big Mek Zagwizza, the Player Characters are charged with coordinating their battalion in an offensive aimed at eliminating the Ork and his forces. The Big Mek has a substantial encampment well-equipped with looted Imperial vehicles.

destroyed, he orders the survivors to retreat. Even under these circumstances, he does not attempt to destroy the refinery. Instead, the Big Mek realises that he can always get additional mobs to help out in a future attempt to secure the vital promethium.

WRAP-UP

The scenario concludes when the characters either successfully defend the base against the Big Mek's forces or are forced to flee from the facility. In either instance, the characters have had their first major conflict against Skrynne's Ork encroachment and may have dealt with an Ork who could become a recurring opponent. The Guardsmen may now lick their wounds, reinforce their defences, and once more contact regimental command for additional support.

At this point, the characters may use their vox-caster to contact the supply depot. If they successfully defended the facility and recount the opposition they faced, regimental command suddenly finds the resources to commit additional troops to defending the facility. A full platoon is dispatched to their location along with several members of the Adeptus Mechanicus. These forces have the luxury of travelling via Valkyrie Assault Carriers that are abruptly made available from reserves. They arrive with a far greater supply of Mission Assignment Gear, including a squadron of Sentinels and a broad-reaching array of heavy weapons.

Unless the characters want to drive their Chimera Armoured Transport back through the jungle, they are offered a trip back to the supply depot via one of the Valkyries. Upon their return, they are debriefed first by their commanding officer and then by battalion command. The debriefing is unpleasantly thorough, but—unless the Imperial Guardsmen admit to acts of treason or heresy—ultimately rewarding. The squad is granted double rations and double chits to The Hole for the following month.

If the characters assisted the Storm Troopers in escaping from their Valkyrie crash, they also are granted a minor accolade for assisting in that recovery. The sergeant in charge of the squad also approaches them and promises to fulfil a favour to the squad at some future date. Alternatively, if the characters did not assist them, the Storm Troopers have since made it back to the base under their own power. In this case, the sergeant approaches the squad and assures them that he will repay their "kindness" at his next opportunity.

If the characters assisted the native survivalists, word spreads to the garrison contingent and to the camp followers. Both of these groups suddenly hold the squad in higher esteem and do not hesitate to express their gratitude. For the following month, the Player Characters gain a +10 bonus to all Interaction Tests with either of these groups.

Rewards

For surviving the adventure, all characters receive an award of 1,000 experience points. If they were able to successfully hold the refinery against Big Mek Zagwizza's forces, they earn an additional 150 XP. If the characters participated in any of the optional encounters in Through the Jungle, Game Masters may award an additional 100 XP per encounter. These awards require the characters to have completed those encounters successfully. However, due to the flexible nature of the encounters with the Storm Troopers and the Survivalists, the definition of successful is subject to the Game Master's discretion.

In addition to XP awards, the Player Characters may merit a change to their Logistics Rating. If they successfully recaptured the base and then held it against the Big Mek's assault, word of their effective defence soon spreads. The characters receive a +4 bonus to their Logistics Rating. If they recaptured the refinery but were unable to hold it against the superior Ork forces, tales of their valour travel through the supply depot and they receive a +2 bonus to their Logistics Rating. If they failed to even reach the refinery, due to problems en route, they become the camp laughing-stocks for the next month. They suffer a –3 penalty to their Logistics Rating.

NPC Appendix

The following is an Appendix of the notable NPCs and Adversaries found in the adventure **Against the Savages**. Certain NPCs are also found in **Chapter XI: Adversaries and NPCs**.

Skrynne Autochthon

Skrynne's human population has struggled to survive. Many have fled the cities and built tribal bunkers deep in the planet's jungles. These rugged individualists survive only through their wilderness skills and effective isolation from the invaders.

Skrynn Autochthon (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	25	25	22	20	30	20	20

Movement: 3/6/9/18 **Wounds:** 10
Armour: Heavy Leathers (Arms 1, Body 1). **Total TB:** 2
Skills: Awareness (Per), Climb (S), Speak Language (Low Gothic) (Int), Survival (Int).
Talents: Basic Weapon Training (Solid Projectile), Melee Weapon Training (Low-tech).
Weapons: Autogun (100m; S/3/10; 1d10+3 I; Pen 0; Clip 30; Rld Full), Knife (1d5+2 R; Pen 0).
Gear: 2 extra autogun clips.

Terror Cat

These massive eight-limbed, cat-like creatures are pack predators within the jungles of Skrynne. Their native pelts share a common colouration with jungle trees, where they often wait for prey. In spite of their size, they are capable of moving extremely quickly as they jump from their perches onto virtually any prey. They most often use pack tactics to isolate an animal from the safety of its herd and then overwhelm it.

Terror Cat (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	6 32	6 40	30	15	37	10	—

Movement: 16/32/64/128 **Wounds:** 20
Armour: Thick Pelt (All 2). **Total TB:** 6
Skills: Awareness +10 (Per), Stealth +10 (Ag).
Talents: None.
Traits: Bestial, Dark-Sight, Natural Weapons, Quadruped (x4), Size (Hulking), Unnatural Strength (+3), Unnatural Toughness (+2).
Weapons: Claws (1d10 +6 R; Pen –).

Big Mek Gargmek Zagwizza

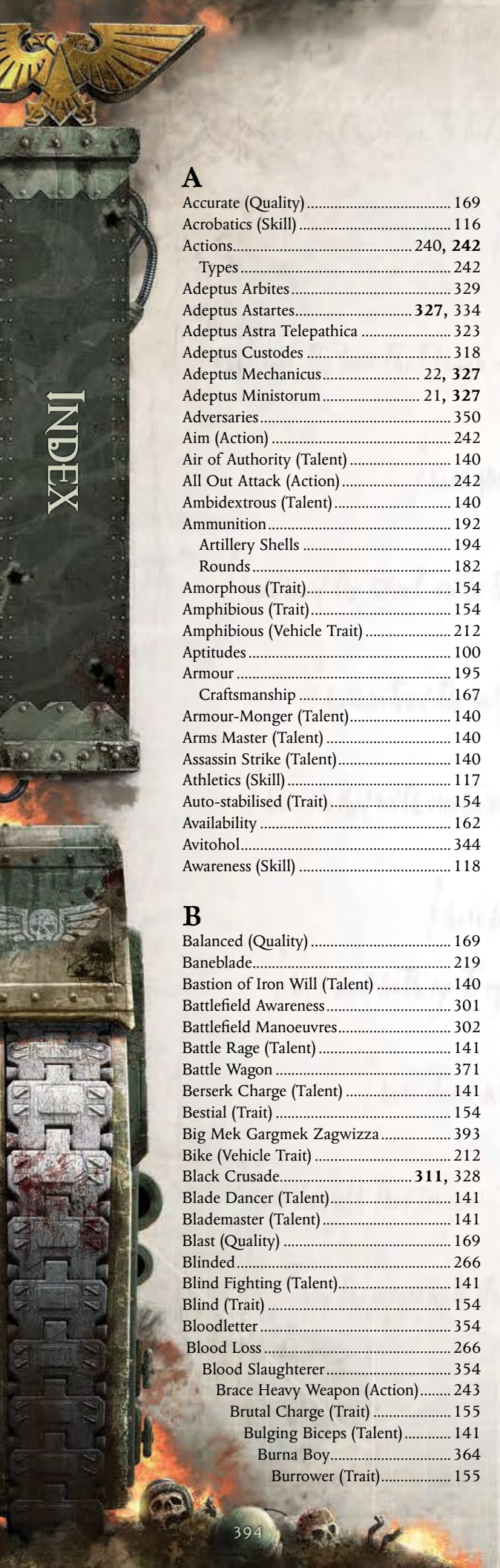
One of Warboss Tufgob's fiercest combatants, Gargmek Zagwizza has decided to lead the taking of the refinery himself.

Big Mek Garmek Zagwizza (Master)

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	25	45	6 35	30	34	30	28	25

Movement: 3/6/9/18 **Wounds:** 20
Armour: Looted (Arms 4; Body 5; Legs 4). **Total TB:** 6
Skills: Awareness (Per) +10, Command (Fel), Common Lore (Ork) (Int) +10, Intimidate (S) +20.
Talents: Air of Authority, Basic Weapon Training (Low-tech, Solid Projectile), Combat Master, Crushing Blow, Iron Jaw, Lightning Reflexes, Melee Weapon Training (Low-tech, Power), Speak Language (Low Gothic, Ork).
Traits: Brutal Charge, Resistance (Cold, Heat, Radiation), Sturdy, Unnatural Toughness (3).
Weapons: Shokk Choppa (1d10 +8 R; Pen 2; Shocking, Tearing), Kustom Blasta (Basic; 100m; S/2/–; 2d10+5E; Pen 6; Clip 10; Reload 1 Full; Inaccurate, Scatter, Tearing).
Gear: Goggles, power cells, mekboy's tools, 35 Ork Teef.





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Only War Playtesters

Fantasy Flight Games would like to thank the following people for their hard work playtesting **Only War**:
Playtest Coordinator Ron DeValk. "The Bolter and Chainsword Playtest Group" Ryan Powell with Matt Bogart, Richard Sanders, and Max Hardenbrook. "No Guts, No Glory!" Sean Connor with Stephen Pitson, Adam Lloyd, Ben Newman, Simon Butler, Michael Thompson. "The Librarians" Pim Mauve with Keesjan Kleef, Jan-Cees Voogd, Joris Voogd, and Gerlof Woudstra. "Veterans of a Psychic War" Benn Williams with Chris Lancaster, Scott Philips, Aric Wieder, Rebecca Williams, and Eric Young. "You Bid Babies?!?" Jordan Millward with Keri Harthoorn, Kyle Harthoorn-Burton, Kieren Smith, and Julia Smith. "Unrepentant" Lachlan "Raith" Conley with Fiona Coath, Jordan Dixon, Mark Mclaughlin and Brad Twaddell. Damon Wilson.
Special thanks to all of the Beta Testers who helped make **Only War** the best game it can be.

Squad Designation:

Regiment Name:

Information:

Logistics Rating:





Name	Status	Demeanour	Cause of Death

OnlyWar™

Character Name _____ **Player Name** _____

Regiment _____ **Speciality** _____

Demeanour _____ **Description** _____

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	☐	☐	☐	☐
Athletics (S)	☐	☐	☐	☐
Awareness (Per)	☐	☐	☐	☐
Charm (Fel)	☐	☐	☐	☐
Command (Fel)	☐	☐	☐	☐
Commerce (Int)	☐	☐	☐	☐
Common Lore† (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Deceive (Fel)	☐	☐	☐	☐
Dodge (Ag)	☐	☐	☐	☐
Forbidden Lore† (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Inquiry (Fel)	☐	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	☐	☐	☐	☐
Linguistics† (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Logic (Int)	☐	☐	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigate (Surface) (Int)	☐	☐	☐	☐
Navigate (Stellar) (Int)	☐	☐	☐	☐
Navigate (Warp) (Int)	☐	☐	☐	☐
Operate (Aeronautica) (Ag)	☐	☐	☐	☐
Operate (Surface) (Ag)	☐	☐	☐	☐
Operate (Voidship) (Ag)	☐	☐	☐	☐
Parry (WS)	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore† (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Scrutiny (Per)	☐	☐	☐	☐
Security (Int)	☐	☐	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Stealth (Ag)	☐	☐	☐	☐
Survival (Per)	☐	☐	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Trade† (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

TALENTS & TRAITS

_____

WOUNDS:

Total ( )
Current ( )
Fatigue ( )

Critical Damage _____

INSANITY:

Points ( )

Mental Disorders _____

CORRUPTION:

Points ( )

Malignancies _____

Mutations _____

MOVEMENT:

Half ( ) **Charge** ( )
Full ( ) **Run** ( )

FATE POINTS:

Total ( ) **Current** ( )

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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)

WEAPON

NAME

CLASS | DAMAGE | TYPE | PEN

RANGE | ROF | CLIP | RLD

SPECIAL RULES

WEAPON

NAME

CLASS | DAMAGE | TYPE | PEN

RANGE | ROF | CLIP | RLD

SPECIAL RULES

WEAPON

NAME

CLASS | DAMAGE | TYPE | PEN

RANGE | ROF | CLIP | RLD

SPECIAL RULES

WEAPON

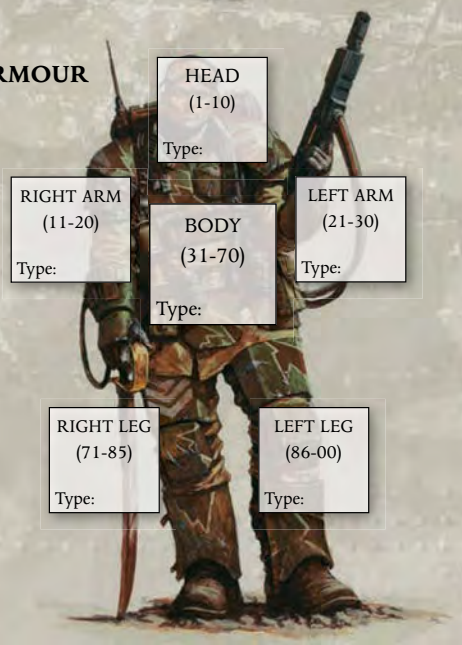
NAME

CLASS | DAMAGE | TYPE | PEN

RANGE | ROF | CLIP | RLD

SPECIAL RULES

ARMOUR



GEAR

PSYCHIC POWERS

Psy Rating: [____]

COMRADE

NAME_____

STATUS_____

SPECIAL ABILITIES

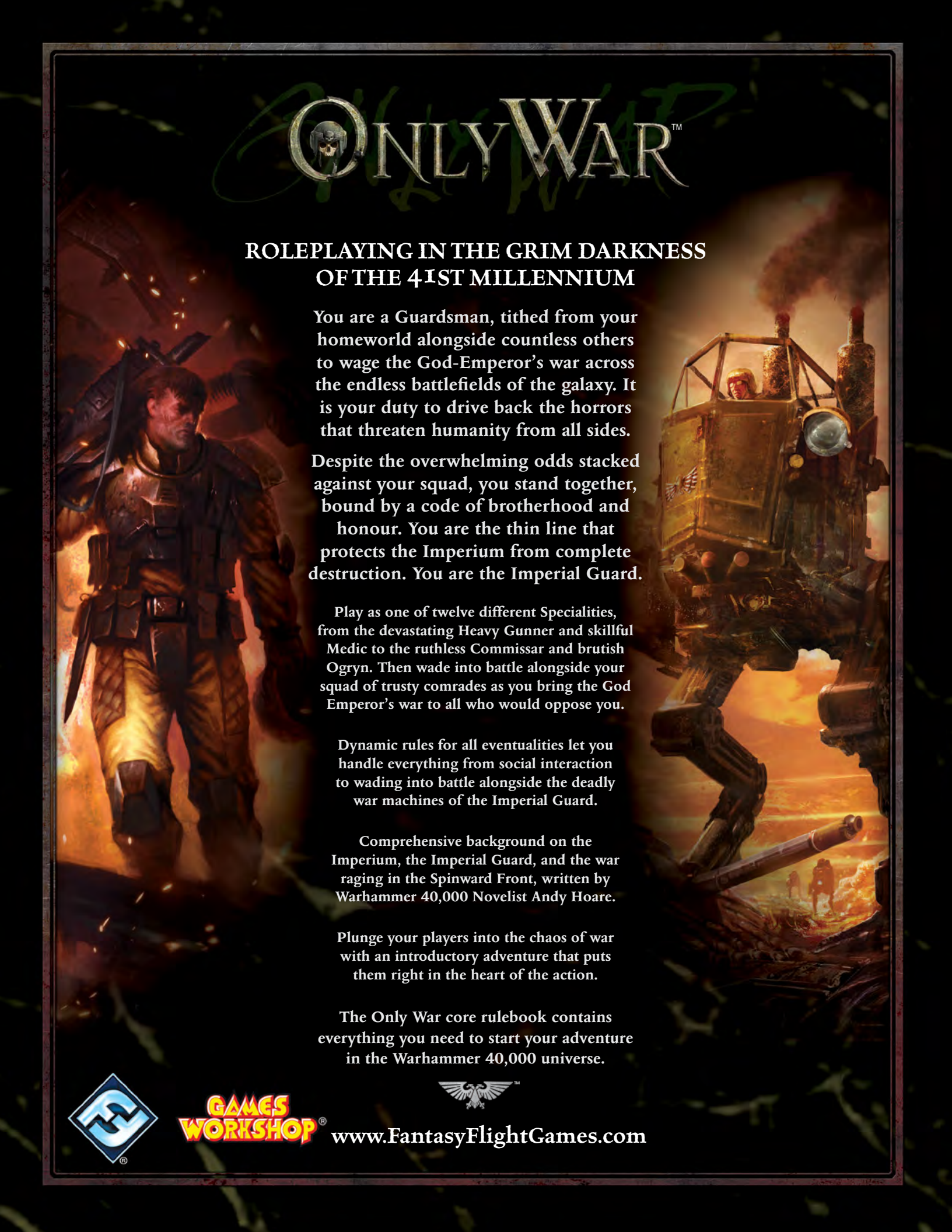
EXPERIENCE:

XP to Spend [_____]

Total XP Spent [_____]

APTITUDES

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