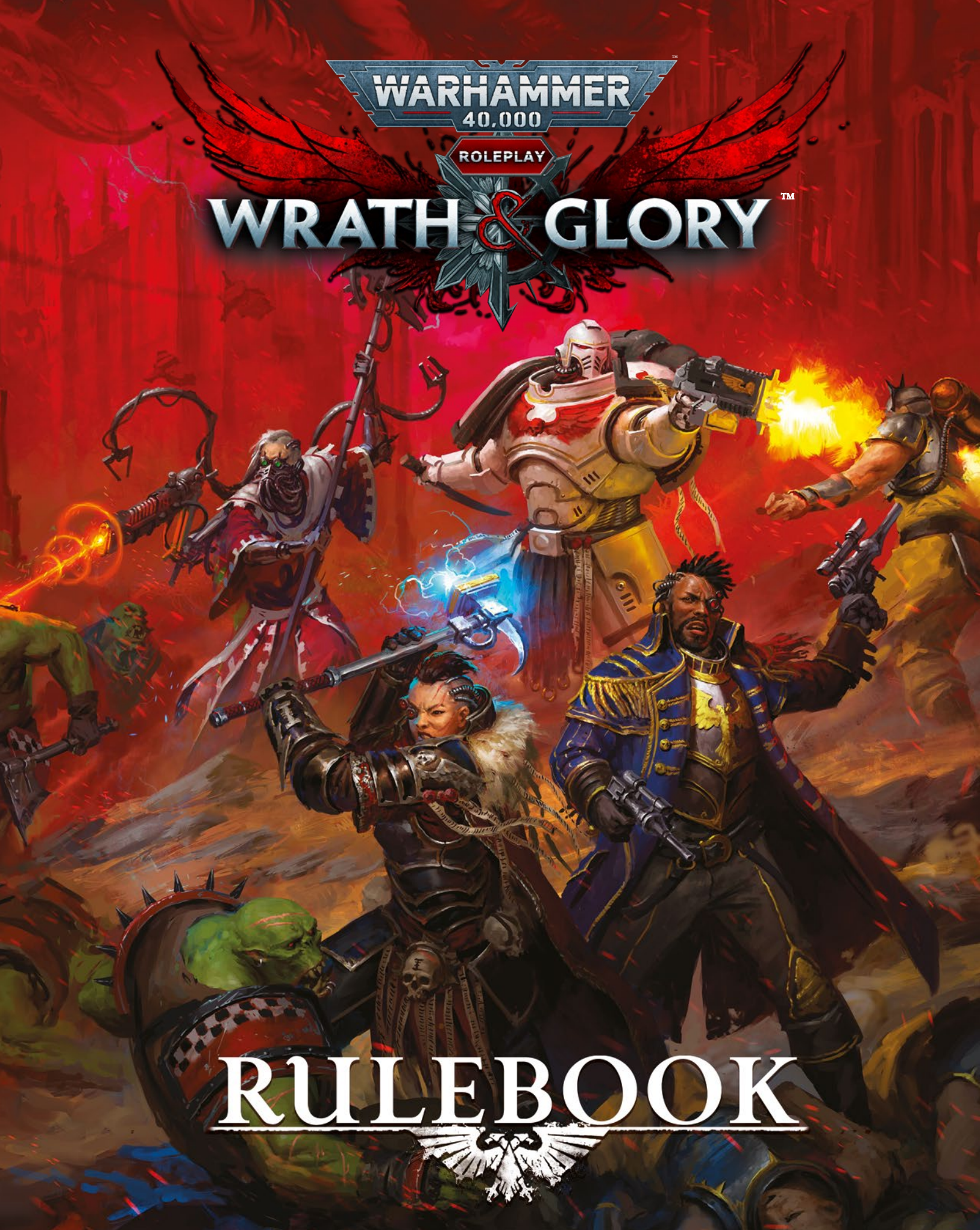
WARHAMMER
40,000
ROLEPLAY
WRATH & GLORY
RULEBOOK

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INTRODUCTION

Welcome to **Warhammer 40,000: Wrath & Glory**. A grim universe of glorious adventure awaits you. One of your group will bring to life a dark and dangerous galaxy; the rest of you will live and adventure in it, discovering glorious wonders, facing wrathful foes, and everything in between.

You'll walk the crumbling streets of a galaxy-spanning empire, flanked by colossal cathedrals, and toxic factories where workers labour intensely in service of an immortal God. You'll investigate the profane sorceries of those who can manipulate reality, whilst kilometre-long voidships of forgotten technology fly overhead. Trans-humans genetically enhanced beyond recognition clash with shapeshifting daemons on one planet, enigmatic aliens the next, warring endlessly to defend a corrupt and callous Imperial society.

Prepare yourself for a galaxy of gruesome mayhem, where life is cheap and you must rely on strange allies to survive. Prepare yourself for a world of ignorance and superstition, fraught with perilous arcane technology and vile daemonic rituals. Prepare yourself for wrathful acts and glorious adventures in the grim darkness of the 41st Millennium.

ROLEPLAYING GAMES

Wrath & Glory is a tabletop roleplaying game, commonly abbreviated to RPG. You might be familiar with RPG games on a computer or console, in which case you'll be right at home. One of your group will take on the role of Gamemaster (GM), who describes the world and what is happening. Everyone else will play a single character, a protagonist of the story that interacts with the world the GM presents.

Players tell the GM what their characters are doing, and the GM interprets the outcomes of those actions, using the rules where necessary. As the world reacts to the players' characters and the things they do, the game proceeds, following the story the GM has prepared — or going off on a wild tangent while the GM improvises like crazy. Either way, you'll be telling your own epic tales in the perilous world of **Warhammer: 40,000**.

This rulebook includes all the information and options you'll need to play **Wrath & Glory**. If you've never played a RPG before, we recommend you take a look at the 'What is a RPG?' section of our website: **www.cubicle7games.com**. Ultimately, this book is a guide to help you get the most out of the game. You can play a roleplaying game however you like, so don't worry about getting the rules wrong. As long as you and your friends are having fun creating awesome stories in the grim darkness of the 41st Millennium, you're doing it right!

USING THIS BOOK

The first few Chapters will guide you through creating your character. New players should take a look at the letters beyond these pages or the start of **Chapter 3** for an introduction to the 41st Millennium and the Empire of Humanity, the Imperium.

Chapters 8 and **9** are for everyone. In them, you will find the rules for playing the game and running fun and fair battles in **Wrath & Glory**. If your character is a Psyker capable of manipulating reality with their powers or someone familiar with the daemonic realm of the Warp, you'll want to look through **Chapter 11**.

Chapter 12 is full of information on the Gilead System, the setting of **Wrath & Glory**; it's up to the GM to decide how much of this knowledge they share with the players — particularly the strange secrets that could spoil their adventures.

Chapters 13 and **14** are for the GM, providing advice on how to run the game and a Bestiary brimming with foes for the players to face.

Game Text

The information in this book is presented in specific ways to keep the rules clear.

Game Terms

All game terms are capitalised, so you can tell when someone is being tested or when you should make an Intellect Test.

Retribution Class
Tyrant Class
Tyrant Class

Examples

These can be helpful to give you a clearer idea of how something will work at the table. Sometimes, they will show you the results of a dice roll so you can better understand how a mechanic works. In these examples, Icons will be in bold and the Wrath Die will be in red; you'll learn about those mechanics later.

Examples are presented like this:

Example: *Gideon wants to make a Tech (Int) Test to activate the cogitator. He has an Intellect Rating of 3 and a Tech Rating of 2, so he rolls 5 dice with the following results: 1, 3, 5, 5, 6.*

Acronyms

This rulebook avoids acronyms where possible, but when they are absolutely necessary they will be explained the first time they are used. The Gamemaster (GM) is your local expert on the rules and can help to clear up any confusion if you don't know what something means.

Keywords

Keywords are a game mechanic that tie individuals, organisations, and types of items together so that you can identify links between them. You don't need to worry about how Keywords work right now, but they look like this: IMPERIUM.

Glossary

The final pages of this book are an index which you can use to look up any key terms. Some of the more commonly used terms are defined succinctly in the index so that you can also use it as a glossary.

Your Warhammer 40,000

The grim darkness of the 41st Millennium is a phenomenon that has delighted fans for decades, and we all have our own take on this rich and vibrant setting. We want to celebrate that with **Wrath & Glory**, and for your adventures to take place in your version of the 41st Millennium. Throughout this book there are options you can use to alter your game experience. If anything contradicts how your group wants to play, you're free to change it.

What Next?

Check out **www.cubicle7games.com** for more advice on playing **Wrath & Glory**, new adventures and supplements, and much more.

PANOPLY OF PLAY

The main ingredients of a great game of **Wrath & Glory** are you, a few other players, about four to six is ideal, including the Gamemaster (GM), and your imagination. This book is your reference guide to the rules, and the GM might also like to have an adventure prepared for when you start playing. There are a few other items every player should add to their armoury to make sure you get the best experience:

- A Character Sheet
- 10 six-sided-dice (d6), including one that is a different colour or size
- A pencil and paper
- Tokens or coins for Wrath, Glory, and Ruin points

Each player will need a Character Sheet to record all their character's statistics and details. Load up **www.cubicle7games.com** to download the Character Sheet, then follow **Chapter 2** to create your character. You'll need a pencil to write on the Character Sheet, and it might help to keep some scrap paper nearby to make notes while you're playing.

The rules of Wrath & Glory use dice whenever a random result is required. You'll need about ten six-sided-dice (d6) each, and one of them should be a different colour or size. Check out **Chapter 8** to learn more about how and why you roll dice in **Wrath & Glory**.

There are three resources you might like to keep track of with tokens or coins; Wrath points and Glory points for players (explained in **Chapter 8**), and Ruin for GMs (explained in **Chapter 13**). You can track all of these on paper, but it might be easier to have 5 or 6 tokens per player.

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Nominae Imperator. Glory everlasting to Him on Terra.

Dearest Dominica,

It is with solemn satisfaction that I confirm you have been selected to join the exalted ranks of the Sisters of Battle. Your time within the hallowed walls of the Schola Progenium is at an end. Make no preparations for your departure to the holy synods of Enoch, as all you need will await you there.

On this most auspicious of days I am reminded of your parents. Though I am pleased your discipline prevents it from showing, I would not blame your heart for aching with pride — what greater glory than to be the child of those who died in service to the Emperor

It seems martyrdom will be your fate also. Your training for battle and seminary education have been of the highest quality, but our situation is more complex than our choirs and firing ranges would suggest. I feel it is my pedagogical duty to prime you for life beyond my protection.

The Great Rift

I am sure you remember the screams. Three years ago, reality itself was torn by the Great Rift. Though I advise you not to gaze upon it for long, the evidence is written across our skies; a vast Warp-storm, a wound in reality through which daemons can walk.

No longer can I shield you from the truth: daemons exist, their vile forces assail us daily, and it is now your duty to fight against them. I fear my prayers will be of little aid against this enemy, so I will tell you all I can of the Warp.

The Warp

You have been educated little on the nightmare Immaterium; ignorance was once our best defence from the unholy realm known as the Warp, but now it stands at our doorstep. I can tell you but a few details, and the less said or thought of it the better.

The Warp is another reality, a realm of daemons that want nothing more than to corrupt and destroy. Their influence is responsible for every evil act; weakness of the soul feeds the Warp, and every sin births a new daemon. These foul creatures entice the good and pious with offers of power and privilege, preying on Humans weak hearts to corrupt more to their blasphemous cause. And so their power grows.

You must be ever vigilant for the taint of Warp. Its agents are not merely monstrous daemons, but Humans marked by their mutated flesh and twisted minds. May your faith in the God Emperor be your shield against them.

Psykers

Every day, Humans are born cursed with a mutation, the ability to channel the virulent energies of the Warp to manipulate reality. Though I wish we could be rid of all Warp tainted creatures, the myriad enemies of the Imperium are powerful indeed, and we need the services of sorcerers that can do the impossible.

Respect the Sanctioned Psykers — those the Emperor has blessed and allowed to exist in His realm — but maintain a safe distance, and keep your blade close to hand. All should be feared, as none can truly control the volatile Warp; daemons crave their souls more than any, and will use their bodies as vessels to enter reality.

The Astronomican

To fully understand our tragic situation, you must know of the Astronomican. Our God Emperor has given us many gifts, but this is perhaps the greatest — His divine light shines out to us from Holy Terra, thousands of light years away, a golden star to unify and protect His children.

Sanctioned Psykers called Astropaths used the guidance of the Astronomican to hold psychic conversations, sending messages through the void to unite the Imperium's planets. Through them we organised supplies for the hungry, and marshalled defences against our myriad foes.

Travel

You have seen the titanic voidships that fill our skies, each several kilometres long, crewed by teeming thousands and bearing tons of precious cargo. Without their deliveries of supplies and soldiers, the Imperium's million worlds would suffer and fade.

Voidships once utilised esoteric technologies to enter the Warp and travel faster than light. This was a dangerous practice — one that with hindsight I now believe a heretical sin — but necessary for His Imperium's preservation.

Many ships were lost, destroyed by the Warp's crashing psychic seas or assaulted by hungering daemons. Were it not for the Astronomican's guidance, a shining star to steer by, all would have been doomed.

His Light Extinguished

The Astronomicon's hallowed light can only be obscured by the Warp's foul darkness. All attempts by Astropaths to gaze through the Great Rift have rendered them insane, or worse. Without the star of the Astronomican to steer by, voidships are destroyed by the Warp, or simply vanish.

Without transport and communication, we are truly isolated by the Rift. There are no reinforcements and no support — our cries for help echo out into the Warp, and the mocking laughter of thirsting daemons is the only response. But the Great Rift is far from the only danger to our forsaken system.

The Hostile Galaxy

Humanity's manifest destiny is to rule the galaxy in His name. We must protect the few worlds that can subsist life from our foes — the other Species we are cursed to share the galaxy with. You have been educated in the absolute purity of the Human form, but must be prepared for contact with its anathema: the grotesque xenos that flaunt their blasphemous existence.

The Alien

Fear not the ungainly, elongated forms of the conniving Addari, but eradicate them before they can speak their sly deceptions. These depraved xenos still seek to broker a profane peace, even whilst their kin raid our voidships. Never trust them.

Stand resolute against the hulking Orks, and know that though their brutish brawn could tear you apart, they are thoughtless. Keep faith, outwit them, and watch the craven beasts flee. These monstrosities will perish — provided you keep your distance.

Beyond the Rift

I admit that in my hour of darkest doubt, I thought the Imperium was destroyed. Now I believe that the Rift only obliterated our neighbouring systems, justly punished for their impious ways. I will tell you what I remember, a glimpse of the Imperium's glory to turn to when you find yourself in the shadows.

The Glorious Imperium

Untold trillions labour tirelessly in His name across the breadth of the galaxy. The purity of the Human form is as diverse as the stars in the sky, but we are all united in His holy purpose by our faith in the Emperor. In return, He brought us together with his glorious Astronomican.

He rules from Holy Terra, birthplace of Humanity, thousands of light years from our humble Gilead System. On His glorious Golden Throne He is preserved eternal by arcane technology, reigning immortal.

Imperial Order

There can be no doubt that each of us is in our proper place. For the Emperor to protect us, we must pay his tithe. To subsist His holy form, we must sacrifice. Every manufactorum worker serves their master, who in turn serves a noble lord. We are each obliged to pay fealty to those above; a perfect hierarchy with the Emperor at its peak.

You have seen your brothers and sisters leave to support the Imperial militant forces, and now you must do the same; each of us is a cog in the righteous machine of war that is the Imperium.

And march to war we must. Time and time again, this galaxy has proven to be a hostile and terrifying place, almost inimical to Human life. For that purpose was the Emperor's war machine created; in His infinite wisdom, He knew we must earn our survival through unyielding steel and bloody carnage. Every sacrifice — from those your parents made to your own destined demise — is necessary to preserve Humanity.

The martyr's grave is the keystone of the Imperium.

Lex Imperialis

The Emperor's laws will protect you almost as well as your faith. Remember to respect the Imperium's feudal authorities. Never harbour a mutant or Psyker — report them to the nearest governing body immediately, or end their life if it is more convenient. Above all, never deny that the Emperor is the only true God, and slay anyone who spews such heresy.

Disciplined as you are, I cannot imagine you breaking a law of Lex Imperialis. But in these dire times I hear of many blasphemous souls that have lost faith, and point to the Great Rift as a sign the Imperium has already collapsed. We are fortunate that the punishment for almost every crime is death, or an assignment to the frontlines protecting our noble sharpshooters from daemonic charges.

The Rogue Trader

You now know our situation; trapped by the Ruinous Powers, warring with their daemonic minions, and assailed by the abhorrence of the alien. You may be unsurprised your recruitment has come early. More than ever, the Imperium needs heroes like you — stout of heart and strong of body. The continuous wars of these past three years have been unrelenting, with a catastrophic death toll, but I believe we are at the turning point.

The Emperor has sent us aid; proof that His Imperium survives beyond the Great Rift, and justification to purge any that would deny Him. Four months ago, Rogue Trader Jakd Varonius and his flotilla of ships penetrated the Warp storm, bringing supplies, reinforcements, and leadership. He has claimed rulership of our Gilead System, and has sent cadres of noble warriors on crucial missions. I am informed that some of them have been successful.

I dare not guess what dire work he will ask of you, or what manner of motley crew you will be deployed with, but I know that the path you walk will be dangerous. I will keep you in my prayers, but I dare not dream we will both live to wake from this nightmare.

Varonius brings us perhaps the most dangerous gift of all in these times: Hope.

For the Glory of the Imperium, and the Glory of Him on Earth.

Undine Ultor

— Drill Abess Undine Ultor

Saleena,

I've put off writing this message for too long. Alas, Jurien Dassler pushed his luck too far in his last expansionist gambit, and is to face the Administratum's full censure. My oldest acquaintance; even now (especially now) I hesitate to call him friend. In any case, his imminent and almost certain execution puts me in an introspective mood.

Your education has been reassuringly expensive, but there are things that only experience can teach. Jurien's downfall reminds me that I need to get on with finishing the job.

A Deplorable Situation

You'll be taking over the family enterprise in a far different situation than I. When I achieved seniority there were absolutes, and the eternal rock upon which they rested was the Imperium itself: immutable and immortal as our God-Emperor. At the risk of bordering on heresy, can we now truly say the same?

That blasted Rift has destroyed any ship trying to leave our system. Varonius and his cronies are the only ones daring, foolish, or lucky enough to make it through that monstrous Warp storm. They haven't attempted any further transitions, giving me the impression that his heroic odyssey was a one-way trip. That, or there's nothing left for him to return to.

The suspicious minds of the populace will ponder on this. What if the Rogue Trader is a liar, and we are all that is left? Why should we follow the God-Emperor's laws if He is no longer watching?

Of course, I would never deign to spew such heresy, what with the implements of the Emperor ensconced here with us; the Lord-Militant, the Astartes, the Inquisition, even Jakel himself. We know with hideous certainty what our fate should be if we deviate in any way from the Imperium's strictures, and are then reunited with its light!

From now on, our house's prosperity relies entirely on what we can eke out within this one system. I grieve for you, I really do. The wonders out there, the markets... the profits. They will become a thing of legend as we scratch an existence from eight planets. As things stand, I have a few observations that might prove useful in the future.

Our Forsaken System

Everywhere is a frontier now. There are no easy runs, you always need to be on your guard. Pirates have been encouraged by the challenges to law and order, and from out of nowhere we also have the Aeldari to deal with. There's still plenty of the abominations out there from the Rift's opening. We've all seen things that no mortal should have to — doubtless there are countless unimaginable horrors yet to come.

To put it mildly, the Lord Militant is on edge. After the Maledictum opened, she had to deal with an unprecedented invasion of horrors from the Immaterium. Simultaneously, the Astronomican's disappearance and our sudden severance from the Imperium caused extraordinary levels of unrest and challenge to Imperial rule. It's little wonder that she took an authoritarian approach. Although a little messy in places, it has successfully secured the system and saved many, many, lives at the cost of an acceptable few. The Heartworlds she oversees (under Varonius's supervision, a fact I'm sure stings a little) are where the majority of our business will now be conducted. Though we may be confined, we must be thankful for the glorious diversity of our humble Gilead System.

Gilead Primus, the Hive World

Gilead Primus is our principle domain, and obviously the planet that you know best. I don't need to tell you too much, but suffice to say that the five moons are key to our trade. We have many interests in the planetside hives, but the manufactorum, mines, barracks and palaces on the moons are the most lucrative of our customers and clients.

Be mindful that our fellows in high society have been judged 'vulnerable to corruption' by the powers that be. The Inquisition are as superstitious and trigger happy as ever. I've been asked some unusual questions by strangers at parties lately, so keep your eyes and ears open.

Our ten million or so workers will need to be encouraged; they will doubtless be dour when you give them the extra hours, but should be pleased to be part of the Emperor's great plan. Try not to recoil if you have to speak to them personally; many of their number have a strange bruised colour to their skin, and ugly protrusions on their foreheads — but these are likely acceptable mutations caused by the conditions of our manufactorums.

Avachrus, the Forge World

The Adeptus Mechanicus are under a lot of pressure, and it's only going to get worse. With no supplies coming in, they'll have to make every scrap of technology needed in the System. They're going to need assistance, and will be open to trade like never before. This is one of our major opportunities, so get to know Archdomina Vakuul and find out what she needs help with. I've heard some rumblings of Heretek operations (not surprising, given the circumstances) that you might twist into loyalty, or profit. Don't forget to use their reliance on logic against them when you're making deals. Try not to mention the ammo shortages; as long as they continue, we can stockpile, and make a tidy sum.

Avachrus is also a treasure trove of archeotech — there are a lot of abandoned or idle sites on the surface, and rumour has it that a stealthy visitor can turn quite a profit on items left lying around. I would not personally know anything about this, of course.

Nethreus, the Knight World

Spend as little time as possible on Nethreus. The tectonic activity plays havoc with the landers, and you'll be coughing up ash for cycles. House Acasta contracts are a staple of our trade, but there's little additional business here worth competing for, and there are only so many knightly feasts of world-root a person can stomach. Why anyone would choose to live in such anachronism I will never fathom. Leave it to an underling.

Ostia, the Agri World

Ostia is more my style — vast and beautiful, an entire planet dedicated to verdant farmland and food production. I always make sure I have a little extra time built into the schedule when business takes me here, and lose myself in a forest or mountain range for a few days. I have an eye on a small estate here for after you take my place. Always pursue more business on Ostia, moving produce is solid low-risk work, even more so now that the insurrections seem to have quietened down.

Enoch, the Shrine World

The Shrine World Enoch is a tinderbox — starving, stuck, and increasingly desperate pilgrims from across the Imperium, overseen by an overwhelmed Ecclesiarchy. What could go wrong? It's a crying shame, Enoch's monuments and shrines should be inspirational palaces of the soul. Luckily the price for foodstuffs has gone through the roof, so we can make a killing, but keep your eyes open.

I heard you wept when word reached you of the Night of Tears. I'm impressed by your sympathies, but know this: many more innocents must be sacrificed for us to survive, and crying won't stop the hungry hordes from besieging our spiretop apartments.

The Beach

Some of our peers have been making a lot of noise about the potential in the Beach, but they are putting an unlikely payoff ahead of sensible caution. Such ventures are way too risky for us, it's all pirates, xenos and the cold dark void out here. They can keep it. Out there in the void is the Absolver's battle barge *The Vow of Absolution.* Take care when dealing with Sergeant Akahir. Like all Absolvers, he is a sanctimonious oaf, but he's also in command of the most dangerous military force in the system. He seems to genuinely feel touched by both fate and the Emperor's hand, and that is a potentially murderous combination. Stay above reproach as far as he and the Absolvers are concerned, or it could spell the end of everything.

The Rogue Trader, Jakel Varonius

And finally, our 'saviour'. He's charming alright, but he's also a self-important interloper, and I don't believe his story of how he came to wash up here. Responding to the Absolvers' cry for help that no one recalls sending or seeing? At best that's an enormous elaboration. Anyway, he's here, he's powerful, and he needs to be treated with respect and caution. Lady Octavia — the House Omincara Navigator — is his weak spot. She and her house have a lot riding on maintaining their reputation. She won't risk that — not even for Varonius. An alliance there will give us some measure of insurance.

The Varonius Flotilla is an interesting collection of people in its own right. Under the Rogue Trader's command, but many of the Captains and other family members have independent minds of their own — something else we can use to our advantage. They've always got a lot of requirements too, from goods and materials through to tasks they need performed on their behalf. Some of those are tasks they lack the time or capacity to carry out, but some are also for reasons of plausible deniability. I understand that is where the real profit lies...

I feel better for putting all that down. I hope you find it useful. I'll send more as it occurs. Give my salutations to your mother.

Bader Heironomous Jericho XIII

— Dictated by Bader Heironomous Jericho XIII

CHARACTER

Wrath & Glory is a roleplaying game, which means you'll need a role — or character — to play. This chapter shows you how to make your character from scratch. You'll be experiencing the grim darkness of the 41st Millennium through your character's eyes. Your character might survive beyond the Astra Militarum's estimated life expectancy of 15 hours and rise to the status of a hero, or be summarily executed due to a bureaucratic oversight, but whatever happens, the characters you and your friends play will be the stars of the story.

Your character is made up of story elements and technical elements. Story elements include your character's background, hopes, dreams, fears, and so on. Technical elements include values that indicate how strong or smart they are and what special abilities they have. Record these elements on a character sheet (p.372) as you make your character. This will be a handy reference guide for everything about your character while you're playing. This chapter helps you fill in your character sheet and explains how it works.

ADVANCED CHARACTER CREATION

This chapter will aid you in building a unique character you want to play quickly and easily by making big choices. If you're an experienced roleplayer or want to detail every aspect of your character, you might want to try advanced character creation. Fair warning: you'll have to do a lot more maths, so make sure you have a pencil and calculator.

You can find instructions on advanced character creation on p.38.

CREATING A CHARACTER

The first things you need are a blank character sheet for each player and a single blank party sheet for the group. These can be found on p.372 and p.374, or at **cubicle7games.com**. Then follow the steps below, filling in the necessary information as you go.

1. **Create Your Framework (p.18):** Decide with your group what kind of adventures you want to go on, and the types of characters that would be suitable for them. Once you've got a rough idea of the kind of character you'd like to play, you can choose an Archetype that suits them best.

2. **Choose Your Archetype (p.21):** Your character's career and abilities. Archetypes give characters bonuses to their statistics, special powers, and equipment to use on their adventures. These help define what your character is good at and their place in the world.

3. **Customise Your Character (p.22):** You can now add some quirks, foibles, and individuality to your character. Use the rules to tweak your character's Attributes, Skills, and Talents to make them stand out and add more detail to make them unique.

4. **Know Your Faction (p.26):** Every character that has an Archetype is part of or identifies with a larger organisation, called a Faction. Your Faction gives you options and information for creating your character's backstory, and maybe some extra bonuses too.

5. **Adding Detail (p.30):** Your character has a job and statistics, but we don't know that much about them. Now you fill in details about their life and personality. What do they look like? How do they act? What are their goals and drives, their hopes and fears?

Once you've finished adding detail, make sure everything is written down on your character sheet, then you're ready to play. Don't worry if you don't know absolutely everything about your character. Part of the fun of roleplaying is discovering your character's personality and history through your glorious adventures.

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CREATE YOUR FRAMEWORK

Wrath & Glory can be played however you want. Do you want to go on epic quests to bring light to the grim darkness? Or become embroiled in intrigue, politics, and backstabbing? Explore the hidden corners of space for legendary archeotech? Knowing what you want to do helps you build a suitable character for the stories you'll be telling, which makes those characters more fun to play.

A Framework is a sentence or two that describes your characters as a group. It defines who your characters are, what kind of adventures you'd like to go on, and your ultimate goal as a team. You can refer back to your Framework while you're making characters and playing the game to ensure you keep focused and stay on track.

Goals

Your Framework can be your group's motivation. Your GM may already know the adventure or campaign they'd like to run for you, or you might all want to pitch in with ideas. Think about the themes of the story you want to tell, and the ultimate goals you want to achieve. You can take inspiration from any of the amazing stories in the 41st Millennium, or take a look at **Chapters 3 & 12** for information on the Gilead System and its inhabitants.

Perhaps you're all members of the Ministorum, joining forces to purge heretics and spread the holy word of the Emperor. Maybe the Cicatrix Maledictum has forced psychic visions of a terrible disaster into your dreams, and you've assembled to battle a threat from the Immaterium. Or, you're a rag-tag band of survivors from different conflicts, pressed into the service of Rogue Trader Jakel Varonius to save the Gilead System from threats without and within. Anything is possible!

Characters

Now you've got an idea of what you'll be doing, you probably have some thoughts on the kind of character you want to play. Your group might need a technical expert, a great negotiator, and someone who's handy with a blade. Each of you can take a different role and start building your character with the Framework in mind.

Example: *Marcus, Muna, Elliot, and Abby want to play a game with a bit of everything; exploring the dark corners of the Gilead System, social interaction with its strange and desperate inhabitants, and high-octane combat. They also want to be heroic — or as heroic as they can be in the grim darkness of the 41st Millennium.*

The GM suggests they might like to work for Rogue Trader Jakel Varonius, acting ruler of the Gilead System; that would mean a lot of variety in their adventures. Muna knows a little about the Gilead System, and says she'd like to play a Rogue Trader, a privateer scion of the Varonius Dynasty. The group agrees this is a fun idea, and decides to play at Tier 2. Not too deadly, so perfect for first-time players.

To make sure their characters can cooperate, the group decides they will all play characters from the Imperium. Muna's Rogue Trader will be a proficient negotiator, but they'll need technical expertise and some muscle. Marcus says he wants to be the muscle, and suggests playing an Ork. The rest of the group explain that an Ork character might not always be able to cooperate with an Imperial-themed group, which could get in the way of Marcus (and everyone else) having fun.

Abby says she'd like to play a Skitarius, Elliot decides on a Space Marine Scout. With all the bases covered, Marcus still wants to play a tough, grotesque, barely educated character, so he chooses a delusional Scavvy obsessed with martyrdom employed by the Varonius Flotilla.

Once you've established your Framework, write it down on your party sheet (see p.374) so you can refer back to it when you need it. Remember that your Framework is a tool to help you have fun, not get in the way.

If you want help building your Framework, check out **www.cubicle7games.com** for more examples and advice. One easy way to make a Framework is to have a patron who employs the characters in your group, someone with their own goals and jobs that need to be done — like Jakel Varonius or Taleria Fylamon (p.312).

TIER

Your Framework is a brief guide to who your character is and what they will be doing. Your Tier is the power level of your group. Higher Tier groups face more perilous adventures and deadlier threats.

There are 4 Tiers of play in **Wrath & Glory**. Higher Tiers correspond to higher power levels. Your Framework will likely give a good guideline as to what Tier you should be playing at. A cadre of veteran Deathwatch Space Marines operating as a Kill Team to combat a Drukhari cabal would be playing at a much higher Tier than a sect of Administratum operatives investigating a suspicious decrease in the labour force of an agri world. Your Tier also ensures each of your characters are at the same power level and no character is overshadowed by another.

FRAMEWORK BONUSES

Some specific Frameworks will provide bonuses while you play, which will be explained by your GM. If it's your first time playing **Wrath & Glory** you don't need to worry about this too much.

If you're more experienced, you can ask your GM for a bonus dice whenever you do something related to your Framework or Keywords. For example, if you were a band of militant missionaries, you could ask for bonus dice when preaching to the masses. You might be awarded a point of Glory (see p.164) for converting a primitive civilisation to the purity of the Imperial Creed.

CO-OPERATION

In the 41st Millennium, there is only war. A lot of the different Factions and alien Species are openly hostile to one another. However, in **Wrath & Glory**, a group of characters should be able to work together without constantly descending into inter-party strife. If all of your characters fit into the Framework, they should be able to co-operate well. If you aren't sure if your character fits in the Framework, talk to your group to make sure.

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EXPERIENCE POINTS (XP)

Experience Points (XP) are, appropriately, a measure of your character's experience. You can spend XP to improve your character's statistics, representing what they have learned and practised. Everything you can spend XP on is detailed in this chapter.

Your starting Tier determines the amount of XP you receive at character creation to build your character:

- Tier 1 characters start with 100 XP
- Tier 2 characters start with 200 XP
- Tier 3 characters start with 300 XP
- Tier 4 characters start with 400 XP

Write down your starting XP in a notebook or a piece of paper. You'll be spending a lot of XP very quickly, so it's a good idea to keep track of it as you go.

CUSTOM TIERS

If you come up with a Framework that doesn't fit a Tier, you can make your own.

A group of characters in training when the Great Rift wracked the Gilead System might not yet have reached Tier 1; you could start play with 75, or even 50 XP. You might not even want to play an Archetype at all, using Advanced Character Creation to build a displaced manufactorum worker, an Imperial scribe, or another character not defined by an Archetype.

Conversely, if your group wants to play leaders of organisations — Lord Inquisitors, high-ranking Space Marines, or Arch-Magi — you could play at Tier 5, with each player starting with 500 XP to build their character. As long as you and the GM agree, you can play **Wrath & Glory** however you want.

EXAMPLE FRAMEWORKS

Tier	Framework	Typical Characters	Typical Enemies
1	**Survive & Protect** You are all survivors from daemonic incursions, your former allies killed. You have banded together after retreating, forming a diverse group to investigate local wrongdoing.	Any Imperial character.	**Threats to the local area:** Mutants, a villainous Scum gang, a small Chaos cult.
2	**Varonius Vanguard** Volunteers, mercenaries, or conscripts to the Varonius Flotilla, you are a discreet problem-solving force. You are often sent to the fringes of the Gilead System to find allies or resources, or called to the Heartworlds to deploy where the need is greatest.	Any Imperial character, and possibly a xenos mercenary as long as they are discreet.	**Threats to the continent:** Aeldari raiders, Ork warbands, lesser daemons.
3	**Fylamon's Finest** Hand selected to form a hammer of Imperial justice, you are dispatched to destroy Taleria Fylamon's enemies and pacify rebellion. As representatives of what little Imperial authority remains, you will be fighting frontline battles and solving high-priority investigations in the Gilead System.	The Governor-Militant will only assign trusted members of the Imperial armed forces; no Scum, no xenos.	**Threats to the planet:** Chaos Space Marine squads, greater daemons, Aeldari Psyker conclaves, Genestealer Cults.
4	**Radical Inquisitor Conclave** Dispatched by a radical Inquisitor, your strike force is the spear tip in a counter-attack against Chaos. Bouncing from one Warp-torn frontline to another, you battle daemons on a daily basis, attempting to find a way back through the Great Rift to the safety of Imperium Sanctus.	Radical Inquisitors will employ anyone to get the job done; especially when isolated and unobserved by the wider Imperium.	**Threats to the Gilead System:** Daemon princes and their forces, champions of Chaos, undocumented xenos, an Ork WAAAGH!

KEYWORDS

Your character gathers Keywords as you go through character creation. Keywords are a shorthand for a character's allegiances and connections. They look like this: **IMPERIUM**.

If you are playing a Human Inquisitorial Acolyte they would have been raised in the Imperium, so they would have the **IMPERIUM** Keyword. As an Inquisitorial Acolyte, they would also be a member of the Inquisition, and so have the **INQUISITION** Keyword to represent that connection.

Keywords are used to modify the difficulty of actions you take in the game, influence how your abilities work, and determine which Talents, Wargear, and Psychic Powers you can purchase. More information on the rules for Keywords can be found on p.167, and a list of Keywords can be found on p.375.

Bracketed Keywords

Some Keywords appear in brackets, like this: **[CHAPTER]**. This means you have a choice of what your Keyword could be. When you have the **[CHAPTER]** Keyword, you can choose which Astartes chapter you want to belong to; if you chose to be a member of the Absolvers, you would replace the **[CHAPTER]** Keyword with the **ABSOLVERS** Keyword.

CHOOSE YOUR ARCHETYPE

An Archetype is similar to a career, informing what your character does on a day-to-day basis and their place in the world. Your Archetype is the core of what your character knows and is good at, their education, practised skills, and abilities.

All of the Archetypes are found in **Chapter 4.** You can use your Framework to help you decide what Archetype you want to play. Archetypes are separated by Tier. Make sure you choose an Archetype in the same Tier as your game.

Every Archetype has an XP cost. In addition to helping fill out your characters background and place in the 41st Millennium, your Archetype may give you any of the following:

- **Species** determines if your character is a Human, a genetically enhanced Astartes, or an alien. The Archetype XP cost includes the Species XP cost.
- A **Faction** is the larger organisation your character belongs to. (See **Know Your Faction** on p. 26 for more details.)
- Your Archetype provides bonuses to your **Attributes** and **Skills**. These are the statistics that determine how good your character is at doing specific tasks.
- An **Archetype Ability** is a special action your character can take.
- **Wargear** is the weapons, armour, and equipment your character has.
- **Keywords** are shorthand used to identify your character's knowledge and associations.
- **Influence** is a numerical representation of your character's reputation. Some Archetypes provide a modifier that changes your character's Influence.

WHAT DO THESE DICE MEAN?

When your character tries to do something difficult, the GM will ask you to make a Test to see if they succeed or fail. When you make a Test, you roll a dice pool; a number of dice equal to a Skill plus its relevant Attribute. So if you make an Athletics (S) Test, you roll a number of dice equal to your Athletics Rating plus your Strength Rating (that's the S in parenthesis). If you want to know your chances of succeeding based on how many dice you're rolling, take a look at the table below.

THE DICE	COMPETENCY
2	Poor
4	Average
6	Proficient
8	Adept
10	Veteran
12	Expert
14	Champion
16	Exemplar

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Which Archetype?

Choose the Archetype that best suits your concept for your character, or just the one you think is the coolest. Your group Framework will help you to choose your Archetype, and make sure the characters in your group won't have any trouble interacting or being on the same side. Most groups in **Wrath & Glory** are members of the Imperium, though often each character will be a different Archetype from a different Sub-Faction of the Imperium.

FRAK THIS TIER!

If you can't find an Archetype you like for your Tier of play, don't worry, there are other options.

If you like an Archetype from a lower Tier, you can Ascend that Archetype as detailed in **Chapter 7: Advancement**. Build your character at the correct Tier for that Archetype, then buy an Ascension Package (p.148) to raise them up to the Tier you want to play at.

If you can't find an Archetype you like at all, you can use Advanced Character Creation (p.38) to design your own, or check out **www.cubicle7games.com** for new releases with more Archetypes!

Archetype Suggestions

Every Archetype has a set of suggested Attributes, Skills, and Talents. If it's your first time building a character, or you're in a rush to start playing, you can spend your XP on these suggested improvements. You'll still have some points left over to customise your character in the next step.

CUSTOMISE YOUR CHARACTER

You've made some decisions about your character, but you should still have some XP left to make them truly unique. Use the tables on pages 24 and 25 to customise your character by improving their Attributes and Skills, or by buying Talents from **Chapter 6**. You can find more information on Attributes and Skills in **Chapter 5**.

If you're not sure what to spend XP on, you can use the suggestions for your Archetype. Alternatively, take a look at your Framework for some loose guidance on what kind of adventures you'll be playing. Finally, you should talk to the other players in your group — it's always good to have a well-balanced party, so if nobody else is building a character that focuses on a specific aspect of gameplay (such as leadership and command, for example), maybe you should be the one taking charge!

TIER 1 ARCHETYPES

Name	Faction	Description	Page
Sister Hospitaller	Adepta Sororitas	A battlefield healer of both body and soul.	p.91
Ministorum Priest	Adeptus Ministorum	A preacher and enforcer of the Imperial Cult.	p.92
Imperial Guard	Astra Militarum	A trained foot soldier in the galaxy's greatest army.	p.93
Inquisitorial Acolyte	Inquisition	An agent of the Imperium who identifies and destroys its enemies.	p.94
Inquisitorial Sage	Inquisition	A bureaucratic savant who wields information as a weapon.	p.95
Ganger	Scum	A crude criminal of the Imperial underclass.	p.96
Corsair	Aeldari	A self-imposed outcast and space pirate.	p.97
Boy	Ork	A brutish creature born to fight.	p.98

TIER 2 ARCHETYPES

Name	Faction	Description	Page
Sister Of Battle	Adepta Sororitas	A warrior monk of zealous determination.	p.99
Sanctioned Psyker	Adeptus Astra Telepathica	A mutant capable of channelling the Warp to manipulate reality.	p.100
Skitarius	Adeptus Mechanicus	A cybernetically reconstructed frontline soldier.	p.101
Death Cult Assassin	Adeptus Ministorum	An extremist zealot who worships through ritual slaughter.	p.102
Tempestus Scion	Astra Militarum	An elite shock trooper utilising special weapons and tactics.	p.103
Rogue Trader	Rogue Trader Dynasties	An explorer of the stars given free reign to trade and conquer.	p.104
Scavvy	Scum	A grotesquely mutated warrior and born survivor.	p.105
Space Marine Scout	Adeptus Astartes	A stealthy, genetically enhanced initiate of the Adeptus Astartes.	p.106
Ranger	Aeldari	A lone Aeldari traveller who operates stealthily and strikes from afar.	p.107
Kommando	Ork	A cunning (but brutal) Ork who uses stealth to fight more effectively.	p.108

TIER 3 ARCHETYPES

Name	Faction	Description	Page
Tech-Priest	Adeptus Mechanicus	A devout student of the Cult Mechanicus, with expert understanding of the machine spirit.	p.109
Crusader	Adeptus Ministorum	An Ecclesiastic warrior-monk dedicated to their sworn oaths and close combat.	p.110
Imperial Commissar	Astra Militarum	A combat officer empowered to take extreme steps to maintain morale.	p.111
Desperado	Scum	A multi-skilled gun for hire on the fringes of Imperial society.	p.112
Tactical Space Marine	Adeptus Astartes	A transhuman, power-armoured Angel of Death built to wage the Emperor's wars.	p.113
Warlock	Aeldari	An Aeldari battle-Psyker of immense discipline and power.	p.114
Nob	Ork	A large, powerful Ork who commands respect through might.	p.115

TIER 4 ARCHETYPES

Name	Faction	Description	Page
Inquisitor	Inquisition	A hunter of the enemies of Humanity given unchecked authority.	p.116
Primaris Intercessor	Primaris Astartes	A new, more powerful breed of Space Marine with advanced genetics and Wargear.	p.117

ATTRIBUTES

Attributes are a measure of your character's physical and mental capabilities, as well as their personality. You can use the Attribute Costs table to spend XP to purchase Attributes. When you're making a character for the first time we recommend you use the suggested Attributes for the Archetype in **Chapter 4**. However, you can choose for yourself if you have a clear idea for your character in mind.

If you're increasing an Attribute from 1, use the **Total XP Cost** column on the table. If you know you want your character to be smart, you can spend 35 XP to increase their Intellect from 1 to 5.

If you've got extra XP at character creation or have earned some in your adventures, you can also spend it to increase your Attributes. To do so, use the **Incremental XP** Cost column on the table. For example, if your character is already a very clever Intellect 5 and you want to make them even smarter, you can spend 20 XP to increase their Intellect from 5 to 6.

ATTRIBUTE COSTS

Attribute Rating	Total XP Cost	Incremental XP Cost
1	0	0
2	4	4
3	10	6
4	20	10
5	35	15
6	55	20
7	80	25
8	110	30
9	145	35
10	185	40
11	230	45
12	280	50

Species Maximums

As Attributes are a measure of your mental or biological prowess, they are limited based on your Species. A human will never be as strong as the biggest Ork; just as an Ork's simple, warlike mind will never be as intelligent as a disciplined Aeldari. The limits of your biology mean that your Attributes cannot go above certain ratings, as detailed on the Attribute Rating Maximums by Species table at the bottom of the page.

Characters can obtain a higher Attribute than their Species Maximum by using otherworldly powers and cybernetic enhancements. However, these additions are considered Attribute bonuses that contribute to your Attribute total. Your base Attribute Rating, before bonuses, can not exceed the value listed in the Table.

Talents & Psychic Powers

Talents are particular tricks, quirks, and abilities unique to your character that mark them out. **Chapter 6** details every Talent and how to purchase them. We recommend you take one or two of these at character generation to make your character distinctive.

If your character is a Psyker you can purchase psychic powers for them to use. Your Archetype will award you some psychic powers and make additional suggestions for which powers to purchase. Full information on all psychic powers and how to acquire them can be found in **Chapter 11**.

SKILLS

Skills are a measure of your character's experience, training, practice, and research. You can buy Skills at character creation and between sessions by spending XP. You can determine XP costs using the **Skill Costs** table.

When you have a Skill Rating of 0 and know what you want your new Skill Rating to be, use the Total XP Cost column on the **Skill Costs** table. If you want your character to be a good liar, you can spend 20 XP to increase their Deception Rating from 0 to 4.

When you already have a Skill Rating and want to improve it, use the Incremental XP Cost column to increase the Skill Rating one point at a time. For example, if your character already has a silver tongue with a Deception Rating of 4, you can spend 10 XP to increase their Deception Rating to a very sly 5.

SKILL COSTS

Skill Rating	Total XP Cost	Incremental XP Cost
1	2	2
2	6	4
3	12	6
4	20	8
5	30	10
6	42	12
7	56	14
8	72	16

ATTRIBUTE RATING MAXIMUMS BY SPECIES

Attribute	Human	Ork	Aeldari	Adeptus Astartes	Primaris Astartes
Strength	8	12	7	10	12
Toughness	8	12	7	10	12
Agility	8	7	12	9	9
Initiative	8	7	12	9	9
Willpower	8	8	12	10	10
Intellect	8	7	10	10	10
Fellowship	8	7	6	8	8
Speed	8	7	10	9	9

THE TREE OF LEARNING

As you develop your knowledge and training in one field, you'll learn fragments of information that are applicable to another. In the same way, to develop a Skill further you might need a foundation of knowledge from other disciplines.

You must have points in a number of Skills as the highest Rating your character has in a single Skill. So, if you have an Athletics rating of 4, you must have points in at least three other Skills.

Example: *Jordan has an idea for a character that is very acrobatic and muscular, so she wants to start with an Athletics rating of 4. She spends 2 XP to get to Athletics 1, but needs to know more Skills to upgrade her Athletics more.*

She spends 6 XP; 2 XP on Awareness 1, 2 XP on Ballistic Skill 1, and 2 XP on Stealth 1. Now Jordan's character has a total of 4 Skills: Athletics, Awareness, Ballistic Skill and Stealth. Jordan spends 4 XP to get Athletics 2, another 6 XP to get Athletics 3, and another 8 XP to get to Athletics 4.

Jordan thinks her character might be quite well trained with weapons. She spends 4 XP to increase to Ballistic Skill 2. Because her character knows 4 Skills, she could keep spending XP to improve her Ballistic Skill to a maximum of 4 if she wanted.

KNOW YOUR FACTION

Your character is a member of a Faction, a larger organisation that defines part of who they are. A Faction determines your character's education, training, equipment, and general way of life. The Archetype you chose for your character determines which Faction they belong to.

Your character is a member of the Imperium, the Aeldari, an Ork Clan, or the Renegades of Chaos. The Imperium is made up of a vast and tangled web of disparate sub-factions, such as the Adeptus Astartes and the Inquisition. All of the Factions of the Imperium are nominally allied in the name of the Emperor, and usually able to work together toward a common goal. Detailed information on the different Factions in **Wrath & Glory** can be found in **Chapter 3: Factions**.

SPECIES

Your character's Archetype determines their Species; be it Human, Adeptus Astartes, Primaris Astartes, Aeldari, or Ork.

Humans Of The Imperium

The uncounted trillions of Humans are the most numerous and widespread Species in the galaxy. Their fathomless multitudes are spread across a million worlds with endless variety in mind and body. Little of the pure Human form has changed in the past forty Millennia, united as most Humans are in the God-Emperor's vast Imperium.

HUMAN NAMES

Human names vary widely by individual planet or culture, even across hive cities of the same world. In the Gilead System, the following names are common:

Adrielle, Alaric, Barus, Castus, Celeste, Diana, Dar, Davian, Ephrael, Erith, Estebus, Felicia, Gaius, Gezrael, Halo, Harken, Haveloch, Hestia, Iris, Jestilla, Kamir, Katrina, Lukas, Lyta, Mikel, Mira, Nura, Ophelia, Poul, Quitus, Ravenna, Rossel, Ruby, Silvana, Skyv, Steele, Taur, Titus, Tyanna, Ursa, Undine, Verbal, Victor, Waynoka, Wilhemina, Xavier, Yvette, Zane, Zellith, Zek.

ASTARTES NAMES

Some Astartes choose to keep the names they held when they were mortal men, while others choose or are gifted more fitting names when they transcend humanity and become Space Marines. The Absolvers Chapter of the Astartes have 1,000 names they deem sacrosanct, ritually tattooed onto a Space Marine's magnified form when the Chapter Master deems it has been earned. Many Absolvers decorate their Wargear with their names, knowing that when they fall in glorious battle their designation will be passed to a new aspirant.

You can use any of the Human names listed previously in this chapter, or take inspiration from the following Absolvers names:

Androcles, Balthazar, Chryses, Diallo, Egnatius, Fafnir, Gerhart, Helbrecht, Ibrahim, Jamshaid, Kalim, Luthando, Maximus, Nicator, Octavian, Proteus, Qaseem, Raziq, Seigfried, Tarik, Ursinus, Viggo, Woyzeck, Xanthus, Youssou, Zosimus.

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Astartes

The Emperor's Angels of Death were all once mortal men. All have undergone incredible trials and Gene-Seed implantation to become something more: transhuman demigods created for war who know no fear.

An Astartes stands head and shoulders above a Human, and are almost twice as wide in their blessed Power Armour. Their genetically enhanced bodies are stronger, faster, and tougher than a mortal could hope to be. Their thoughts race with unfathomable swiftness, with a purpose, willpower, and incorruptibility that undeniably marks them as the greatest defenders of Humanity.

Aeldari

Ancient and inscrutable, the Aeldari are an innately psychic Species whose technologically-advanced empire once spanned the stars. Taller and slighter than Humans, their undeniably alien appearance is compounded by their eerily elegant movements. Though they have life spans millennia longer than Humans, their Species is dying and close to extinction, a pain they feel acutely with their unnaturally deep emotions.

AELDARI NAMES

Imbued with the same serpentine sound their language is known for, Aeldari names are often tied to the circumstances of their birth; Craftworld, Corsair fleet, Maiden World, or otherwise. The following names are common:

Aethon, Anthrillien, Ashkalla, Aulirel, Auran, Avenelle, Baharroth, Caerys, Culyan, Elashbel, Elarique, Eldorath, Elessar, Erandel, Gilead, Gilvas, Hrythar, Hyrne, Idranel, Illic, Iyanna, Kaelith, Kelmon, Micha, Meliniel, Mirehn, Morwyn, Naudhu, Naguan, Quillindral, Requiel, Salaine, Sylandri, Taladin, Taldeer, Talyesin, Ullarion, Ulthos, Yriel.

Orks

Savage, insensible brutes, these green skinned xenos monstrosities think only of war. Crude but inventive, they seek battle at any cost, fighting even amongst themselves when no other foe is available.

Their hulking height is comparable to an Astartes, and almost twice as wide with a thick, brawny muscle mass that will continue to fight unabated if limbs are removed. Their bulky jaws are filled with spiked teeth, and their red eyes show brutal cunning and an urge to destroy, but little intelligent thought.

ORK NAMES

Derived from the particulars of their brutish behaviour, Ork names are often plosive descriptions or simply rough sounds used to distinguish individuals, for example:

Arrlug, Balgrog, Blacktoof, Bluddflak, Bonesmasha, Dedak, Dragnatz, Eddbasha, Garahak, Gargash, Garmek, Genghiz, Gorbad, Grimskull, Hackitt, Hruk, Klawjaw, Kozdek, Lug, Morglum, Murgor, Nazhakka, Rakka, Rekkfist, Rotchop, Skarjaw, Skubmak, Urkthrall, Vorhgad, Zogax.

Woah... for dat, we calls you 'Eddstrong.

—Weirdboy Nametoof, on seeing a Tankbusta headbut through the side of a Sentinel.

Species Bonuses

Depending on your Species, you might get certain bonuses or special abilities. The XP cost of your Archetype includes the XP cost of your Species, and any bonus Attributes, Skills, or abilities are also included in your Archetype package.

Use the table below to record your character's Speed and any Species Abilities on your character sheet. The size of every Species in the table below is Average — add that to your character sheet too.

Species Interaction

Differences in culture, language, and biology make communication between any two individuals of different Species difficult, even when they aren't compounded by long histories of horrific mutual warefare.

All social Tests to interact with a member of another Species suffer a minimum +2 DN penalty (see **Chapter 8: Rules** for further explanation). As all Astartes were once Human, they do not suffer this penalty, unless another rule or the GM states otherwise.

SPECIES

Species	XP Cost	Attributes	Skills	Speed	Species Abilities
Human	0			6	
Adeptus Astartes	160	Agility 4 Initiative 4 Intellect 3 Strength 4 Toughness 4 Willpower 3	Athletics 3 Awareness 3 Ballistic Skill 3 Stealth 3 Weapon Skill 3	7	**Defender of Humanity:** Add +Rank Icons to any successful attack against a Mob. **Honour the Chapter:** You are subject to the orders of your chapter master, and must honour the beliefs and traditions of your chapter. Your Resolve increases by +1 **Space Marine Implants:** You are immune to the Bleeding Condition. You gain +1 bonus dice to any test related to one of the 19 implants (p.75) if the GM agrees it is appropriate.
Primaris Astartes	198	Agility 4 Initiative 4 Intellect 3 Strength 5 Toughness 5 Willpower 3	Athletics 3 Awareness 3 Ballistic Skill 4 Stealth 3 Weapon Skill 3	7	**Defender of Humanity:** Add +Rank Icons to any successful attack against a Mob. **Honour the Chapter (Primaris):** You are subject to the orders of your chapter master, and must honour the beliefs and traditions of your chapter. Your Resolve increases by +1. As a Primaris, you ignore any impurities in your Chapter Gene-Seed, and also gain +3 Wounds. **Space Marine Implants:** You are immune to the Bleeding Condition. You gain +1 bonus dice to any test related to one of the 22 implants (p.75) if the GM agrees it is appropriate.
Aeldari	10	Agility 3		8	**Intense Emotion:** +1DN to all Resolve Tests. If you fail a Willpower based test in a scene involving emotion, the GM gains +1 Ruin. **Psychosensitive:** You may choose to take the PSYKER Keyword.
Ork	20	Strength 3 Toughness 3		6	**Orky:** +1 bonus dice to Intimidation Tests. **Bigger is Better:** You calculate Influence using Strength instead of Fellowship.

Background

Your character's background — the experiences they had before your game begins — can be partially determined by their Faction. Each Faction has a number of origins, accomplishments, and goals that you can use to fill in your character's past, or to inspire a background you devise yourself.

Your character receives a small bonus depending on the type of background you select.

NO BONUS FOR HUMANS?

Every Human is gifted the joy of a life in service to the Emperor; nothing more could be wanted or asked for. To discard this boon for any other — save the immortal vigil of the Astartes — would surely be treachery or madness.

Humans don't get any special abilities or Attribute bonuses, but they also have more XP to spend, so you have more opportunity to customise your character however you want.

Objective

Your Objective is a roleplaying prompt; something your character can say or do that is interesting or fun to roleplay based on your Faction.

At the start of each session you can roll on the Objectives table for your Faction in **Chapter 3** to get an Objective. If you accomplish your Objective during the session you earn a Wrath Point (p.164).

ADDING DETAIL

Your character is almost complete! All that's left is to decide what they look like, their personality, and finish filling in your character sheet.

APPEARANCE

How your character looks is entirely up to you, but if you want some ideas or inspiration you can consult the tables on pp.32-33. Your Archetype may determine a lot about how your character looks — the cybernetic bodies of the Adeptus Mechanicus are a far cry from the hulking green musculature of an Ork — but every individual is unique, with the only real limits being your own imagination.

Age

You can choose your character's age, or roll on the table on p.32. If you like, you can multiply the result of your roll by the Tier Multiplier to represent the additional experiences your character has had.

Life expectancy varies wildly for Humans. Though humanity is of utmost importance to the Imperium, individual Human lives are not. Many perish far before their prime, exhausted by endless labour or slain fighting xenos monstrosities on some far-flung planet. The few at the top of the feudal system can afford augmetics and rejuvenative procedures to extend their lives beyond a second century.

Astartes are widely regarded as immortal until killed. Known to live centuries, no transhuman is known to have died of old age. The Emperor's finest continue throwing themselves into battle until their duty to die for the Imperium is served.

LANGUAGES OF THE GILEAD SYSTEM

Every character in **Wrath & Glory** knows Low Gothic. You can learn an additional language at the cost of 1 XP, provided you have access to someone who can teach the language to you. If the GM agrees, you can spend XP to learn an additional language at character creation.

You recieve a free additional language at character creation if you have the appropriate Keyword

Low Gothic, the tongue of Humanity, is the ubiquitous language of the galaxy. The Imperium is so widespread that even its hated xenos enemies have adopted its use. Low Gothic is used for almost all records, signposts, and vox-broadcasts in the Imperium to ensure the masses understand the will of the Emperor. Some cynically comment that it is one of the few parts of the vast bureaucracy that almost functions correctly.

Most characters you encounter in **Wrath & Glory** speak in Low Gothic, but speaking to a member of another Species in their own language may be helpful. A few well-placed words in the complex tongue of the Aeldari may open up otherwise inaccessible opportunities when negotiating on an Eldar Craftworld, for example.

There are additional languages in the galaxy not listed here, such as the eons-old hieroglyphs of the Necrons. If you want to learn another language, discuss with your GM if it would be appropriate to do so and what Keywords that language may require.

LANGUAGES

Language	Description	Keyword Required
High Gothic	The ancient language of humanity, said to be spoken by the Emperor Himself. Relics and records from ages past are written in High Gothic.	**ADEPTUS ASTARTES**, **ADEPTUS MECHANICUS**, or **ADEPTUS MINISTORUM**.
Cant Mechanicus	An aggregation of separate languages used by cogitators to communicate with one another, filled with the arcane mysteries of the Mechanicus.	**ADEPTUS MECHANICUS**
Glossia	A coded language that utilises the personal interpretation of metaphors. Glossia is metaphotically encrypted, and can only be decoded by understanding the meaning associated with each word. Used to communicate secretly with other individuals that know the same form of Glossia.	**INQUISITION**
Aeldari Lexicon	A complex, flowing language augmented with gestures, poses, and references to culture. Written in context-dependent runes, the Aeldari Lexicon is almost impenetrable to outsiders.	**AELDARI**
Ork Language	A crude, brutal language cobbled together from the lingua of the many Species the Orks have fought. The written language of Orks is very simple, relying on basic pictograms.	**ORK**

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Many Primaris Astartes were selected for their purpose millennia ago, placed into stasis until the need for them arose. Some may be 10,000 years old, but have only consciously lived for a century or so and remember a very different Imperium before Varonius brought them to the Gilead System.

Aeldari don't seem to age at all, each spending entire human lifetimes rigorously devoting themselves to a single discipline. Xenobiologist have records on living Aeldari leaders that are several millennia old.

Ork physiology is little understood; they seem to be at least part fungoid, sprouting from the ground rapidly and continuing to grow as they age. Their violent nature and habitual infighting cut the majority of their lives short.

Species	Age	Tier Multiplier
Human	4d6 + 14	Multiply your age by your Tier.
Astartes	4d6 x 5	Multiply your age by your Tier.
Aeldari	3d6 x 50	Add 3d6 centuries per Tier.
Ork	1d6 x 1d6	Add 1d6 years per Tier.

Eyes

Human eye colour is widely varied across the million worlds of the Imperium. Below are the most common eye colours in the Gilead System. Astartes usually retain their eye colour after their transformation into transhumans, and so may roll on the same table.

The eyes of the Aeldari are another of their undeniably alien features; elongated and often without a pupil, they are almost like marble in texture. Though usually colourless, some have a dreamlike tint of colour when they catch the light. When making an Aeldari character, roll on the **Eye Colour** table and add 3 to your result.

All Orks appear to share the same blood-red eye colour, though reports of yellow and white eyes with wild black pupils have been recorded by xenobiologists. After determining a colour, you might like to add an adjective to describe your character's eyes, such as blood-shot pale-blue eyes, cold-grey eyes, rheumatic-brown eyes, or twitchy dark-green eyes.

2d6	Eye Colour
2	Black
3	Dark Brown
4	Speckled Brown
5	Pale Blue
6	Murky Blue
7	Icy Blue
8	Grey
9	Sickly Green
10	Dull Amber
11	Purple
12	Mismatched – roll twice.

Hair

The hair colour table uses a d66 roll, explained on p.170. Human hair colour is as diverse as skin tone in the galaxy-spanning Imperium. Below are the most common natural hair colours in the Gilead System.

Astartes have the same hair colour as their mortal kin, but some regularly shave their heads to ensure it does not impede them during battle.

Aeldari tend to have darker shades of hair that can run to white, silver or platinum. There are reports of some having warmer red colours in their hair, though whether this is dyed or natural is unknown.

Orks with hair have not been recorded, but it is known that some allow offshoots of the xenos beasts known as Squigs to attach themselves to their heads and faces, forming a parody of hair.

d66	Human Hair	Aeldari Hair
11-16	Mud Brown	Jet Black
21-26	Sandy Brown	Blue-Black
31-36	Black	Mahogany
41-43	Dirty Blonde	Auburn
44-46	Ashy Blonde	Chestnut
51-53	Grey	White
54-56	White	Silver
61-63	Burnt Auburn	Fire Red
64-66	Brick Red	Platinum

Height

Regardless of your height, your Size Trait is Average.

Human height varies dramatically. The average range for the Gilead System is presented in the table below. Adeptus Astartes are all over 7 feet tall due to gene-seed enhancements, and the greater implants gifted to the Primaris make them even taller, all at least 8 feet tall.

Some have compared Aeldari to stretched-out Humans; tall and thin, with much less variation in their height. Orks never stop growing as long as they can keep fighting, but their willingness to throw themselves into even the most one-sided of battles mercifully limits their potential height.

Species	Height
Human	4' + 6d6"
Adeptus Astartes	7' + 1d6"
Primaris Astartes	8' + 1d6"
Aeldari	6' + 2d6"
Ork	5'6" + 2d6" per Tier

Features

The table below presents some distinguishing features, something memorable about your character or the first thing someone might notice when they meet them. Roll 1d6 to determine the type of feature (Bionic, Modification, Speech, etc.) then roll 1d6 to determine which feature your character has. You can roll as many times as you like, or use these features as inspiration to create your own.

JUDGED BY YOUR SCARS

You can make your character with a Memorable Injury (p.194), as long as you allow someone else at the table to describe how you got it. This doesn't mean it has to be their character that caused it — but what's a little cut between comrades?

d6	1 Augmetic	2 Modification	3 Speech	4 Habit	5 Tell	6 Detail
1	Hand	Warpaint with sentimental value	Speaks every thought out loud	Prays constantly under their breath	Fidgets with their weapon	Heavily-lidded eyes
2	Arm	Tattoos linked to important memories	Talks from the corner of their mouth	Always carries a lit candle	Trembling hands	Severely broken nose
3	Foot	Piercings that are makeshift weapons when removed	Soft, whispery voice	Collects skulls	Intense eye contact	A smattering of freckles
4	Leg	Holographic electoo designating allegiance	Intense and deliberate enunciation	Makes notes on everyone they meet	Covers their mouth	Deep-frown lines
5	Torso	Enochian skinplant of glowing religious symbols	Raspy, rough and rattling voice	Whistles or hums hymns	Incessant chatterbox	Sharp, prominent incisors
6	Eye	Subdermally implanted keepsake	Never asks questions, always commands	Constantly curses under their breath	Laughs uncontrollably	Never blinks

BRINGING YOUR CHARACTER TO LIFE

Your character is more than numbers on a piece of paper; they are alive and have their own memories, emotions, and desires. Some players write detailed backstories for their characters. Others are influenced by what happens in the game, figuring out who they are as they react to the world around them.

With your Framework in mind, and a few details from your Faction, you can create a character you want to play that the rest of the group will want to play with. Think about your character's ambitions and beliefs, and how they relate to the Framework. This ensures your party binds together and will help you tell stories you'll enjoy.

You and your group might want to interweave each of your characters' backstories together, helping to come up with dynamic and dramatic events as a group to make a prelude to your adventures. Your characters might all be very different, but you'll still be a team — there to defend each other with a gun and a blade when the blood starts to flow.

Ten Questions

One useful method for detailing your character's personality and background is to ask questions about them. This section provides a list of sample questions. If any of your answers make you want to change something about your character — their Attributes, Skills, Talents, or even their Archetype — feel free to do so, provided your character still fits into the group's Framework. You might also like to share some of your backstory with the GM to allow them to integrate your character's history into the campaign.

Your Faction and any Backgrounds you rolled may partially answer some of these questions, but exactly what happened to your character is up to you. If you answer these questions you'll have a well fleshed out character, but they still have plenty of room to grow and change. You'll know who your character is, but it remains to be seen what they do on their adventures and what they will become.

Your Past

The first five questions are about your character's past. Some of these questions may be partially answered by your Archetype or Faction, but the specifics and how your character feels about their past are up to you. For example, the Adepta Sororitas and Tempestus Scions are recruited almost exclusively from the orphanage training facilities of the Schola Progenium. If you're playing a Sanctioned Psyker, you have been imprisoned in a Black Ship and endured the nightmarish training of the Scholastia Psykana.

1. Where Are You From?

- Is your home a planet in the Gilead System, or did you travel here with the Varonius Flotilla?
- Are you one of billions from a bustling hive city, or the child of simple agri world farmers?
- Were your days spent in prayer and penance to the Emperor, or amongst gruelling labour on a penal planet?
- Is this the first time you have left your homeworld, or were you Warp-born aboard a voidship, accustomed to constant travel?
- How do you feel about your home? Do you miss it, or resent every memory?
- Did you leave willingly, or were you taken?
- Whether a wealthy noble scion or a common citizen, you can check Chapter **12: The Gilead System** for more information on Imperial life.

2. How Were You Raised?

Few of those capable of adventuring in the 41st Millennium have normal familial relationships. Most are raised by their Faction, indoctrinated and trained from the time they can form memories to prepare them for the grim horrors of the galaxy.

- If you joined your Faction as a child, how did you feel about it when you were young? Has your view changed?
- Did you know your parents? Maybe they raised you; manufactorum workers who spent their free minutes teaching you about the world, or nobles with time and money to spare on your education. Perhaps they are part of the same Faction, adepts or warriors whose path you followed.
- Or, you may have rebelled against the path they set before you. What do they think of you now?

3. How Did You Join Your Faction?

- Were you forced to join the Faction you now call family, or did you assume responsibility willingly?
- Were you born to your duties?
- Did you join your Faction because you were tithed to pay your homeworld's due to the Imperium?
- Were you cast out from your community?
- Did you feel some noble or pious calling, saw an opportunity to make money, or simply threw in your lot with the group that saved you from annihilation?

4. Who Are Your Friends?

- Are all your bonds battle-forged, or do you have friends beyond fighting?
- Have you formed friendships with those you work with, or in your own time? In the worship hall, the rationing queue, the pleasure den, or on the voidship deck?
- Are the other characters in your group your best friends?
- Do you still have friends from your childhood — perhaps many light years away, but still held close in your heart?

5. What Are Your Most Significant Memories?

Your best memories might be of a great accomplishment or victory, a wonderful meal, a whirlwind romance, or a gut-busting joke that lifted you in a time of despair.

Your worst memories might be a bitter defeat or a close brush with death, a painful humiliation, or the loss of someone close to you. The emergence of the Great Rift has brought tragedy to the galaxy.

- What are your greatest regrets?
- Which memories would you most like to forget?
- What parts of your past do you wish you could change?

Your Personality

The second five questions ask you how your character thinks. Your Archetype or Faction may inform your answers broadly, but not specifically — what your character thinks about the world they inhabit and how that informs their actions is up to you.

6. What Is Your Greatest Desire?

Your character wants — for safety, companionship, glory, wealth. There is something they are pursuing, even beyond their goals when adventuring.

- Is there something you prize above all else?
- Do you want a physical object?
- Do you desire status, and if so, with whom?
- Is there a particular act you wish to see done?
- In the 41st Millennium, the greatest and only joy for many is seeing their enemy crushed and broken; are you the same?

7. What Is Your Greatest Fear?

Wisdom is the beginning of fear. The 41st Millennium is terrifying. Life is a prison; death a release.

- Beyond your own demise, what are you afraid of?
- Do you harbour a dark secret that you hope none discover?
- Is there something you hope you will never be asked — or tempted — to do?

8. What Do You Believe In?

The existence of gods is undeniable in the 41st Millennium, be they twisted manifestations of the Warp, ancient beings of unfathomable power, or the Emperor Himself.

- What do you worship — if anything — and how?
- Do you follow a faith, like the Imperial Creed or Cult Mechanicus?
- Are you a puritan, or a radical?
- Are you a true believer, or someone paying lip service in pursuit of your own goals?

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9. To Whom, Or What, Are You Loyal?

Beyond your faith, you may have other beliefs that are core to your personality.

- What would you never do?
- Is your greatest duty to your Faction? Your friends? Your family? Your word? To justice? Or simply to yourself?

10. Why Are You In The Gilead System?

- Did you come to the Heartworlds in service of your Faction or through your own volition?
- Are you here to find glory, or a specific artefact?
- Is this system your home, or a strange place you travelled to out of necessity?
- Were you here when the Great Rift opened?
- If not, why did you join Jakel Varonius's perilous journey?
- However you found yourself in the Gilead System, you're stuck there now — how do you feel about your fate?
- What led you to joining your group and forming your current Framework?

RANK

Your Rank is a measure of your aptitude in your Tier. Some of your abilities and Talents may be modified by your Rank. Unless the GM says otherwise, you start at Rank 1. As you adventure through the Gilead System and gain Experience Points your Rank increases. Check **Chapter 7: Advancement** for more information.

TRAITS

Traits are other facets of your character that are derived from their Attributes. Whenever an Attribute associated with a Trait increases, the Trait increases too. There are some abilities, Talents, or Wargear that can add bonuses to your Traits but do not affect your Attributes.

All of your Traits have a minimum value of 1, except Corruption.

TOUGH QUESTIONS

If you're an experienced RPG player, you might like to answer the two questions below. They can make roleplaying more complex, but this can create fun and original experiences.

What Is Your Internal Conflict?

- What conflicting viewpoints does your character hold?
- What makes them doubt or question their actions and beliefs?
- What do they want to do but can't because of their beliefs?

How Is Your Character Different From You?

Beyond the physical, what beliefs does your character hold that are different to your own?

Your character doesn't have to have a personality completely at odds with yours — in fact, it might help if you share a few values — but the 41st Millennium is a very different world.

Combat Traits

Defence

Your ability to dodge blows and bullets; essentially how hard you are to hit.

Your Defence is equal to your Initiative rating –1. When anyone makes an attack against you, their attack roll must equal or exceed your Defence to hit you. Defence is effectively the Difficulty Number of any attack roll.

Resilience

A representation of how well you can withstand injuries; the same attack might seriously injure one person and result in a minor flesh wound to another. Your base Resilience is your Toughness rating +1. If you are wearing any armour, add its Armour Rating to your base Resilience for your Total Resilience. When you get hit with an attack, you subtract your Resilience from any damage you take. Your enemies need to deal more damage than your Resilience when they attack in order to deal Wounds to you.

Wounds
A measure of how many injuries you can suffer before you potentially die.

Your Maximum Wounds Trait is equal to double your Tier plus your Toughness Rating. When an enemy hits you with an attack and does more damage than your Resilience, the remaining damage is inflicted as Wounds. When your Wounds exceed your Maximum Wounds you are Dying (p.193). You can recover Wounds through use of the Medicae Skill (p.124) and resting (p.196).

Determination
Your ability to continue acting despite the damage to your body, ignoring physical harm through force of will.

Your Determination value is equal to your Toughness rating. Whenever you take one or more Wounds, you can choose to roll Determination to negate those Wounds at the cost of Shock. The full rules for Determination can be found on p.196.

Shock
A measure of how much mental trauma you can take before your will breaks.

Your Maximum Shock is equal to your Willpower rating plus your Tier. You suffer Shock when you use Determination and when you are pushed to your psychological limits. When you suffer more Shock than your Maximum, you are *Exhausted* (p.199). You can recover Shock by resting (p.196).

Mental Traits

Corruption
A measure of how much the malign influence of the Chaos Gods have tainted and warped you.

Your Corruption usually starts at 0 but might be modified by abilities and Talents. You gain Corruption from failing Corruption Tests (p.286).

Conviction
Whenever you try to resist corruption or the forces of Chaos, you make a Corruption Test. When you make a Corruption Test, your dice pool is equal to your Conviction. Your starting Conviction is equal to your Willpower. More information on Conviction can be found on p.286.

Resolve
Your courage and overall morale. Your starting Resolve is equal to your Willpower –1, with a minimum of 1. Resolve is used to resist *Fear* (p.199) and other psychological conditions.

Passive Awareness
Your ability to notice the unusual and sense threats when you aren't actively searching your environment. Your Passive Awareness is equal to half your Awareness (Int) Skill total, rounded up if necessary.

Social Traits

Influence
A measure of your societal authority and reputation. When you are in a civilised environment you can make Influence tests to exploit authority and acquire items (p.205). Your starting Influence is equal to your Fellowship –1.

Unlike your Skills, Influence is only applicable when you are dealing within the social contract of civilisation. The Imperium is functionally a feudal system; your rank or your breeding can entitle you to many goods and services.

Certain Talents and abilities can increase your Influence. The GM may award you additional Influence if you gain significant political power, assets, or a reputation that can be leveraged.

OTHER INFLUENCE

As Influence is intrinsically linked to the society of your Faction, it works differently in different societies.

The Adeptus Mechanicus value information over all else. If you have the **ADEPTUS MECHANICUS** keyword and are testing your Influence against the Adeptus Mechanicus, you can calculate your Influence using Intellect instead of Fellowship.

To Orks, biggest is best. If you have the **ORK** keyword and are testing your Influence in Ork 'kultur', you can calculate your Influence using Strength instead of Fellowship.

Wealth

A measure of the valuable resources you own. You can use Wealth to purchase wargear and make bribes. Each point of Wealth could be a literal cache of Throne Gelt, the currency of the Imperium, or it could be something else of value; a piece of fine art, a xenos artefact, or some other rare oddity.

Your starting Wealth is equal to your Tier and may be modified by your abilities or Talents. You may spend XP to buy more Wealth when you create your character; each extra point of Wealth costs 1 XP, and you can buy up to 4 Wealth. For more information on using Wealth see p.206.

FINISHED!

Great job! Head to **Chapter 8** to learn how to play the game.

ADVANCED CHARACTER CREATION

If you don't want to pick an Archetype or you want full control over every detail of your character, you can use Advanced Character Creation.

Advanced Character Creation starts with deciding on a Framework with your fellow players, just like normal character creation. Once you know what kind of adventures you will be going on and how much XP you have to spend, you can start building your character by picking a Species and Faction.

As characters made through Advanced Character Creation do not receive an Archetype Ability, they receive bonus XP equal to the Tier of play x10.

If your GM agrees, you can use Advanced Character Creation to purchase any Archetype Ability. The cost of an Archetype Ability is equal to the Archetype's Tier x10.

If your GM agrees, you may purchase an Ascension Package during Advanced Character Creation, as detailed in **Chapter 7**.

SPECIES & FACTION

You must choose a Species for your character. The XP cost and benefits for each Species are shown in **Know Your Faction** earlier in the Chapter (p.26).

You may also choose a Faction for your character if you wish; the GM will help you work out which Keywords you receive based on your Faction. You receive any Faction bonuses and background options as normal.

Example: *Scarlett's group have decided their Tier 1 Framework; formerly part of an Inquisitor's retinue, they are masterless after a daemonic incursion slew their Inquisitor. Now they work as clandestine 'fixers' for Archdomina Axekra Vakuul.*

Scarlett has an idea for her character; Gordia Deltacore, a roguish Galvian pilot. She decides to use Advanced Character Creation to build a character without an Archetype.

She knows that Gordia will be a Human, but doesn't want to be affiliated with any of the Factions of the Imperium — Gordia is a lone wolf. She selects the IMPERIUM *Keyword as Gordia practises an acceptable Galvian variant of the Imperial Creed, and the* INQUISITION *Keyword to represent her time as a pilot for the Inquisitor's retinue.*

Species Keywords

If you don't select a Faction you will still gain Keywords based on your Species:

Human

You can select any 2 Keywords. Work with your group and GM to figure out which would best fit your idea of the character and the Framework.

Adeptus Astartes

You have the ADEPTUS ASTARTES Keyword, the [CHAPTER] Keyword, and may select either the IMPERIUM or CHAOS Keyword.

Primaris Astartes

You have the ADEPTUS ASTARTES, PRIMARIS, [CHAPTER], and IMPERIUM Keywords.

Aeldari

You have the **AELDARI** Keyword and may choose one of the following options:

- The **ANHRATHE** and **[COTERIE]** Keywords.
- The **ASURYANI** and **[CRAFTWORLD]** Keywords.

Ork

You have the **ORK** and **[CLAN]** Keywords.

ATTRIBUTES, SKILLS & TALENTS

All of your Attributes start at Rating 1. All of your Skills start at Rating 0. You can spend your XP however you see fit, as long as you stay within the boundaries of the Species Attribute Limits (p.25). We recommend you spend 60 to 80% of your XP on Skills and Attributes.

Since you don't have an Archetype Ability, you might want to take an additional Talent or two to help define your character and make sure they're powerful enough to survive the horrors of the Gilead System.

Example: *Gordia is a pilot, so Scarlett decides to raise her Agility to 4 (20XP), and to raise her Pilot Skill to 2 (6 XP; total 26 XP). Scarlett decides Gordia is a smooth talker, and raises her Fellowship to 3 (10 XP; total 36 XP). She knows Gordia loves talking about being a pilot, so she gives her the Jargon Talent from p.135 and the Scum Savvy Talent from p.139 to represent her easy-going nature and underground connections. With these two Talents, she's spent a total of 76 XP.*

She knows Gordia has a weakness for temptation, and was somewhat injured in the attack that slew her master, so Scarlett decides she has Willpower 1 and Strength 1. She raises her Toughness, Initiative, and Intellect stats to the average rating of 2 (4 XP each; total 88 XP). To make sure Gordia can defend herself, Scarlett capitalises on her high Agility and increases her Ballistic Skill to 2 (6 XP; total 94 XP). She also puts a single point into Awareness, Cunning, and Weapon Skill to represent her work as a pilot and her lone wolf lifestyle (2 XP each; total 100 XP).

WARGEAR

You can use the table below to select Wargear for your character, replacing what you would receive from your Archetype. By default, you own a set of common clothing that offers a modicum of protection from the elements and a trinket from your past (roll on the **Trinkets Table** on p.247).

You can select any number of items of wargear provided the Total Value of those items is less than the limit in the table below. The Rarity and Value of the Wargear you can select is limited by your Tier.

ADVANCED CHARACTER CREATION WARGEAR

Tier	Total Value	Max. Value	Maximum Rarity
1	15	7	Any Common or Uncommon Wargear.
2	20	9	Two Rare pieces of Wargear.
3	25	10	One Very Rare piece of Wargear.
4	30	–	Two Very Rare pieces of Wargear.

OPTIONAL RULE: EXTRA WARGEAR

The GM may allow you to swap one piece of Wargear for another of equal or lesser Value and Rarity, provided you share a Keyword with that item of Wargear. See **Chapter 10** for more information.

CHARACTER SHEET SUMMARY

Personal Details

Choose your character's name and Archetype (p.21), which determines the Faction they belong to (p.26) and their Keywords (p.21). Make up a Background, or choose one (p.43). Tier is determined by Framework (p.19). Rank starts at 1.

Objective (p.43)

A roleplaying prompt that earns you a point of Wrath. Your Faction determines your Objective for the session.

Wrath (p.164)

Keep track of Wrath Points here, alongside a list of their uses.

Attributes (p.24)

Attribute Ratings are determined by Archetype and customization choices. Bonuses, from gear for example, go in the bonus row and are added to your **RATING** for your Attribute **TOTAL**.

Skills (p.25)

Each Skill has a linked Attribute, shown in grey. Add your Skill Rating to your Attribute Total for your Skill Total — the number of dice you'll roll when you Test the skill (see **Chapter 8**).

Wargear (p.204)

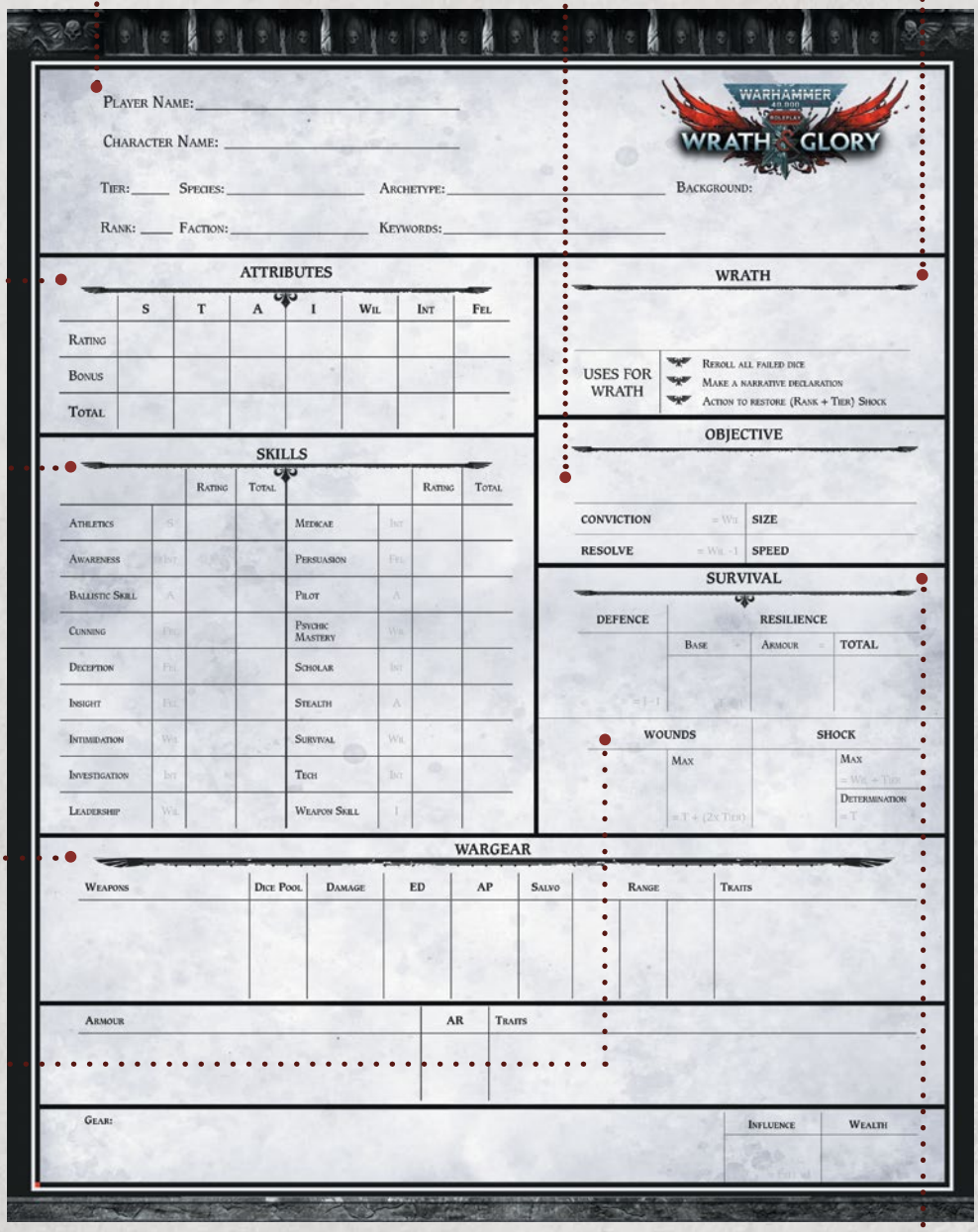
Your possessions, weapons and armour. You may like to record the details of your gear from **Chapter 10** here, particularly the Armour Rating (AR) of your Armour to help calculate your Total Resilience.

Wounds & Shock (p.193)

Maximum Wounds = (Tier x2) + Toughness. Attack damage exceeding your Total Resilience inflicts the difference as Wounds. You usually start with zero Wounds. If you take more Wounds than your Maximum Wounds, you're Dying (p.193).

Maximum Shock = Willpower + Tier. Start with 0 Shock, and suffer Shock Damage from anything that psychologically harms you (p.196). If you suffer more Shock Damage than your Maximum Shock, you are *Exhausted*.

Determination = Toughness Rating. Roll Determination (p.196) whenever you suffer Wounds to convert them into Shock Damage.



Survival

These help you survive combat. Defence (Initiative –1) shows how hard you are to hit. Base Resilience (Toughness +1) plus your Armour Rating (AR) gives total Resilience — subtract this from incoming damage.

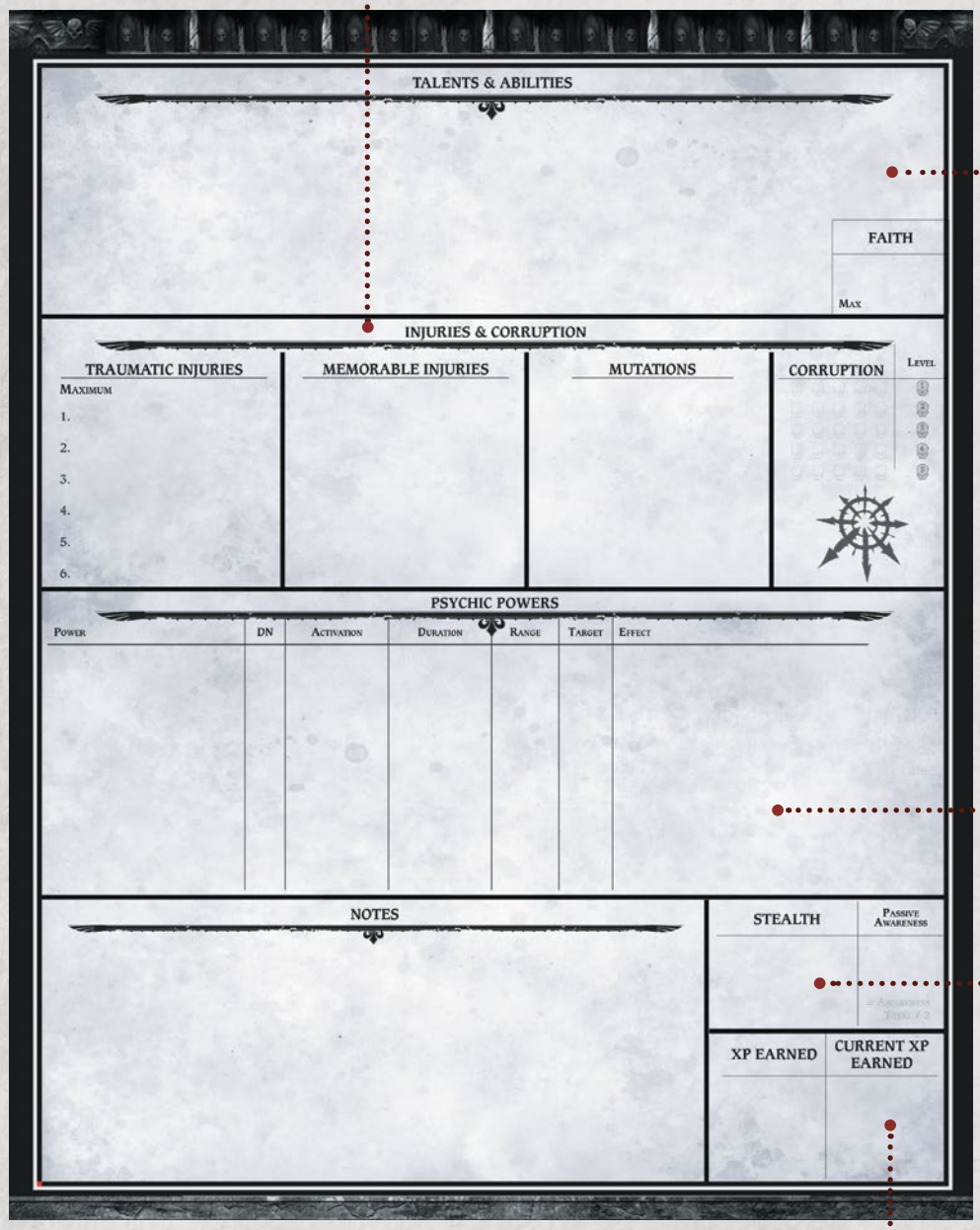
CHARACTER SHEET SUMMARY

Injuries & Corruption

Whenever you suffer more Wounds than your Maximum Wounds, you are Dying (p.193). You immediately suffer a Memorable Injury, and may suffer Traumatic Injuries. If you suffer more Traumatic Injuries than your Maximum (Tier +1), you die. Record Corruption points here when the taint of Chaos assails you. Fill in a skull every time you gain a point of Corruption. You may mutate as Chaos warps your soul. See p.285 for more information.

Talents & Abilities

Record your Archetype Ability (Chapter 4), any Species Abilities (p.29), and Talents purchased (**Chapter 6**). If you are a devout worshipper of the Imperial Creed, record points of Faith (p.142) here.



Psychic Powers

If you are a Psyker, record any psychic powers you have here. These are the specific ways you are able to manipulate reality using the corrupting powers of the Warp. Full information on strange sorcery and the nightmare Immaterium can be found in **Chapter 11**.

Stealth

You can record your Stealth Score here whenever you are using the Stealth rules on p.181. Record your Passive Awareness (half your total Stealth Skill dice pool), as the GM may ask for it in the course of your adventures.

XP

Record all the Experience Points (XP) you earn when you are adventuring, and how much you have remaining after you spend XP. The total XP you have earned determines your Rank — check **Chapter 7** for more information.

FACTIONS

In a future wracked by war, you must choose a side or die alone.

A Faction is a large organisation or a group sharing the same goals and backgrounds, such as a branch of the church or military. Your Archetype (p.21) belongs to a Faction; they are the group that trained you, educated you, and armed you. Other members of your Faction might be friendly towards you and expect that you further the goals of the group. You are, after all, one of them.

Four major Factions vie for survival in the Warp-torn Gilead System: the savage Orks, the inscrutable Aeldari, the aberrant worshippers of Chaos, and the shining light of the Imperium. The Imperium is divided into several sub-factions, each of which nominally work together to further the goals of Humanity.

This chapter presents information on each Faction and their goals, purposes, operations, and some things their members share in common. When you're building your character, you can use the information on your Faction to help create your background.

Backgrounds

When you create your character, you can flesh out your background however you want, ideally working with the other players to tie your character into the Framework (p.18). Each Faction has a set of Backgrounds you can use as inspiration.

Roll a dice to determine your Origin (how you joined your Faction), another dice to determine your Accomplishment (an act that marked you out as more than your Peers), and a third dice for your Goal in life. Each of your 3 Backgrounds has a +1 bonus associated with it; choose one of these, and write it on your character sheet. Orks and Aeldari have slightly different Backgrounds, befitting their alien nature.

If you don't like the Background you rolled, you can simply pick from the tables, or write up your own if you're feeling inspired; the ten Questions in **Chapter 2** (p.34) can help you to fill out your character's backstory further. Whatever approach you choose, you can only receive a single Background +1 bonus.

Objectives

Each Faction has a list of Objectives: prompts that help you roleplay your character. Roll a d6 at the beginning of each session to determine your Objective. If you roleplay it well, the GM awards you a Wrath Point.

LIST OF FACTIONS

Faction	Sub-Faction	Description	Page
The Imperium	The galaxy-spanning Empire of Humanity, led by the God-Emperor from Terra.		44
	Adepta Sororitas	The righteous female warrior-monks of the Ecclesiarchy.	50
	Adeptus Astra Telepathica	Psykers that have mastered the discipline necessary to serve the Imperium.	53
	Adeptus Mechanicus	Adherents to the Cult Mechanicus and masters of the Imperium's technology.	55
	Adeptus Ministorum	The state church of the Imperium, focused on worshipping the God-Emperor.	58
	Astra Militarum	The main military force of the Imperium, billions in number.	60
	The Inquisition	A shadowy organisation devoted to battling heretics, xenos, and daemons through any means necessary.	63
	Rogue Trader Dynasties	Holders of Warrants of Trade; sent to explore, conquer, and trade beyond Imperial boundaries.	66
	Scum	The dregs of Imperial society operating outside of other Factions and often the law.	68
	Adeptus Astartes	Space Marines; genetically enhanced transhuman super soldiers who know no fear.	70
	Aeldari	A psychic xenos Species in decline; their empire once spanned the galaxy.	76
	Orks	Savage, brutal xenos that crave violence and live only for war.	80
	Chaos	Renegades and traitors that have succumbed to the lure of the Ruinous Powers.	84

THE IMPERIUM

The Imperium is the vast interstellar Empire of Humanity. Untold trillions of Humans on over a million planets are united in worshipful service of their leader, the God-Emperor. Between worlds the Human form differs wildly, its endless diversity in mind and body lauded as crucial to their collective success. The ultimate goal of the Imperium is to fulfil the Emperor's will: that Humanity alone rule the galaxy.

WAR

Dominant amongst the Factions of the Milky Way, but forever on the edge of annihilation, the Imperium wages constant war against its many foes. Alien life is fit only for extermination, any traitors to the Imperium are heretics that must be purged, and the dark, daemonic forces of the Warp are a threat to reality itself.

The Imperium is an expansionist society where new worlds exist only to be conquered. The galaxy is hostile, and the Emperor's domain must be protected.

Continent-sized voidships carry skyscraper-tall battle walkers to warzones that span multiple star systems. Genetically enhanced warriors pray over blessed blades and prepare plasma-spewing firearms. Unremarkable Humans are plucked from their home planets, equipped with mass-produced Las weaponry, then sent lightyears from their home to hold the line against horrific alien bioforms.

War is constant, endless, and essential to ensure the growth and protection of the Imperium, but war is also costly. The Imperium pays the price in blood, sweat, and death.

WORK

The Emperor's war machine is ever hungry for more arms, armour, and warriors. Every aspect of the Imperium struggles to support its war effort. The workforce of an entire planet might be devoted to producing armour plating, tank treads, or the food necessary for soldiers' rations.

Little is automated despite the advanced technology; the labour is backbreaking, the hours gruelling. Some labourers work in horrendous conditions such as polluted factories with toxic materials or alongside intensely hot forge fires. Few have more than a handful of hours to rest and fulfill their mandatory religious duties before returning to their assigned vocation. Those who falter are rebuilt with mechanical limbs and organs, or left to perish. The tremendous multitudes of the population ensure anyone can be easily replaced.

Those that do not slave under the war effort or fight in righteous battle work in the Imperium's major organisations. Largest amongst these is the Adeptus Administratum, the bureaucracy that governs the complex star-spanning Empire of Humanity. It is a monumental, nearly impossible task, even when harnessing the reality-bending powers of the Warp.

THE WARP

The Imperium can only exist on its grand scale because it makes use of the Warp, a parallel universe of raw psychic energy where daemons and the terrible Gods of Chaos dwell. To dabble with this realm in any way is inherently dangerous. Any meddling with its maddening powers can open a portal through which daemons can invade realspace, and their only desire is to corrupt and consume mortal souls.

The voidships of the Imperium use esoteric technology to enter the Warp, travelling its psychic seas and emerging lightyears from their origin swiftly. Travel at this speed would be impossible in realspace, but in the Immaterium, the impossible is possible.

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However, this is no simple task. Ships can easily be lost in the tides of the Warp, only to emerge months, years, or decades prior to or after their intended arrival time.

Some Humans, known as Psykers, have the ability to channel the supernatural energies of the Warp to manifest psychic powers. A rare breed of Psyker called 'Astropaths' can communicate over the vast expanse of space, though doing so poses a risk to their soul (see **Chapter 11** for more on Psykers).

Travel and communication are the two most essential aspects of building and maintaining an empire. The Imperium uses the Warp to serve these needs, bringing order and unity to its expansive reaches. Many times has this reliance on the Immaterium been proven a deadly risk — no more so than now in the Gilead System, as the Great Rift renders Warp travel and Astropathic communication impossible.

THE PAST

The glories of the past are shrouded in mystery, lost to time and censorship. Humanity has few reliable records; millennia-old scrolls of fading text written in half-remembered languages and ancient data stores rendered inaccessible by forgotten technology form a tenuous record. Whether what is preached now is truth or propaganda is unclear, though to question established history is a heresy punishable by death.

The Imperium believe that Humanity first took to the stars aeons ago, spreading across the galaxy using advanced machinery. United in common purpose, they created advanced technologies and tamed the stars. Despite their mechanical genius, they were ignorant of many dangers. Thus, their empire was fractured by foul sorcery and abominable artificial intelligence of their own creation.

As this vast realm shattered under civil war and the perils of the Warp, individual worlds became isolated and alone. Even Holy Terra collapsed into internecine strife. It is possible Humanity may have faded and died at this point, were it not for the rise of the God-Emperor and his unification of the Species.

IMPERIAL SOCIETY

Though the many worlds of the Imperium are endlessly diverse, all are united in their worship of the Emperor, creating a ubiquitous adherence to a feudal order.

Each world is ruled by a planetary governor. They could be a noble of proud lineage, a bureaucrat assigned to the task, a hero gifted a title to a planet, or something in between. The governor is authorised to rule the citizenry of their world as they see fit, provided they submit tithes to the Imperium. The governors raise military forces to be recruited to the Astra Militarum, both to defend their home world and those across the galaxy. Psykers are contained for the safety of the populace, and must be given unto the Black Ships of the Adeptus Astra Telepathica for training, or simply to feed the Golden Throne.

To satisfy the demands of the Administratum, a planetary governor may force recruitment and assign duties to the populace. Predetermined work and the need for simple labour render education beyond indoctrination unnecessary. For most of the Imperium, knowledge is secondary to religion. A small mind is easily filled with faith, and faith in the Emperor can overturn the universe.

Religion

The Cult Imperialis is the state religion of the Imperium, and foundational to Imperial life. Though it incorporates multitudinous strictures, one is held above all: the Emperor is the one true God of Humanity.

Once this belief is accepted, others follow: the Emperor sacrificed Himself so that Humanity could prosper, He defends us from the Ruinous Powers that would destroy us, He is our ruler, and so you owe your life to Him. To serve your Emperor, you must work, provide arms and armour for His armies, and fight His righteous crusades against the enemies of Humanity. To deny any of these beliefs is heresy, and heretics must be purged.

Faith permeates Imperial society. The labours of Manufactorum workers are timed to emphatic hymns projected over laud hailers. Flagellant warriors sanctify their weapons in esoteric rituals before battle. Colossal artworks are wrought by toiling menials so that all may see the glory of the Emperor. Even the laws of the Imperium are intertwined with religion, and most are indoctrinated to the strictures of the Imperial Cult from birth.

THE EMPEROR

The first sacred records of the Emperor date back to the 30th Millennium, when He united Humanity. Far beyond any other natural Human in might, intelligence, and immense psychic power, He emerged with a single goal: to lead Humanity to its rightful place and rule the galaxy.

Through courageous acts and righteous charisma, He led those that would follow and conquered those that defied Him. The barbarous tribes that warred on Terra became His armies, but He knew that Humanity had to evolve to see His will done. Through ingenious feats of genetic enhancement, He created the Primarchs; twenty transhuman sons forged from His own DNA, templates for the Adeptus Astartes that would form His great legions.

No one knows how the Ruinous Powers plucked the Primarchs from His grasp and scattered them across the galaxy, but the dark deed spurred the Emperor's next righteous work: the Great Crusade. Forming an alliance with the precursor to the Adeptus Mechanicus, the Martian Mechanicum, the first of the Space Marine Legions were armed. Brought aboard enormous expeditionary ships constructed or repaired by the Emperor's unparalleled intelligence and the forges of Mars, the Legions set out across the galaxy to reclaim Humanity's lost domains and the Emperor's missing sons.

The Emperor's unparalleled might conquered entire star systems in short order. The vile xenos that stood in His way were slain, as were any traitors who defied His newly formed Imperium. The Primarch Horus Lupercal was the first to be discovered, forming a close bond with his sire. In return, the Emperor placed Horus in command of the legion of Space Marines crafted from his own gene-seed, the Luna Wolves.

As he discovered each of His Primarchs, he gifted them with Legions of their own and sent them off to conquer the galaxy in His name. The Emperor raised armies from newly reclaimed worlds — the first forces of what would later evolve into the Astra Militarum.

Seeing His will enacted well, the Emperor appointed Horus Warmaster of the Great Crusade. He bestowed His son Horus with absolute authority over the Imperium's armies, and renamed his Legion the 'Sons of Horus' in his honour. The Emperor returned to Holy Terra to commence the next stages of His grand vision.

Realising the unfathomable breadth of His newly conquered realm, the Emperor created the Imperial Administration, a vast bureaucratic body to govern His Imperium. The Imperial Administration, now known as the Administratum, remains the largest Imperial organisation, its tithes and archives forming the basis of the feudal society of the 41st Millennium.

The malign influence of the Ruinous Powers struck the greatest blow ever to befall the Imperium. Horus fell to their vile corruption, and led seven other Primarchs in an apocalyptic civil war against the Emperor.

Holy Terra itself was assailed by the massed forces of the traitor Astartes. In a catastrophic clash, Horus mortally wounded the mighty Emperor as He struck down His traitorous son. In His death throes, the Emperor was connected to a relic of incredibly advanced technology, the life support system known as the Golden Throne.

Entombed on the Golden Throne, neither dead nor alive, the Emperor has protected Humanity for ten millennia. His colossal psychic might is focused into the Astronomican, a psychic beacon that shines throughout the galaxy. Navigators use this light to find safe passage for voidships travelling through the Warp, as do Astropaths when sending psychic messages. The Emperor's slow death is delayed by the thousands of Human Psykers sacrificed daily to preserve His rule over the Imperium.

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Many citizens wear hoods out of modesty and to limit their vision — the better to focus on the task at hand, undistracted by peripheral temptations whilst maintaining the purity of ignorance. Even the Imperium's architecture supports these beliefs: angelic gargoyles leer from dark perches and each building is flanked by Ecclesiastic statues so tall voidships must navigate their gargantuan stone edifices.

Though dogmatic, superstitious, erratic, and often dysfunctional, the Imperial Cult fulfils several essential roles.

The first is uniting its people; the million worlds of the Imperium are endlessly diverse in culture and lifestyle, but are brought together by their shared indoctrination, ensuring they all work together towards their goals.

The second is fanning the flames of passion; for a Human to stand against the terrors of the xenos, they must have fire in their heart and a prayer on their lips, willing to fight and die for a cause greater than themselves. Likewise, the labourer must work until they are broken, knowing there is no greater duty than to serve. The martyr's grave is the keystone of the Imperium.

The third is cultivating fear; though few know the realities of the Warp, the threat of daemonic incursion aids the Imperium. Belief in the Chaos Gods increases their powers; the forced ignorance of the Cult Imperialis limits their sway over mortal souls, and encourages the zeal to destroy heresy.

HERESY!

Any words or actions that oppose the strictures of the Cult Imperialis are heretical. Questioning the righteous authority of the Ecclesiarchy, deviations in personal worship of the God-Emperor, even failure to enact the Emperor's will by lapsing in work can be deemed heresy. The worst dissensions are denying that the Emperor is the one true God of Humanity and worshipping another — for these traitors there can be no salvation.

Any heresy is punishable by death, but the Imperium has other uses for sinners. Many are sent to penal labour colonies, lobotomised and converted into partially robotic Servitors, or sent on hopeless crusades.

Technology

A razor-thin line separates technology and religion in the Imperium. Technology has become akin to the supernatural, and its ancient secrets have been lost or fallen to myth over millennia. Though voidships shift dimensions to travel faster than light and titanic, skyscraper-tall combat walkers stride battlefields firing bursts of burning plasma, few who live understand how these mechanisms actually work.

Knowledge of technology is jealously guarded by the Adeptus Mechanicus of Mars. These followers of the Cult Mechanicus believe that the reclamation of knowledge is their holy duty. The Imperium wallows in technological ignorance while the Tech-Priests of the Adeptus Mechanicus quest to regain Humanity's lost understanding.

The prayers and rituals the Mechanicus use to activate mechanical devices are strange and esoteric; few outside their order can operate any but the simplest of devices. Peasant workers on many worlds rely on candles to light their way and simple bladed instruments to defend themselves from what lurks in the dark.

The ancient strictures of Martian law prohibit artificial intelligence — everything in the Imperium is handmade. In adherence to this sacred rule, the Mechanicus produce Servitors, lobotomised criminals implanted with useful technologies that obey any command much as an automaton would.

SECTORS & SYSTEMS

Regions of space are divided into Sectors, divided further into Sub-Sectors made up of Systems. Each Sub-Sector consists of multiple Systems of planets orbiting a major star. A System usually has different worlds — an Agri World entirely devoted to farming, a Forge World of the Adeptus Mechanicus covered entirely in manufactorums.

The working peasantry of the planet rarely leave their world, and only the most wealthy of their noble betters ever leave their home system. The inherent dangers of Warp travel mean that moving beyond a Sector is an often deadly enterprise, undertaken mostly by those fighting for the Imperium.

Fortunately, a single Sector can usually function self-sufficiently, with different Systems trading their resources to ensure every planet has the goods they need to serve the Imperium — and provide the necessary tithe of resources to Holy Terra.

The Gilead System is located on the inner border of the Gothic Sector, but has been completely surrounded by the Great Rift. The borders of the Gilead are now impassable Warp-storms, writhing with vile daemonic entities and destructive energies — a death sentence for any who attempt to escape. No contact has reached the few worlds of the Gilead System, but its citizens attempt to maintain a desperate simulacrum of Imperial life. Some question if the Emperor's realm continues beyond their borders and have already fallen to heretical thoughts.

More information on the Gilead System, including its worlds, people, and their dreadful plight can be found in **Chapter 12**.

Fusing technology with biology is commonplace in the Imperium. Mechanical replacements for body parts called augmetics are commonplace in the dangerous worlds of the 41st Millennium. Labourers and warriors can continue their duties despite losing limbs and organs, with tireless augmetics often being more effective than the biology they emulate. Most are oblivious to the workings of their own augmetics, and few outside of the Adeptus Mechanicus can install them safely. For more on augmetics, see p.242.

Most important of all machines are those that support travel and warfare. The Warp engines that allow voidships to traverse the Immaterium and the Geller Fields that protect them from its daemonic denizens are amongst the most sacred of all technologies and remain mysterious to many high-ranking Tech-Priests. The billions of warriors that fight for the Imperium wield mass-produced weaponry. The sheer scale of arms manufacture is staggering, but a necessity for war on a thousand fronts across the galaxy. Every day, millions die in brutal wars of attrition against the nightmarish enemies of Humanity. But there are always more pious citizens prepared to replace the honoured fallen, and each must be armed with reliable, if basic, weapons.

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ADEPTA SORORITAS

The Adepta Sororitas is an elite sisterhood devoted to the Emperor of Mankind, possessing unwavering spiritual purity and fanatical zeal that guards against corruption and heresy. As the military arm of the Ecclesiarchy, the Sisters of Battle are a sword of righteous fury drawn to slay the enemies of the Imperial Creed.

Members of the Adepta Sororitas are inducted solely from the Schola Progenium, the vast Ecclesiarchy-run organisation that raises the innumerable orphans of the Imperium. Indoctrinated strictly to the Cult Imperialis from an early age, the Schola Progenium provide education and gruelling physical conditioning to create ideal servants to enact the Emperor's will. The most pious and powerful young women amongst them are selected to join the exalted ranks of the Adepta Sororitas — perhaps the most faithful of all the Emperor's subjects — and sent to fight the Ecclesiarchy's righteous Wars of Faith.

In the name of His infinite wisdom, and by His immortal authority, we, the High Lords of Terra, do hereby decree the Ecclesiarchy forbidden to gather, train, promote, sustain, or in any way command any force of men under arms.
—The Decree Passive

They can be very useful. Not just the Battle Sisters, of course — the Hospitallers, Famulous, Dialogus, and the rest have their place. But never forget that while they work with us, they place their faith above all.
—Haven Verbal, Inquisitor Ordo Hereticus

She was but one against twenty, but she saved us all! Holy flame burst from her weapon and incinerated those bloody apostates, it burned them to cinders! The Dawn Lord's light truly shines through her!
—Titus XVII, Ostian Labourer

Though a part of the Ecclesiarchy, the duties of the Adepta Sororitas often overlap with the Inquisition. The Wars of Faith the Sisters of Battle zealously wage against blasphemous traitors are the shining counterpart to the Inquisition's shadowy operations. In addition, the Ordo Hereticus are permitted to call upon the Sisters of Battle as a military force to aid their witch hunts.

The aptly named Order of the Sanctified Shield is based on the Shrine World of Enoch of the Gilead System. Through tragic acts of self-sacrifice on the Heartworlds and beyond, the Adepta Sororitas have proven themselves defenders of the people. This devotion has left the Order battered and broken, though their courageous reputation and the leering presence of Cicatrix Maledictum mean the populace of the Gilead System readily aids any Sister.

Any character with the **ADEPTA SORORITAS** Keyword has access to Faith Talents (p.142).

THE [ORDER] KEYWORD

The Adepta Sororitas serve the Emperor in manifold ways. You can replace your **[ORDER]** Keyword with any Order. When attempting an action associated with your order, the GM may grant you bonus dice.

Orders Militant

The Sisters of Battle are the army of the Ecclesiarchy, and are split into different Orders each with their own traditions and strategies. The Order of Our Martyred Lady have perfected the application of purifying flame to cleanse and purge their enemies, whilst the Order of the Sanctified Shield of Enoch prefer to counterattack against heretics that crash against their unyielding defensive formations.

Orders Dialogus

Linguists and scholars, the Dialogus study and interpret ancient scriptures both holy and blasphemous. Experts in communication, they ensure the prayers and orders of the Sororitas are heard and decode messages in alien languages.

Orders Famulous

Facilitating diplomatic alliances between Imperial nobles, the Famulous ensure the wheels of feudal society turn to benefit the Emperor. They act as undercover operatives whilst advising others, unravelling heretical plots in high society.

Orders Hospitaller

Providing medical aid to all arms of the military save the Adeptus Astartes, Hospitallers heal the bodies and souls of their allies.

Orders Sabine

Collaborating with the Missionarus Galaxia, the Sabine can transform a semi-heretical primitive world into a population that sings the praises of the Emperor. Their prophets permeate societies and privately preach the Emperor's holy word, inciting righteous uprisings.

Orders Pronatus

Defenders, rescuers, and preservers of the holiest of Imperial relics, the Pronatus ensure hallowed artefacts do not fall into the foul hands of the enemy. They are known for their determination on crusades to retrieve ancient heirlooms.

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ADEPTA SORORITAS ARCHETYPES

Tier	Archetype	Description	Page
1	Sister Hospitaller	A battlefield healer of both mind and soul.	91
2	Sister of Battle	A warrior-monk of zealous determination	99

ADEPTA SORORITAS BACKGROUNDS

d3	Origin	Gain +1
1	**Holy Inspiration:** You followed in the footsteps of an Imperial Saint on a pilgrimage, an interstellar voyage, or a military campaign. Your idol inspired your faith to new heights.	Resolve
2	**Heresy Begets Retribution:** You survived a brutal heretical assault. At great sacrifice you emerged triumphant through your zeal. Their attacks only made your faith in Him stronger.	Determination
3	**Blessed Tomes:** The words of the faithful guided you since you first beheld them. You quote from these texts often, though not always in the way that the original writer intended!	Conviction
d3	**Accomplishment**	**Gain +1**
1	**Defended Enoch:** One of Enoch's many prized holy sites came under assault, and you were there to drive off the attackers. Pilgrims on the shrine world owe you their lives.	Influence
2	**Purge the Unclean:** You led a kill-team to wipe out a nest of Corruption. Victory came at a cost.	Max Wounds
3	**Saving Souls:** The strongest waver in the face of nightmarish terror in the Gilead. You banished the doubts and fears of those who struggled on the path of the Imperial Creed.	Conviction
d3	**Goal**	**Gain +1**
1	**Reclaim a Relic:** Long ago, an important Ministorum relic went missing. You would do anything to recover this relic and restore it to the Ecclesiarchy.	Determination
2	**Shine the Light:** The dark closes in; you intend to push it back. Build a monastery and recruit holy warriors to your righteous cause.	Influence
3	**Martyrdom:** Your prayers have guided you to an inescapable truth: you must become a martyr. You search for a worthy cause to die for in the Emperor's name.	Max Shock

ADEPTA SORORITAS OBJECTIVES

d6 Roll	Objective
1	Exult the rewards of sacrifice in the Emperor's name.
2	Invoke an Imperial Saint (such as Alicia Dominica or Celestine) to bless your achievements.
3	Recant a holy litany applicable to the current situation.
4	Fill your lungs with a bolstering hymn in a time of stress.
5	Recall a wise stricture your Drill Abbess laid down and its application to the current situation.
6	Purge a heretical item (or individual) with holy flame.

ADEPTUS ASTRA TELEPATHICA

The Adeptus Astra Telepathica are responsible for the acquisition, assessment, and training of Psykers. A Psyker is a Human with a rare genetic mutation: the ability to channel the Warp to manipulate reality. Psykers are both blessed and cursed; they are capable of reality-bending power, but the Immaterium they draw power from is unpredictable and perilous. Whenever a Psyker uses their powers, the malign influence of the Chaos Gods can infest reality, causing bizarre otherworldly phenomena. Worse, a daemon may overpower a weak-willed Psyker, contorting them into a gateway through which it can enter reality and consume their soul.

Potentially useful and undeniably dangerous, each Psyker could aid the Imperium or cause the downfall of an entire planet. Because of this, every Psyker is an illegitimate citizen; Imperials are obliged to surrender themselves to containment if they discover they are a Psyker, just as they must aid the Imperium in reporting any they suspect of gaining or practicing psychic powers. Those that are contained are lucky, as the Adeptus Astra Telepathica will aid them as they can. The others are doomed to fall to the predations of Chaos or be purged by the Inquisition's witch hunters. The Adeptus Astra Telepathica is a smaller organisation compared to the other Adepta, but still leviathan in galactic scope and essential in its dark work. It is split between two main bodies: the League of Black Ships and the Scholastia Psykana.

The Black Ships travel a circuit of Imperial worlds, taking the tithe of captured Psykers each planet must provide. Contained in the sombre darkness of their psi-shielded brigs, the Psykers are transported to Holy Terra, where they are given to the Scholastia Psykana.

Through esoteric trials, the Scholastia examine each Psyker's willpower, loyalty, and connection to the Warp, classifying their power level. Many fail this process and are discarded. Survivors with uncanny strength of will and minds ripe for moulding are subjected to the most gruelling training of the Scholastia Psykana, developing the unshakeable discipline necessary to steel themselves against the vile forces of the Warp. After five years of hellish conditioning, they are sent to serve another Adepta, as Inquisitors or combat Psykers of the Astra Militarum.

Those with the potential to become Astropaths undergo the ritual of soul-binding, a traumatic ceremony through which the Emperor imparts a sliver of his immeasurable psychic might to protect the prospective Psyker from Chaos. Their eyes are burned to ashes by the ritual of soul-binding, they gain the ability to peer across the vast expanse of the Warp, aiding the Imperium as a galaxy-wide communications array. Some make the greatest sacrifice of all, joining the divine Astronomican Choir, sacrificing their souls for the Golden Throne and the Emperor's beacon.

All who live through the conditioning earn the rank of Sanctioned Psyker; no longer illegal in the eyes of the law. Still, the Sanctioned are rightly feared throughout the Imperium for their destructive potential, occult gifts, and connection to the Warp.

When the foul taint of the Warp touches a pure soul, they cease to be Human; they are but vessels for wretched forces to enter and poison His holy realm.
— Dallarn Nox, Ecclesiastic Confessor

I've seen her lift a Rhino with a gesture, and turn an Ork inside-out with a look. She's far more than a soldier — that's why I keep this pistol trained on the back of her skull. Just in case.
— Commissar Tona Ursakar, on Primaris Psyker Junith Kaerton.

I understand the irony, governess, but fear not; I have been trained by the Emperor's own sages, the Adeptus Astra Telepathica. Through the protection of His shining light, I am made incorruptible. Besides, who better to hunt a witch than a Psyker?
—Grizmund Sol, Ordo Hereticus Interrogator

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Many feel a spiritual discomfort even standing close to the Psykers they deem unholy; some simply refuse to be near, others react with hatred or violence.

Psykers are born daily in the Gilead System. Some manifest their powers at birth, others develop gifts much later in life. Many curse the Great Rift that hangs above them, claiming its malign influence is infecting the populace. The psychic prison, Ironwatch of Charybdion, is far beyond capacity. The last — and presumably final — Black Ship docked in Gilead 101 years ago. Psykers are hunted on the streets of every planet by zealous citizens in desperate cults imitating the Ordo Hereticus, whilst gangs trade captured witches like an explosive currency.

More information on Psykers and psychic powers can be found in **Chapter 11**.

ADEPTUS ASTRA TELEPATHICA ARCHETYPES

Tier	Archetype	Description	Page
2	Sanctioned Psyker	A mutant capable of channelling the Warp to manipulate reality.	100

ADEPTUS ASTRA TELEPATHICA BACKGROUNDS

d3	Origin	Gain +1
1	**Shipbound Sickness:** Tithed to a Black Ship at a very early age, you are still marked by the torturous time you spent on the voyage to your tutelage.	Max Wounds
2	**Betrayed:** You attempted to ignore, suppress, or hide your psychic awakening, but were betrayed by those closest to you and surrendered to the Black Ships.	Resolve
3	**Oracular Visions:** Your powers first manifested as twisted visions of potential fates. You hoped the Scholastia Psykana could cure you, but they have not entirely faded.	Conviction

d3	Accomplishment	Gain +1
1	**Warp Hound:** Your abilities proved instrumental in an operation to collect and capture other Psykers.	Influence
2	**Proven Practical:** A mighty foe fell to your psychic powers, convincing your allies of your usefulness and frightening potential.	Resolve
3	**Stalwart:** You resisted the call of Chaos at a crucial moment when others could not and emerged unscathed from a brush with the Ruinous Powers.	Conviction

d3	Goal	Gain +1
1	**Pacifier:** Word must be spread that not all Psykers are witches or sorcerers — you aim to reverse the tragic effects of centuries of propaganda.	Determination
2	**Arcane Lore:** The Warp has revealed a scant few of its mysteries to you. Now you crave a fuller understanding, seeking knowledge few can grasp.	Influence
3	**Vengeance:** Through fickle fate you can manipulate a daemonic force, but this was not your desire. You will revenge yourself on the Warp by slaying its manifestations.	Conviction

ADEPTUS ASTRA TELEPATHICA OBJECTIVES

d6 Roll	Objective
1	Utilise your feared reputation in a social situation.
2	Extoll the virtues of your training in honing your already considerable willpower.
3	Express gratitude for the Emperor's guiding hand, protecting you from the Warp.
4	Pass judgement on an individual you have never met through knowledge from 'Warp-sight'.
5	Dismiss the potential extent of psychic powers as being rumour or propaganda.
6	Appraise another individual for psychic potential.

ADEPTUS MECHANICUS

The Priesthood of Mars maintain and manufacture the machinery of the Imperium. Their deity is the Omnissiah, who manifests as a holy trinity: physically as the God-Emperor of Humanity, omnisciently as the Machine God, and spiritually as Motive Force. The Motive Force inhabits every piece of technology as a Machine Spirit, entities only the Adeptus Mechanicus have permission to interact with and the ritualistic means to do so.

Viewing knowledge as a sacred gift imparted by the Omnissiah, they jealously guard their collected wisdom. The Quest for Knowledge is paramount to their philosophy — by collecting all information that exists they can fully comprehend and truly revere the Machine God. The degradation of technological knowledge in the Imperium means most view their inscrutable rituals as something akin to sorcery.

As they believe the Omnissiah has imparted all glorious knowledge, there are two sins they revile above all others: innovation, or the creation of false knowledge, and abominable artificial intelligence — machines that think and move without the blessing of a Machine Spirit.

You may say it is impossible for a man to become like the Machine. And I would reply that only the smallest mind strives to comprehend its limits.
—Fabricator General Kane

Those cog-heads give me the shivers too, private. But once they've mumbled their prayers and splashed their unguents, the Earthshakers hit twice as hard — it's like some sanctioned sorcery, so leave 'em be.
—Corporal Elysha Garve, 14th Gilead Gravediggers, Armoured Regiment

Deluded blasphemers all — would you rather believe in our evident God-Emperor, or some spirit in the machine? And you'd get a better conversation from a slab of plascrete. Though I must admit, they did a wonderful job on my new eyes.
—Yordus Tan, Ministorum Preacher

Piously revering machines, adherents to the Cult Mechanicus strive to meet the ideal of the Omnissiah, replacing the weakness of the flesh with augmetics. Paradoxically, they each know they must retain some biological parts, as to become a thinking machine would be an unforgivable sin.

The alliance between the Imperium of Terra and the Cult Mechanicus of Mars is millennia old, and vital to the stability of the Emperor's vast realm, Adepts of the Mechanicus are a common sight across the Imperium, employed in their holy duties of maintaining and repairing the arcane technological devices of their manufacture. Their sovereignty is undeniable as an essential resource to Humanity, though the religious strictures of the Ministorum chafe against the existence of a Cult, whose beliefs differ radically from their own. The members of the Cult Mechanicus trapped in the Gilead System are in a unique position; they must continue their pious work with dwindling resources, ensuring the Heartworlds can fight back against the terrors of the Great Rift. Many see this as a trial of the Omnissiah, a unique challenge to which they must divine a solution. This does little to enhearten those who look to their arcane Magi in this time of need.

THE [FORGE WORLD] KEYWORD

The Adeptus Mechanicus lay claim to many worlds. Each are stripped of mineral resources, dominated by uncountable forges working tirelessly to provide the Imperium with the complex instruments of war and essential technologies only the Cult Mechanicus understand.

You can replace your **[FORGE WORLD]** Keyword with your home planet, where you were taught the mysteries of the Omnissiah. You might choose Mars, birthplace of the Cult Mechanicus, holiest of celestial orbs, or perhaps Metalica, a planet shorn of biological life replaced almost entirely with sterile metal. The Forge World Avachrus of the Gilead System is detailed on p.297.

ADEPTUS MECHANICUS ARCHETYPES

Tier	Archetype	Description	Page
2	Skitarius	A frontline soldier whose human form has almost entirely been replaced with augmetic enhancements	101
3	Tech-Priest	A high-ranking scion of the Cult Mechanicus, with expert understanding of Machine Spirits.	109

ADEPTUS MECHANICUS BACKGROUNDS

d3	Origin	Gain +1
1	**Forge Born:** You were born in the Cult Mechanicus, raised by steel and choir. The rhythms of the forge, the manufactorum, and the data-loom beat in your heart, whether natural or artificial.	Resolve
2	**Void Born:** You spent your early life aboard an orbital station, built either for defence or industry. You were unaware planets existed until adolescence.	Max Wounds
3	**Promethean Proselytism:** You converted to the Cult Mechanicus, leaving your former life behind after a holy vision, revelatory moment, or some other change of heart.	Conviction

d3	Accomplishment	Gain +1
1	**Quest for Knowledge:** You accompanied a Rogue Trader or an Explorator mission to search for forgotten technology. The journey was rife with danger, but you prevailed, earning scars and wisdom.	Determination
2	**Forbidden Tech:** You encountered technology considered anathema. Xenos machines, heretical experimentation, or something stranger — did you destroy the abhorrent machine, or take a risk?	Influence
3	**Necron Assault:** You survived a clash with the nightmarish Necrons; many allies fell to their bizarre weapons, but you managed to escape or prevail, haunted by visions of death-masked mechanical horrors.	Max Shock

d3	Goal	Gain +1
1	**Mechanical Missionary:** The truth of the Omnissiah must be spread. By converting individuals and raising holy temples or forges, you serve the expansion of the Cult Mechanicus.	Conviction
2	**Acquire Archeotech:** The acquisition of technology is a core tenet of your faith. You zealously pursue the possibility of recovering lost Dark Age technology, or even a fabled STC.	Determination
3	**Ascend to Iron:** The flesh is weak. You are driven to replace biological matter with augmetics.	Wealth

ADEPTUS MECHANICUS OBJECTIVES

d6 Roll	Objective
1	Commune with a Machine Spirit.
2	Calculate the odds of any given task and provide an estimate of survival or success.
3	Reminisce about a Forge World you have visited and compare it to your current location.
4	Examine an interesting piece of technology, determining a flaw or potential improvement.
5	Give praise to the Omnissiah for some small miracle.
6	Extoll the virtues of augmetics over the weakness of the flesh.

ADEPTUS MINISTORUM

The Adeptus Ministorum is the official state church of the Imperium. More commonly known as the Ecclesiarchy, they practise and preach the Cult Imperialis, a religion founded in the belief that the God-Emperor is a divine being. Tasked with ministering to the spiritual health of the Imperium, the Ecclesiarchy spread and enforce the teachings of the Cult throughout the Emperor's vast domain.

The specific tenets of the Cult Imperialis vary across the Imperium, but the principle doctrine is that the Emperor is the sole extant deity — the one true God of Humanity. Through this belief the Ecclesiarchy has united His people, spread thin as they are across the galaxy. The Missionarus Galaxia, most evangelical of all the Ministorum, work with Explorators and Rogue Traders to bring faith to lost or fallen Human civilisations. The Ecclesiarchy assimilate many other beliefs into the Cult Imperialis, accepting slight differences to ensure that all bow to the Emperor.

Pervading every facet of life in the Imperium, the Ecclesiarchy has an expansive reach. Shrine worlds are filled with lavish cathedrals, standing in contrast to the grim darkness of the 41st Millennium, and used to impress upon the common citizen the power of the Emperor. Bejewelled archdeacons in decadent finery hold the power to sway nobles and the politics of planets, if not systems. This power corrupts; the Inquisition is ever watchful for how the faithful might fall.

Father Yakob stood on the front lines bolder than any of us, spitting oratory as vicious and beautiful as las blasts. He gave us hope when we faced those horrors, and led our charge with only a holy book in his hand! I'll certainly miss him on the next assault.
—Ayla Hartin, 77th Gilead Gravediggers

I'll tolerate a meddling Inquisitor over another decadent, dogmatic sybarite of the damned Ecclesiarchy.
—Brevet Captain Akahir of the Absolvers

The Ministorum incorporates several subdivisions in addition to the Missionarus Galaxia; the largest are the Schola Progenium and the Adepta Sororitas. The Schola Progenium maintains orphanages and schools to educate and care for the children of Imperial servants who have lost their lives in service to the Imperium; early indoctrination breeds more capable servants willing to dedicate themselves to the Emperor and the Ecclesiarchy. The Adepta Sororitas are an all-female order, further detailed on page 50. Beyond these organisations are thousands of diverse sects: devout Crusader houses raise battle-priests that set out on quests to smite the Emperor's foes; Death Cults perform assassinations to aid the Ecclesiarchy, ensuring they turn a blind eye to the less tasteful rituals they perform.

Known for the piety of its people, the Gilead System is suffused with Adepts of the Ecclesiarchy; more so than ever before, as the millions of pilgrims that flocked to the shrine world Enoch are now trapped by Cicatrix Maledictum. The ranking deacons of Enoch cower in their hand-carved towers as their cathedral cities fall to riot and ruin in refugee overpopulation beneath them. Many citizens have turned away from the light of faith as daemons walk from the Great Rift into realspace, heralding the end of days.

Any character who has the **ADEPTUS MINISTORUM** Keyword has access to Faith Talents (p.142).

ADEPTUS MINISTORUM ARCHETYPES

Tier	Archetype	Description	Page
1	Ministorum Priest	A preacher and enforcer of the Imperial Cult.	92
2	Death Cult Assassin	An extremist zealot who worships through ritual slaughter.	102
3	Crusader	An Ecclesiastic warrior-monk dedicated to sworn oaths and close combat.	110

ADEPTUS MINISTORUM BACKGROUNDS

d3	Origin	Gain +1
1	**Tithed:** As a child you were given unto the Ecclesiarchy's charge as part of a family tradition. You have spent your cloistered life in devout study of the Imperial Cult.	Conviction
2	**Penitent:** Confession and prayer are not enough; you believe you sinned, and this stains your very soul. You seek penance with your every act — but for what sin?	Resolve
3	**Guided by Visions:** You are guided by waking dreams of glorious figures of the Creed: preachers, Saints, and the God-Emperor Himself. You rely on these questionably accurate visions.	Determination

d3	Accomplishment	Gain +1
1	**Breaker of Heretics:** You personally destroyed a heretical movement. The sight of such blasphemy was enough to twist your stomach, but your righteous anger served you well.	Influence
2	**Trust No One:** Ambition and greed permeate even the zealous clerics of the Creed. You have suffered first-hand at this corruption, and now you judge the faith of others.	Conviction
3	**Crisis of Faith:** After your community faced doubt you rekindled the light of fervour, overcoming a profoundly dark and lonesome trial.	Resolve

d3	Goal	Gain +1
1	**Avenge the Lost:** Part of your church turned traitor, committing grievous sins and slaying your allies. Find the renegades, judge their crimes, and carry out your grim sentence.	Determination
2	**Aspiration:** The lofty spire of Ecclesiarchy advancement is yours to climb; honour and influence are your desire, through whatever means necessary.	Influence
3	**Pilgrimage:** You feel driven to undertake a pilgrimage, one that will surely test your faith to become one of the blessed.	Max Shock

ADEPTUS MINISTORUM OBJECTIVES

d6 Roll	Objective
1	Utilise blind faith to achieve your goals.
2	Emphasise the power of faithful deeds over words.
3	Recant a holy litany applicable to the current situation.
4	Fill your lungs with a bolstering hymn in a time of stress.
5	Chastise an individual for their lack of faith.
6	Convert a non-believer to the truth of the Imperial Cult

ASTRA MILITARUM

The galaxy's greatest army, the Astra Militarum, is the massed military force of Humanity. The Imperial Guard is made up of women and men from every world of the Imperium; neither genetically nor mechanically enhanced, they rely on blind faith, dogged determination, and endless numbers to defeat Humanity's frightful foes. Human lives are spent as freely as bullets, all willing sacrifices to see the Emperor's will done and His realm defended.

Every world raises its own Regiments to defend itself from the untold enemies of Humanity. The dramatically different cultures, environments, and training of each planet ensure each Militarum Regiment is unique, excelling at a specific method of war.

To support the galaxy-spanning conflicts of the Imperium, at least one-tenth of a planet's standing forces are tithed to the Departmento Munitorum every year. On some worlds, recruitment is an honour; the firstborn sons of nobles duel to distinguish themselves and enter the ranks of His forces. Other planets are painfully aware of the fate that awaits most troopers, threatening recruitment as a prison sentence.

Though a planet can usually provide its soldiers with uniforms — be they proud heraldry passed down through generations, or threadbare rags cobbled together from the scraps of other industry — the Munitorum are responsible for their arms and armour. Requests are made from the Forge Worlds of the Adeptus Mechanicus; a renowned regiment with good connections to the Cult of the Machine might be blessed with respirators, consecrated armour, or even a cache of plasma weaponry. Those further from the Omnissiah's light may have to scrabble for what they

Whatever we cannot destroy with our artillery, we will crush beneath the treads of our tanks. Whatever we cannot wither with massed firepower, we will drown in the blood of our ranks.
—Lord Militant Taleria Fylamon

I quivered for but a moment in the face of that daemon, calling on the Emperor for aid. Before I could open fire, that veteran was already making his charge. What kind of war did you pull this dog from?
—Arienne Wcojevich, Acolyte of Inquisitor Tytrona Dikaisune

They have as much faith in their ignominious weaponry as they do in the short-sighted seer they call Emperor. But they outnumber us ten to one; underestimate them and they will bury you beneath the weight of their own corpses.
—Llevrien, Aeldari Farseer

can find, wielding primitive projectile weaponry or relying on swords and bludgeons for close combat. The majority receive stalwart mass-produced flak armour and las weaponry; proven patterns that are cheap and reliable, and so simple even conscripts from backwards worlds can point and fire.

Multitudinous and adaptable, the Astra Militarum may be deployed alongside any other Imperial Faction. Their numberless hordes support the holy wars of the Ministorum — in return, Ecclesiarchy priests sermonise amongst the soldiers, singing empowering battle hymns. The Inquisition call upon grizzled veterans with grave intuition to fill out their retinues. Some Astartes extoll the faith and bravery of their mortal brothers and sisters, others tire of their weakness and inability to keep up with their genetically enhanced strides.

The renowned Regiment of the Gilead System, the Gravediggers of Gilead Primus, were once known throughout the subsector for their unyielding trench warfare. Preferring to die in the defensive ditches they dug themselves rather than give one inch to the enemy. The Gravediggers are a proud and disciplined force of pious determination; many spend so long trapped in a trench that they have learned to erect makeshift underground shrines to facilitate worship on the frontlines.

THE [REGIMENT] KEYWORD

Drawn from the million diverse worlds of the Imperium, the vast spectrum of ecosystems, traditions, societal structures, and strange peculiarities have created an endlessly unique variety of Regiments. The more successful become famous for their unique differences, be they reflections of their planet's history, like the siege expertise of the rebellion-quashing Death Korps of Krieg, or environment, as the ever-alert Catachans employ the same guerrilla tactics that helped them survive to adulthood on their hazardous Death World home.

You can replace your **[REGIMENT]** Keyword with any of the Regiments below. This could be the Regiment of your home planet or a Regiment you have been stationed in or worked alongside.

ASTRA MILITARUM REGIMENTS

Regiment	Description	Bonus
Armageddon Steel Legion	A mechanised force known for their industrial efficiency, these soldiers excel at motorised warfare to quickly outflank their Ork foes and protect them from the toxic environs of their homeworld.	+Rank bonus dice on any Test to repair a vehicle or weapon.
Cadian Shock Troopers	Though their homeworld was destroyed, the resolute will of the most renowned Regiment of the Astra Militarum refuses to break as long as a single soldier stands.	+Rank bonus dice to Resolve Tests
Catachan Jungle Fighters	Raised in savage jungles filled with monstrous fauna, the troopers of the Death World Catachan fight for survival from the day of their birth.	+Rank bonus dice to Survival (Wil) Tests
Death Korps of Krieg	A planet in penitence for past rebellion, the radioactive Death World Krieg produces scores of warriors indoctrinated by sermons of sincere sacrifice. Their solemn nature, eagerness for martyrdom, and rebreather-covered faces are unnerving.	+Rank bonus dice to Intimidation (Wil) Tests
Gilead Gravediggers	Trained to embrace the discomforts of trench warfare even before the emergence of the Great Rift, the surviving Gilead Gravediggers have dug themselves deep into immovable positions to survive three years of daemonic incursions.	+Rank bonus to Defence when in Cover
Tallarn Desert Raiders	Masters of mobile warfare, the Tallarns have a vaunted reputation for hit-and-run tactics and indirect engagement. Capable of meticulous military order in tank and vehicle formations, they strike fast and fade into dust storms.	+Rank bonus dice to Pilot (A) Tests
Valhallan Ice Warriors	Tenacious and stubborn beyond a fault, Valhallans are indomitable in the face of defeat. They continue their grim advances and succeed despite suicidal odds — ignoring their oft heavy losses.	+Rank bonus to Determination Tests
Vostroyan Firstborn	Every firstborn child of Vostroya is offered to the Astra Militarum in atonement for the planet's past sins. All see this as an honour, continuing to send reinforcements blind through the void despite the perils of Noctis Aeterna.	+Rank bonus to Leadership (Wil) Tests

ASTRA MILITARUM ARCHETYPES

Tier	Archetype	Description	Page
1	Imperial Guard	A trained foot soldier in the galaxy's greatest army.	93
2	Tempestus Scion	An elite shock trooper utilising special weapons and tactics.	103
3	Imperial Commissar	A combat officer empowered to do the extreme to maintain morale.	111

ASTRA MILITARUM BACKGROUNDS

d3	Origin	Gain +1
1	**Recent Recruit:** You're still getting used to the Astra Militarum; until recently, your life was very different. You're surrounded by strangers and unused to the horrors of war.	Conviction
2	**Regiment Born:** Your parents were lifelong Astra Militarum. The regimental beliefs and traditions are in your very bones, and the other troopers in your squad are like family.	Influence
3	**No Choice:** Whether you were tithed without consent, press ganged, or signed up to escape a criminal past, you're in the Astra Militarum now. Time to make the best of it!	Resolve

d3	Accomplishment	Gain +1
1	**15+ Hours:** You've exceeded the usual life expectancy of a frontline trooper, despite the horrors of war. You're practically a veteran.	Max Shock
2	**Last One Standing:** Your squad was destroyed in a heroic last stand; as the only survivor you held a crucial position. Do you feel guilty or believe the Emperor has plans for you?	Determination
3	**Underdog:** You're known for taking on foes far beyond your fragile human physique; the fires of faith and fury stoke your reputation.	Influence

d3	Goal	Gain +1
1	**Advancement:** You've set your sights on promotion; bearing the regimental banner or perhaps becoming an officer leading a platoon. Where will your ambition lead?	Determination
2	**Best of the Best:** Holding the line is not enough — you want to excel at dealing death. Hone your skills to a lethal edge and become an elite warrior of the Astra Militarum.	Max Wounds
3	**Overwhelming Firepower:** You like guns — the bigger the better. Through position, funds, or foul play, you intend to be the most well-armed member of the Astra Militarum that ever lived.	Wealth

ASTRA MILITARUM OBJECTIVES

d6 Roll	Objective
1	Express confidence (or the opposite) in the virtue of overwhelming numbers and firepower.
2	Apply a lesson from the *Imperial Infantryman's Uplifting Primer* to the current situation.
3	Compare the protection given by faith in the Emperor to a piece of armour or cover.
4	Cite the logistical use of hatred for the enemy.
5	Obey an order without question or doubt.
6	Make a tactically sound plan to achieve an objective.

THE INQUISITION

A clandestine organisation duty bound to secretly police the Imperium, protecting it from internal and external threats. The Inquisition fight the war for the soul of Humanity, eradicating heresy, mutation, witchcraft, and daemons. They are empowered to take whatever measures they deem fit to expose and destroy these threats, lest they infect and corrupt Humanity, dragging it to sin and suffering. In this most demanding of duties, battling the most insidious of foes, they are given unbound authority. The agents of the Inquisition investigate all other Factions of the Imperium — none are beyond their jurisdiction, even other Inquisitors.

A necessarily secretive Faction, the agents of the Inquisition utilise fear and stealth in their shadowy operations. Their reputation ensures their work is already half done; many citizens hold the superstition that the mere mention of the Inquisition summons one of their grim judges. It is widely known that agents of the Inquisition answer only to the High Lords of Terra and the Emperor Himself — their use of terrifying torture techniques fully justified in their work. Fear of the Inquisition alone keeps many from dabbling with the daemonic or mutated.

Most Inquisitors follow leads that can lead them into conflict with other Factions, such as minor mutations amongst the Ministorum or Mechanicus Tech-Priests dabbling in proscribed xenotech studies. Those that do not tremble in terror at the mere mention of the Inquisition curse them as meddling zealots, exploiting their authority to exert power and gain status. Unchecked as they are, proof of guilt is unnecessary for an Inquisitor to pass judgement.

The freedoms available to an Inquisitor extend to their philosophies and duties. Each belongs to an Ordo, which determines the nature of the dark forces they hunt. Even within the Ordos there is variation; some believe that lesser mutations and amicable aliens should be ignored to focus on more dangerous heretical threats. More radical members pragmatically use the powers of the enemy against them, utilising vile Warpcraft or xenotech, fighting fire with fire. Puritanical Inquisitors root out radicals within the Inquisition and cleanse them as they would any other heretic, revealing the fractured nature of the all-powerful Inquisition.

Be silent! They are the eye that sleepeth not — mention their name again and they will appear, and when they do, death will be the least of your worries! We are all sinners here, even the pure!
—Harker Dunne, Forge Labourer

Were anyone other to suggest our exalted gene-seed be mutated, I would have their head, Inquisitor. I respect your authority, and will permit your snooping zealots to pry but one time — but know that this will not be forgotten.
—Voxanitor, Apothecary of the Absolvers

Their methods are oft impious, and many take on the sinister aspects of those they are duty bound to destroy. Our creed is of cleansing flame and holy light; remember that when you work with those agents of the shadows.
—Sister Revati of the Order of the Sanctified Shield

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None know for sure how many agents of the Inquisition still operate in the Gilead System; those that do are little inclined to reveal themselves. Heresy is rampant as citizens herald the Great Rift as a sign of the apocalypse, Psykers hide amongst the shadows, daemons walk in realspace, and even Jakel Varonius is accused of consorting with the Aeldari. There are even reports of opportunists falsely claiming they are members of the Inquisition to exert authority over their peers. Unable to call in aid, agents of the Inquisition rely on fractious relationships with the very organisations they are tasked with investigating.

THE [ORDO] KEYWORD

Myriad philosophies are practiced in the Inquisition, spread as it is across the vastness of the Imperium. The three Ordos Majoris, largest and most essential of the Holy Ordos, are detailed below; even between two Inquisitors of the same Ordo ideologies can differ wildly from puritanical to renegade. There are also dozens of Ordos Minoris, some so small that their existence has been all but forgotten, and others that have been purposefully hidden — even from their own brethren.

You can replace your [ORDO] Keyword with any of the Holy Ordos of the Inquisition listed below.

ORDO HERETICUS

The Witch Hunters

Largest of the Ordos, tasked with hunting the enemy within; mutants, rebels, heretics, and Psykers. They police the other Adeptas of the Imperium, rooting out dissidence in all organisations. Their most common ally is the Order Militant of the Ecclesiarchy, the Sisters of Battle.

- **You gain either:** +2 bonus dice to resist psychic powers.
  Or: +2 bonus dice to Corruption Tests

ORDO XENOS

The Alien Hunters

Fighting the varied vile forms of the alien on the frontiers of the galaxy, the Ordo Xenos investigate and eliminate extra terrestrial threats before they can threaten Humanity. Their operations often see them working alongside the Space Marines of the Deathwatch.

- You are fluent in one alien language, and gain +2 bonus dice on any Scholar and Investigation Tests related to any known xenos.

ORDO MALLEUS

The Daemon Hunters

Smallest amongst the Ordos, duty bound to battle daemons and the corrupting influence of Chaos. Every encounter with their foe, every scrap of arcane lore learnt, degrades body and soul. The Chamber Militant of the Ordo Malleus are the Grey Knights, making rare and terrible crusades together.

- **You gain either:** +3 Corruption and +1 Conviction.
  Or: +2 bonus dice on any Scholar (Int) and Investigation (Int) Tests related to daemons and the Warp.

OTHER ORDOS

Inquisitors are as varied in appearance, manner, and method as the worlds of the Imperium they strive to protect.

- **Choose one of the following Skills:**
  Cunning (Fel), Deception (Fel), Insight (Fel), Intimidation (Wil), Persuasion (Fel), Psychic Mastery (Wil), Scholar (Int), Stealth (A), Survival (Wil), Tech (Int).
  You gain +Rank bonus dice to Tests with the selected Skill.

INQUISITION ARCHETYPES

Tier	Archetype	Description	Page
1	Inquisitorial Acolyte	An agent of the Imperium that identifies and destroys its enemies.	94
1	Inquisitorial Sage	A bureaucratic savant that wields information as a weapon.	95
4	Inquisitor	A hunter of Humanity's enemies, given unchecked authority.	116

INQUISITION BACKGROUNDS

d3	Origin	Gain +1
1	**Chosen:** You were hand-picked to join the Inquisition; an Inquisitor saw your potential or specific skill set and inducted you to the Inquisition, or employed you for your contacts or resources.	Wealth
2	**Fickle Fortune:** Caught in horrors hidden from the populace, you were forced to join the Inquisition. Your life was redacted from Administratum records, now a half-forgotten shadow.	Determination
3	**Schola Progenia:** An Imperial orphan raised to be the greatest servant of the Emperor possible, you excelled through a gruelling upbringing to enter the ranks of the Holy Ordos.	Max Wounds
d3	**Accomplishment**	**Gain +1**
1	**The Scheme Revealed:** You were instrumental in uncovering and foiling a plot against the Imperium. The Emperor's enemies are often sly and sinister, but unable to deceive you.	Influence
2	**The Unseen:** You accomplished a crucial mission without alerting the public pleasing your superiors by succeeding covertly. Your cunning saved many lives.	Determination
3	**Exterminatus:** You watched a world die. You stood on the bridge of a voidship, looking down as the terrible mechanism of Exterminatus destroyed a planet, killing billions.	Max Shock
d3	**Goal**	**Gain +1**
1	**For the Ordo:** You work to advance the cause of your particular philosophy or Ordo in the Inquisition, ever looking for opportunities to forward the work of your fellows.	Conviction
2	**Find the Truth:** You are consumed by the search for answers. There is one particular mystery that haunts your dreams, and you will not rest until you have undone the conundrum.	Determination
3	**The Hunt:** A particular heretic, alien, or being of Chaos has done you grievous harm. You yearn to confront this enemy and bring their plans crashing down around them.	Resolve

INQUISITION OBJECTIVES

d6 Roll	Objective
1	Complete a social interaction without revealing your identity.
2	Demonstrate the superiority of the philosophy of your Ordo.
3	Gauge the approximate interrogative breaking point for an individual.
4	Postulate on the weakness of the mutant, the alien, or the renegade.
5	Cleanse the filth of the enemy with holy flame.
6	Establish your authority using a symbol of office.

ROGUE TRADER DYNASTIES

A Rogue Trader bears a Warrant of Trade, a legal document that empowers them to explore, conquer, and trade beyond the boundaries of the Imperium. An ancient practice established by the Emperor during the Great Crusade, Rogue Traders have been tasked with expanding the borders of His realm for millennia.

Each Warrant of Trade is unique, stipulating the freedoms and limitations it confers. Some allow a Rogue Trader to negotiate and trade even with xenos, others demand that they purge all non-Human life to create colonies which they may then rule. Of course, as their piratical deeds are beyond the sight of Imperial authority, many simply do as they please, backed by blade and bullet.

Some Warrants are awarded to heroic individuals; others are hereditary, passed down through dynasties. Propaganda lauds the position as a gift, but many bear it as a curse forcing them into danger. Noble upstarts have been 'rewarded' with a Warrant purely to stop them interfering with local affairs: either they return profitable, or disappear.

Unchecked ambition. Ignorance of authority. Greed. That is how Rogue Traders operate. Often annoying, occasionally helpful, and always looking out for their own opportunities.
—Governor Veneratio of Charybdion

That ludicrous mon-keigh offered eight hundred cubits of salted grox meat in exchange for five of our Spirit Stones... truly their audacity knows no bounds. How could they have known we were so short of sustenance?
—Ynntellien, Ul-Khari Ranger

An excellent companion she was, very droll indeed — if a little imprudent. Saved my life in that daemonic interlude on Charybdion. Of course, we recompensed her with those scintillating art pieces we found, I imagine she made a few Thrones on those. 'Tis a shame I had to purge her. The story of how she acquired that blasphemous xeno-servitor must have been fascinating.
—Yorin XIII, Ordo Xenos Confessor

Operating in isolation from the core institutions of the Imperium, Rogue Traders have the freedom to deal with new discoveries and unknown threats as they see fit. If they deem a xenos culture to be a potential danger, they may attempt to destroy it — or gather as much information as possible so that others may combat it. If the Rogue Trader finds riches of technology, minerals, or other valuable resources, they may return to the Imperium laden with plunder.

Many Rogue Traders have attained power and influence within the Imperial hierarchy. Politics or misfortune sometimes obliges the course of a Rogue Trader's career, for although they are free of the Imperium's command, they are also conveniently out of the way and far from any seat of power. By reputation, Rogue Traders are considered exiles and outcasts, and there are many within the Adeptus Ministorum who proclaim their kind better kept at a distance.

A Rogue Trader's relationship with Jakel Varonius reveals much about their status; the scions are given special dispensation to do what they will, and they may be viewed with suspicion or as saviours in this dark time. Those that rally against Varonius, frustrated at their internment to the Heartworlds, strive to find profit amidst the chaos.

ROGUE TRADER ARCHETYPES

Tier	Archetype	Description	Page
2	Rogue Trader	Operating outside of the Imperium's confines, you seek to expand its borders (and your own coffers) by any means necessary.	104

ROGUE TRADER BACKGROUNDS

d3	Origin	Gain +1
1	**Dynastic Scion:** You were born into a Rogue Trader dynasty, heir to the family's prestigious Warrant of Trade. Your lineage may be renowned, or darkly infamous.	Conviction
2	**Merchant Prince:** You bargained your wealth — legitimate or ill-gotten — into the acquisition of a far more thrilling and adventurous Warrant of Trade.	Wealth
3	**Exile:** You were given the choice to either take a Warrant of Trade and leave the Imperium or suffer the wrath of your rivals. Will you claim revenge, or fame?	Determination

d3	Accomplishment	Gain +1
1	**Dabbled in the Proscribed:** You believe that rules were meant to be broken. You do not shrink from dealing with xenos species, nor do you fear travelling into forbidden stars. You see something that most Imperials consider blasphemous and think 'that would look good in my trophy room!'	Conviction
2	**Dark Frontier:** You have travelled far from Imperial worlds, exploring the fringes of the galaxy. You've found worlds, xenos, and sights that few have ever dreamed of.	Influence
3	**Strange Alliance:** You have made deals with an unusual, unique, or otherwise iconoclastic group or individual, giving you prestige (or infamy) beyond many of your contemporaries.	[ANY] Keyword

d3	Goal	Gain +1
1	**Boundless Ambition:** Enough is never enough. You want to be a legend, not just an interesting story. You pursue an epic destiny, and damn any who stand in your way.	Resolve
2	**Beyond the Map:** You dream of going further then others have dared. Your destination may be nigh-legendary, well-hidden, or simply considered impossible.	Determination
3	**Fortune and Glory:** The lure of the unknown calls. You want to boldly venture into regions better left alone, gifting your name to your discoveries and making a massive profit.	Conviction

ROGUE TRADER OBJECTIVES

d6 Roll	Objective
1	Make a profit in coin, connections, or information.
2	Use your proud dynastic lineage — real or fabricated — to seal a deal.
3	Spend some time admiring your ship and reminiscing on journeys through the void.
4	Compare your current environment to a strange world beyond the frontier you have visited.
5	Recant an experience you had with a xenos species that applies to the current situation.
6	Use your Warrant of Trade to get your way or refuse a request.

SCUM

Those that do not directly serve the Imperium — citizens without assigned jobs, mercenaries, or, worst of all, those that call themselves 'adventurers' — are barely tolerated, and collectively classed as Scum. A broad, colloquially used term, 'Scum' could apply to a peasant citizen employed in a low-level or menial job outside of an adepta; planetary nobility often refer to anyone under them as Scum.

Scum are born in ignored or forgotten places. On Gilead Primus, gangs clash in the toxic sumps beneath hive cities or scrounge the irradiated deserts between them. Junkers scour the scrap heaps of Avachrus, trawling for replacements for their twisted metal augmetics. Both Enoch and Nethreus have slave slums the size of small countries; desperate peasants on the Knight World, pilgrim refugees fighting for rations on the Shrine World.

Scum live a life of fear; not just of their horrendous environment but of everyone around and above them. Their virulent homes offer scant resources to survive, and each fights desperately — against friend and family — for the chance to live another day. Many turn to gangs as a form of family, using the power of numbers to get what they want. The majority have mutations that are superficial, but those few that have been further corrupted by Chaos into horrific monsters are a deadly threat, one that prompts the gangs to cast aside blood rivalries and unite even temporarily.

Rarely does anyone from mainstream Imperial society interact with Scum. Inquisitors may be tasked with the destruction of cults or mutant gangs,

It is not the toxic runoff of the manufactorum that mutates them, but their impurity of mind and soul. Perhaps if they embrace the Emperor, they can be saved... if not, fire never fails to cleanse.
—Apollonia Nostro, Ecclesiarchal Confessor

A small mind is a tidy mind, that is true. But those Gangers are so doltish they'd summon a daemon before they'd realise they were reading a heretical text. Thank the Emperor they're all illiterate.
—Poltus Hale, Ordo Malleus Interrogator

Your weary labourers, your unwashed tech-peasants; give me these massed citizens crying out to the void for safety. I bring the Emperor's light to this forsaken system. By the sweat of their brows, I will build this flame into a blazing inferno.
—Jakel Varonius, Rogue Trader

and whilst there may hire particularly promising specimens. This is a rare occurrence — Scum know that most citizens would shoot them on sight, given the chance.

The few that learn to thrive as Scum turn to illicit trades: black markets, assassination, racketeering or gambling — anything to move precious resources from the Imperium to their soiled homes. Some manage to escape their noxious birthplaces through cunning or violence, using those same skills to excel as warriors for hire or in criminal enterprises.

SCUM ARCHETYPES

Tier	Archetype	Description	Page
1	Ganger	You fight to survive in the darkest places of the Imperium, protected only by a loose 'family' of thieves and killers.	96
2	Scavvy	You've made a name for yourself in the toxic sumps of a hive city, but it has taken a gruesome toll on body and soul.	105
3	Desperado	Free of the Imperium's laws, all you need is your guile and honed wit to survive.	112

SCUM BACKGROUNDS

d3	Origin	Gain +1
1	**Downtrodden:** Every memory you have is painful; for you, life in the Imperium means violence, toxic conditions, and slavery. You've developed strong willpower to combat this.	Determination
2	**Born Scummy:** You've got a natural knack for the dangerous life of Scum, barely affected by its daily trials. That, or you just love life off the Imperial grid.	Max Shock
3	**Fallen:** Once a member of an Adepta, or even a noble house, you have fallen from grace through tragedy, betrayal, or some disgraceful failing.	Resolve

d3	Accomplishment	Gain +1
1	**Gang Wrangler:** You united squabbling gangs to fight for a common cause. You've probably made quite a few friends in the underground, and maybe a few enemies too.	Influence
2	**Pit Champion:** Through wit or brawn, you proved yourself the most proficient fighter in an underground fighting ring, with the scars to prove it.	Max Wounds
3	**The Big One:** You were instrumental in the biggest score anyone from your home has made. Hopefully you won't run into anyone that can place you at the crime scene.	Wealth

d3	Goal	Gain +1
1	**Hive Topper:** You started at the bottom, and you'll make it to the top. Whatever it takes, you're going to find the good life — and maybe even be a hero while you're at it.	Determination
2	**Rescuer:** You left someone close to you behind when you left the sump or the underhive. One day, you'll return and show them the sunlight.	Conviction
3	**Fortunate and Forgotten:** You're sick of this city, this planet, even your own name — by amassing riches you plan to abandon your life and everyone you know in search of something better.	Max Shock

SCUM OBJECTIVES

d6 Roll	Objective
1	Apply your experience in a crime to the current situation.
2	Verbally estimate the black market value of an item or person.
3	Recount a desperate act of survival you once made.
4	Use some gang slang, invented or real.
5	Explain how a common object has an alternative use — probably as a weapon.
6	Decry the violence and villainy of authority.

ADEPTUS ASTARTES

A genetically enhanced brotherhood of transhumans, the Adeptus Astartes are living weapons, the greatest warriors of the Imperium. The Emperor Himself created the first Space Marines, and little has changed of His design over the past ten millennia. Taller, stronger, faster, and more resilient; they are superior to any unaltered Human in body, mind, and soul.

Space Marines often deploy from Drop Pods, falling from the sky like angels to deliver righteous judgement on the foes of Humanity. They emerge clad in inches-thick ceramite power armour that enhances their titanic strength, wielding the best weapons the Forge Worlds of the Mechanicus can contrive. Their prowess in war has been proven repeatedly to transcend anything else possible by Humanity, striking quickly and obliterating their enemies despite always being outnumbered.

The process of transitioning from mortal man to Marine is arduous, and only the most determined survive. They perpetually train for battle, even before earning the genetic enhancements that make them tireless, statuesque figures. Those that live through the fiercely competitive Aspirant trials are rewarded with nineteen unique implants to mould their imperfect flesh into something more akin to the Emperor's ideal; at once more than Human, and less. Prospective Astartes undergo the most rigorous psycho-indoctrination and spiritual conditioning the Imperium can impose, eliminating cowardice and temptation, ensuring the tragedy of the Horus Heresy is never repeated.

They shall be my finest warriors, these men who give themselves to me. Like clay I shall mould them and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines such that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.

—The Emperor of Mankind

Angels, they call them, and magnificent they are indeed when they crush our profane foes… but what angel does not believe that our hallowed Emperor is God?'

—Deacon Euphrati Kyne, one week prior to excommunication and execution

They butchered the lot; ten angels in white armour against a hundred red daemons. By the end, I couldn't tell what was what, there was so much blood. Last thing standing only had one arm, still holding a sword; big, hulking thing comes towards me, an' I says 'Are you gonna kill me too?' an' this deep voice says 'No. I am going to protect you'.

—Aral Vode, Aspirant to the Absolvers Chapter

Unlike the mortals that make up the majority of the Imperium, Astartes do not subscribe to the Cult Imperialis — the vast majority do not believe the Emperor is a God. None would commit the foul blasphemy of accusing one of the Emperor's Angels of Death of heresy, save the most assured Inquisitors.

Their unblinking eyes constantly analyse their surroundings, appraising every location for tactical advantages, assessing the combat prowess of every individual. Their augmented minds swiftly process this information, strategically calculating the outcomes of a thousand potential manoeuvres. Their conditioning renders them immune to temptation or sin — they feel no fear, no greed, their only desire the destruction of their enemies.

As an Astartes lives out his immortal life, he becomes increasingly distant from the Humans he was forged to protect. Many struggle to empathise, or even communicate with the stunted, short-lived, superstitious, but somehow still sinful citizens of the Imperium. Most think only of war, of the Chapter, and of their duty to the Emperor.

The Absolvers Chapter have protected the Gilead System since their former Chapter Master, Tygranus Dalir, swore a solemn vow to defend its people in perpetuity. His Astartes carry this mantle still, tightly bound as they are to every vow they make. If an Absolver speaks that he will take an action, nothing but death stops him. This has garnered a famed reputation of utter trustworthiness and dependability, coupled with an infamously obstinate inflexibility. They have acquiesced to many orders in these trying times, often causing collateral damage as they ensure they keep their word; citizens that have seen their ghastly work and survived speak of them with fear.

The [CHAPTER] Keyword

The Space Marines are organised into Chapters autonomous from all other organisations of the Imperium, each numbering 1,000 Astartes as dictated by the Codex Astartes. A Chapter usually recruits adolescents from a single planet, each embracing their own strictures, cultures, and rituals steeped in tradition, honouring their mightiest heroes.

The gene-seed of the First Founding Chapters was created from the Primarchs themselves, imbuing every battle-brother with a measure of their godlike gifts. The Astartes of these Chapters are disciplined to wage war in the particular style of their Primarch, honouring their gene sire with every act. The nine First Founding Chapters that remained loyal to the Imperium are listed below; their millennia of honoured service is a proud and undeniable heritage.

Your Space Marine character may be from any of the loyalist First Founding Chapters. Select one of the Chapters below and apply any Chapter Traits to your character. Replace your **CHAPTER** Keyword with the name of your chosen Chapter.

The refined genealogy of the Primaris Astartes ensures they do not suffer any gene-seed deficiencies; if you are playing a Primaris Astartes, any Chapter Traits with '(GENE-SEED)' in the title are ignored.

Successor Chapters

Since the horrors of the Horus Heresy, many new Chapters have been founded, their gene-seed donated from an existing Chapter. Most adhere to the same methodology and observances of their progenitor.

UNKNOWN SUCCESSION

If you are playing a Space Marine of the Absolvers Chapter, or a different chapter of unknown succession, you may take the Chapter Traits of any of the First Founding Chapters listed. Replace your **CHAPTER** Keyword with the name of your chosen successor Chapter.

The Absolvers are a Chapter of unknown founding and succession; their dogmatic adherence to the Codex Astartes suggests a lineage to the Ultramarines, but there is no decisive evidence. The ammo-drought in the Gilead System has led many Absolvers to measure the bravery of their battle-brothers by how few bullets they fire; Astartes leap into savage close combat, and given to almost insensate rage as they decimate their foes.

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ADEPTUS ASTARTES ARCHETYPES

Tier	Archetype	Description	Page
2	Space Marine Scout	A stealthy, genetically enhanced initiate of the Adeptus Astartes.	106
3	Tactical Space Marine	A power armoured Angel of Death built to wage the Emperor's wars.	113
4	Primaris Intercessor	A new, more powerful breed of Space Marine with advanced genetics and Wargear.	117

ADEPTUS ASTARTES BACKGROUNDS

d3	Origin	Gain +1
1	**Killer Instinct:** Aggression and fury fuelled your Aspirant trials. You overcame every challenger with bloody-minded savagery, impressing your betters.	Max Wounds
2	**Courage:** You faced every Aspirant trial with grit and determination, pushing through exhaustion, fear, and uncertainty with conviction and bravery.	Resolve
3	**Cunning:** You made your way through the Aspirant trials by using your experience with the underhanded, relying on wit over brawn.	Determination

d3	Accomplishment	Gain +1
1	**Crusader:** You zealously shouldered a personal responsibility to destroy a particular foe; your chapter has given you leave to continue your grim work.	Determination
2	**Badge of Honour:** You risked your immortal life to rescue mortals in peril, and have been justly recognised for your unasked for selflessness.	Influence
3	**Cleanse and Purge:** You fought enemy forces in their blasphemous lair. Some of your battle-brothers died in the conflict, but you ensured the mission was a success.	Max Shock

d3	Goal	Gain +1
1	**Advancement:** You desire the honour of a special role in your chapter. You look for opportunities to show your worth to your battle-brothers.	Influence
2	**Vengeance:** Many of your battle-brothers were slain by a particular foe; you burn to avenge this stain on your honour.	Determination
3	**Honour the Chapter:** You uphold the Chapter's valour, quick to extoll its virtues, never allowing a slight against your battle-brothers to go unanswered.	Conviction

ADEPTUS ASTARTES OBJECTIVES

d6 Roll	Objective
1	Dedicate a victory in combat to the Primarch (or if unknown, honour) of your Chapter.
2	Apply the wisdom of the *Codex Astartes* to a situation.
3	Clarify your duty — or lack thereof — in the current circumstances.
4	Speak a motto or saying of your Chapter.
5	Practice one of the traditions or rituals of your Chapter.
6	Ruminate on the divide between Astartes and mortals.

Blood Angels

Equal parts nobility and ferocity, the Blood Angels are model saviours of Humanity. Every Blood Angel perpetually mourns the loss of their Primarch Sanguinius at the hands of the Arch-Traitor Horus, their souls marred by his passing. On the field of battle, this grief manifests as a vicious rage and thirst for vengeance, making them devastating melee combatants.

Savage Echoes

Masters of assault combat, Blood Angels are driven by a furious desire to avenge their fallen Primarch.

You may reroll Double Rank dice once per melee attack Test.

The Red Thirst (Gene-seed)

The dark flaw of the Chapter is a secret well kept — they harbour a destructive yearning, a battle fury, and an almost insatiable blood-hunger.

Whenever you are in melee combat and see blood, you must make a DN 3 Willpower Test. If you fail, you are *Frenzied*.

Dark Angels

Stalwart and secretive, the Dark Angels are honour-bound to their clandestine rituals and traditions. Known for stubborn determination in the face of any odds, the Dark Angels have proven themselves righteously steadfast. Despite their reputation, they eschew glory, always turning inward to protect the grim secrets of their past betrayal.

Grim Resolve

The Dark Angels do not flinch; all are trained to form impassable firing lines.

You may reroll Double Rank dice once per ranged attack Test when you Aim (p.189).

The Unforgiven (Tradition)

The secret that plagues this taciturn Chapter plagues their every social interaction.

You suffer a +2 DN penalty to any social Tests made against anyone outside of your Chapter.

Imperial Fists

Standing as bastions of loyalty, the Imperial Fists are the defensive bulwark of Holy Terra. Able and willing to outlast any foe, the Chapter are proud traditionalists and adherents to the Codex Astartes, with a notable exception; the Imperial Fists are notoriously stubborn, refusing to retreat even in the direst of circumstances.

Siege Masters

Inheriting their Primarch Rogal Dorn's patient determination, every Imperial Fist is an expert in siegecraft, defensive warfare, and strategies to counter fortified foes.

You may reroll Double Rank dice once per attack against a building, fortification, or enemy in cover.

You may also add +Rank bonus dice whenever you make a Test related to architectural engineering.

Gene-seed Flaw (Gene-seed)

Though proven resistant to mutation and deviance, the Imperial Fists gene-seed inhibits two of the Space Marine implants.

You are missing implant 12: Sus-an Membrane, and implant 17: Bletcher's Gland. See p.75 for more information on Space Marine implants.

Iron Hands

Unyielding defenders of the Imperium, the Iron Hands strive with religious fervour to replicate the infallible perfection of the machine. Endeavouring to improve their already genetically enhanced forms, each Iron Hands Astartes embraces multiple augmetics in twin praise of the Emperor and the Omnissiah.

The Flesh Is Weak

Iron Hands draw strength and surety by purging weakness from their forms.

Choose one Augmetic Enhancement (p.242).

You do not suffer the penalties of being Wounded (p.193).

You gain +1 bonus die to Willpower Tests for every augmetic you have.

Ruthless Logic (Tradition)

Suppressing all emotion and developing an unfeeling logic, their meticulous and apathetic nature make them cold allies to all but the Adeptus Mechanicus.

You suffer a +2 DN penalty to Fellowship-based Tests made against a target that does not have the **IRON HANDS** or **ADEPTUS MECHANICUS** Keywords.

Raven Guard

A covert Chapter of baleful Astartes, the Raven Guard prioritise swift, silent, surprise strikes against the enemy's weak points, ravaging them before they can react. Utilising the armour of darkness and clandestine movements, their guerrilla operations are always calculated, never reckless. Honouring their Primarch Corvus Corax, the Raven Guard remain cool headed and continue their morbid traditions.

Master Of Shadows

The Raven Guard are practiced in silent, unseen strikes regardless of conditions or equipment.

You may reroll Rank dice once per Stealth (A) Test.

Running, using a Jump Pack, or similar circumstances do not affect your Stealth (A) Tests.

Dark Heritage (Gene-seed)

Ghostly pale with dark, haunting eyes, the Raven Guard gene-seed has slight deficiencies that make them unnerving to behold with dwindling numbers.

You are missing implant 16: Mucranoid, and implant 17: Bletcher's Gland.

You suffer a + 1 DN penalty to any Fellowship based Test made against any target that could be frightened of your appearance. See p.75 for more information on Space Marine implants.

Salamanders

Born of fire, the burning inferno of hope suffuses the soul of every Astartes of the Salamanders Chapter. Their indoctrination differs from most Astartes, placing utmost importance on education in craftsmanship, honour, and above all the protection of the citizens of the Imperium. Following the traditions laid down by Primarch Vulkan, every Space Marine crafts his own armaments and armour.

Promethean Cult

Forged in fire, Salamanders are masters of purging flame and blazing weapons.

You may reroll Rank dice once per attack Test made using a weapon with the **FIRE** or **MELTA** Keywords.

You may reroll Double Rank dice once each time you roll Determination against a damage from a source with the **FIRE** or **MELTA** Keyword.

Infernal Inheritance (Gene-seed)

A Salamaner's eyes glow like red-hot forges and their skin is stained coal black. Their strange appearance is a result of both their Gene-seed and the high radiation of their homeworld Nocturne. Their Chapter instills a deep altriusm in every Astartes, each keenly feeling the pain of every fallen ally.

Whenever an ally within 30 metres of you is killed, the GM gains +1 Ruin.

You suffer a + 2 DN penalty to any Fellowship-based Test made against any target that could be frightened of your appearance.

Space Wolves

Courageous and savage, the Space Wolves embrace the bold and brash warrior traditions of their homeworld Fenris. Inheriting the fierce charisma and aggressive mindset of their Primarch Leman Russ, the Space Wolves place great value in their ritualistic traditions, hunting glory in battle to build a heroic legacy. Though utterly loyal to the Imperium they have little taste for its conservative strictures, preferring the feral practices of their icy homeworld.

Hunters Unleashed

The Chapters kinship with wolves extends to enhanced senses and an almost feral fighting style replete with savage grace.

You have the Acute Sense Talent (p.129) and the Dual Wield Talent (p.133).

Savage Within (Gene-seed)

Headstrong in their pursuit of valour, Space Wolves do not back down from death in glorious melee combat.

You cannot Fall Back (p.188).

Ultramarines

Disciplined and proud, the courage of the Ultramarines has been proven repeatedly throughout the tumultuous history of the Imperium. Roboute Guilliman, Primarch of the Ultramarines, authored the Codex Astartes; his Chapter exemplifies its strictures, waging war with tactical flexibility and strategic restraint.

Tactical Versatility

Exemplars of the Codex Astartes, the Ultramarines wage war with the utmost flexibility, able to turn any situation to their advantage.

You may Shift for Glory twice as part of a Test.

Pride of Ultramar (Tradition)

The Imperium looks to the Ultramarines as paragons of the virtues of Astartes, and each strives to excel that reputation; strong in body, but restrained in mind, a tactical and clear-headed protector of Humanity.

You start each session with 1 Wrath Point instead of 2.

White Scars

Masters of the lightning strike, the White Scars mobilise at breakneck speed, bringing swift death to their enemies without pausing even to stop, already riding wildly to their next assault. Though

each Astartes is instilled with an intrinsic value for valour and justice, as well as a tendency towards fast and furious assaults, they are no brutes; their hit-and-run battleplans are meticulously calculated, honouring their wise Primarch Jaghatai Khan.

Lightning Assault

Favouring fast-attack bikes to achieve their famed agile strikes, White Scars are proficient at attacking at speeds that would be otherwise unwieldy.

You may reroll Double Rank dice once each time you make a Pilot (A) Test.

You triple your Speed when you Charge (p.188).

Ritual Scarring (Tradition)

Inductees to the chapter mark the flesh of their faces deeply with their blades.

You suffer a + 1 DN penalty to any Fellowship-based Test made against any target that could be frightened of your appearance.

SPACE MARINE IMPLANTS

As part of the transformation from a mortal man into an Adeptus Astartes, initiates receive 19 genetically enhancing implants. These improvements cause the metamorphosis from man to Space Marine, enlarging and improving the physical form and mind of a prospective Astartes.

Some Chapters have deficiencies in their gene-seed, reducing or eliminating the effectiveness of some implants. Your Species bonuses incorporate some of the benefits of these implants. If you are in a situation where you think your implants might allow you to take a specific Action or award you bonus dice, ask your GM.

1. **Secondary Heart (The Maintainer):** Enhances blood flow.
2. **Ossmodula (The Ironheart):** Fuses the rib cage for structural integrity.
3. **Biscopea (The Forge of Strength):** Produces hormones to increase muscle mass.
4. **Haemastamen (The Blood Maker):** Enhances blood efficiency.
5. **Larraman's Organ (The Healer):** Enables faster clotting and scar tissue formation.
6. **Catalepsean Node (The Unsleeping):** Eliminates the need for sleep.
7. **Preomnor (The Neutraliser):** Enables the digestion of poisons without consequence.
8. **Omophagea (The Remembrancer):** Incorporates memories from consumed meat.
9. **Multi-lung (The Imbiber):** Enables breathing in poisonous atmospheres and water.
10. **Occulobe (The Eye of Vengeance):** Enhances eyesight, including low-light vision.
11. **Lyman's Ear (The Sentinel):** Enhances audio detection and improves balance.
12. **Sus-an Membrane (The Hibernator):** Enables voluntary suspended animation.
13. **Melanochrome (The Skinshield):** Provides radiation resistance.
14. **Oolitic Kidney (The Purifier):** Filters poisons from the bloodstream.
15. **Neuroglottis (The Devourer):** Enhances the senses of taste and smell.
16. **Mucranoid (The Weaver):** Protects the skin from extreme temperatures and vacuum.
17. **Bletcher's Gland (The Poison Bite):** Enables acidic, poisonous spit.
18. **Progenoids (The Gene-seed):** Provides the basis for new gene-seed.
19. **Interface (The Black Carapace):** Interfaces with power armour.

Primaris Astartes also have the following additional implants:

20. **Sinew Coils (The Steel Within):** Further enhances physical strength.
21. **Magnificat (The Amplifier):** Enhances growth and improves implant efficiency.
22. **Belisarian Furnace (The Revitaliser):** Provides rapid healing under extreme stress.

AELDARI

Ancient and inscrutable, the declining Aeldari Empire has spanned the stars since before Humanity evolved to walk on land. In aeons passed, they ruled the stars with their advanced technology and natural psychic attunement. Though their numbers dwindle, they continue to defend themselves from the younger, less advanced, but more populous Species of the galaxy.

Humanoid in appearance, the Aeldari are long limbed, lithe, and agile, their incongruous grace betraying their alien nature. Driven by their intense passions, the Aeldari are both blessed and cursed to experience a depth of emotion impossible for a Human. This is compounded by the innate psychic capabilities of the Species; the Aeldari are intimately connected to the Warp, each capable of becoming a potent Psyker, but consequently are incredibly vulnerable to the predations of Slaanesh.

The Aeldari sensitivity to passion triggered the collapse of their once-great empire. Their self-indulgence generated the overabundance of psychic energy that created Slaanesh; the Chaos God that devoured the souls of the majority of Aeldari when it was birthed. The Aeldari never speak of this tragedy to the younger Species of the galaxy.

Masters of Warp-witchery, arcane technologists, and deadly — if frail — combatants. Truly we can learn much from these sordid creatures. I've no doubt their corpses will be just as revelatory as any conversation.
—Marie Von Xardt, Ordo Xenos Inquisitor

Nah, they never drop that pompous air of smug superiority. And they won't sell those gorgeous stones for anything — almost as if their life depends on them. But spend a decade or five convincing them you're honest, and show them a stunning Death World vista, then you've got a lethal companion that'll follow you to the edges of unknown space.
—Zaire Obasi Varonius, Rogue Trader

Oh, they's ded shooty all right, hard to catch as well, an' there's barely enough on them little bones for anyfin' like a good crumpin. Go for the weird lads wiv funny masks and strange, thin choppas if you're afta a propa fight.
—Gek Facekrakka, Ork Nob

Scholars that have survived encounters with the Aeldari have found them an endless enigma; some are aloof but amiable, willing to ally with Humanity should it serve their esoteric interests. Others attack mercilessly, revelling in violence and torture. The Species has splintered since the Fall into disparate cultures, each revolving around a particular method of escaping the clutches of Slaanesh.

The Asuryani fled on vast starships called Craftworlds, practicing discipline and meditation to limit their emotions whilst relying on the psychic prophecies of their Farseers to guide their course. The Drukhari delved deeper into excess — hidden from Chaos, they practice harrowing torture on slaves, their despair and suffering sustaining the withering souls of the depraved Aeldari. Rare reports speak of other bizarre groups, including masked Harlequins that see all of life as a performance, and worship Cegorach, the Laughing God. Though close to extinction, the haughty Aeldari almost universally refuse to put their differences aside and unite against their shared enemies.

Aeldari technology lays its foundations in the psychic prowess of its people, revolving around materials like the psycho-reactive wraithbone they can manipulate with their minds. Their once star-spanning

empire produced many technologies far more advanced than even the greatest archeotech of the Imperium; radicals of the Adeptus Mechanicus covet Aeldari technology, though to work with alien machinery is an unforgivable heresy.

Many Aeldari wear a Spirit Stone, a device which captures their soul at the moment of death. Thus ensconced, the souls are returned to their home Craftworld and merged with its Infinity Circuit, an arcane device that allows Aeldari souls to live on without bodies, communing with each other and advising the living.

Greatest of all Aeldari technology is that which allows them to traverse the Webway, a labyrinthine dimension that spreads throughout the galaxy. Webway portals transport Aeldari across the galaxy faster than even Warp travel, and the separate realm is safe from the daemonic forces of the Chaos Gods.
In battle the Craftworld Aeldari wield monomolecular blades with deadly elegance and shuriken firearms powered by gravitic pulses. They compensate for their small number and the relative frailty of their forms with meticulously planned hit-and-run tactics, making good use of their swiftness and disciplined minds.

In the wake of the emergence of the Great Rift, word has spread of a miraculous occurrence: the partial awakening of the Aeldari God of Death, Ynnead, prophesied vanquisher of Slaanesh. Aeldari of all disparate factions have reportedly united under the banner of the Ynnari, and even more remarkably, have worked with the Imperium against the forces of the Ruinous Powers.

Rumours on the Webway are of little concern to the Aeldari of the Gilead System. The machinations of the Ruinous Powers crashed the Craftworld of Ul-Khari on the ice world of Trollius, trapping it and its people indefinitely. The Greensteel Warriors, Corsair Coterie of Ferianwyr, are sworn to protect them, and the hordes of Chaos are as rabid as ever to destroy the Aeldari. Both groups have formed shaky alliances with the Varonius Flotilla, but few can muster true trust for any Imperial and know that their twisted Drukhari kin are likely already planning raids on the weakened forces of the forsaken system.

[CRAFTWORLD] & [COTERIE] KEYWORDS

Aeldari Craftworlds

A Craftworld is a titanic spacefaring vessel with a size and population similar to a planet. Each is a self-sufficient realm forged of living wraithbone and other psychoactive substances, a haven for a splintered fragment of the shattered Aeldari Empire. Withdrawing from the rest of the galaxy, the Asuryani of the Craftworlds defend their unique cultures and traditions from all outsiders, for each protects an Infinity Circuit that houses thousands of conscious souls of dead Aeldari.

You may replace your **[CRAFTWORLD]** Keyword with the name of the Craftworld you are from, defining much about your beliefs and values. You might choose the radical Ulthwé, dependent on the prophecies of their Seer Councils, or perhaps the traditionalist Ul-Khari, now wounded and immobile after crashing into the ice world Trollius, trapped in the Gilead System by the machinations of the Ruinous Powers.

Aeldari Coteries

Every Aeldari Corsair belongs to a Coterie, a piratical gang led by a princess or prince. Corsairs form tight bonds in these coalitions, though they are rife with rivalry and backstabbing. Each Coterie has their own goals and draws Aeldari of a similar mindset. The Coterie you belong to says much about your personality, and its reputation may lead to fast friendships or instant enemies.

You can replace your **[COTERIE]** Keyword with the name of the Coterie you belong to. You might choose the prideful Eldritch Raiders led by Prince Yriel, takers of over ten thousand enemy ships, or perhaps the mysterious Greensteel Warriors alternately raiding and supporting the Imperium in the Gilead System.

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ASURYANI PATHS

To ensure they do not attract the attention of Slaanesh, each Aeldari of a Craftworld devotes themselves entirely to a single discipline. Through obsessive study and focus they limit their intense emotions and psychic impact on the Warp. These disciplines are formalised as Paths.

Aeldari lifetimes can span millennia, so each individual may walk and master multiple Paths to better serve Asuryani society as a whole. All are required to walk the Path of the Warrior so they may defend their home should the need arise. Even those that tire of the strictures and limitations of Craftworld Paths and set out to explore the galaxy as Corsairs or Rangers walk the Path of the Outcast, and have likely followed other Paths before. Whatever Path you are currently walking, you may have mastered others over your long life.

You may choose a single Path you have already walked from the following list. You may have walked additional Paths; it costs 10 XP to walk a second Path, and 20 XP for each Path beyond the second. After you have chosen your Path, roll on the Backgrounds tables and choose one Background bonus.

Path of Awakening

You devoted considerable time to the practice of scrutinising your surroundings, focusing the mind outwards to calm the soul.

You gain +Rank bonus dice to Awareness (Int) Tests.

Path of The Artisan

Embracing an aesthetic pursuit such as sculpture, painting, or writing, you have dedicated a lifetime to learning the beauty of Aeldari culture.

You gain +Double Rank bonus dice to Scholar (Int) Tests related to the **AELDARI** Keyword.

Path of The Bonesinger

You tended groves of wraithbone, and studied the art of psychically shaping the substance into advanced Aeldari technology.

You gain +Double Rank bonus dice to Tech (Int) Tests on targets with the **AELDARI** Keyword.

Path of The Dreamer

Dutifully sinking into meditative trances for days at a time, you have looked inward deeply, controlling your dreams to resist She Who Thirsts.

You gain +Rank bonus dice to Corruption Tests.

Path of The Healer

Committed to the medical welfare of other Aeldari, you repaired the wounded and tended to the sick, spending decades caring to others.

You gain +Double Rank bonus dice to Medicae (Int) Tests on targets with the **AELDARI** Keyword.

Path of The Mariner

Devoting yourself to spacecraft, you have learned to sail the void with expert precision and manoeuverability, becoming one with any craft you pilot.

You gain +Double Rank bonus dice to Pilot (A) Tests using vehicles with the **AELDARI** Keyword.

Path of The Mourner

You lost someone close to you, and followed the Path of Grief. You lamented their falling without succumbing to emotional extremes that would attract Slaanesh.

You gain +Rank Maximum Shock.

Path of Service

To better aid your entire Species you dedicated yourself to supplicance, reading the needs of your fellows and bettering yourself through empathy.

You gain +Double Rank bonus dice to Insight (Fel) Tests on targets with the **AELDARI** Keyword.

AELDARI ARCHETYPES

Tier	Archetype	Description	Page
1	Corsair	A space pirate living by your own code, your ship, Shuriken Pistol, and comrades are all you need.	97
2	Ranger	A long-ranged specialist, you eliminate the Aeldari's enemies while seeking out new sensations.	107
3	Warlock	You harness the magnificent psychic power of your people to rip your foes asunder.	114

AELDARI BACKGROUNDS

d6	Accomplishment	Gain +1
1	**Denied Destiny:** Where the Farseers foresaw death, you prevailed, defeating an incredible foe or accomplishing an impossible task.	Determination
2	**Communed with Infinity:** You have devoted considerable time to meditation with the spirits of the departed; they have taught you much of life and death.	Resolve
3	**Mon-Keigh Animosity:** The depraved stupidity of Humanity has endangered your life on more than one occasion. You have survived battles alongside and against them.	Max Shock
4	**Webway Explorer:** Traversing many Webway paths you have uncovered the hidden and forgotten, recovering valuable artefacts and even more crucial routes.	Wealth
5	**Unusual Ally:** Your actions saved the life of someone beyond your Faction; a Drukhari, a Harlequin, maybe even an Imperial.	Influence
6	**Black Library Scholar:** You have studied the ancient arcane writings of the cryptic Black Library; obscure knowledge of the profane is your constant companion.	Conviction

d6	Goal	Gain +1
1	**Fatalist:** After a series of unfortunate battles, you have accepted your Species is doomed. You seek only protection; a defensible refuge for you and your allies.	Conviction
2	**Renewal:** Your long life was fraught with the tragic milieu of your Species. You seek new experiences and perspectives to lift your burdens and wash away your sorrows.	Max Shock
3	**Serenity:** Like many of your Species, your emotions are overwhelming to the point of self-destruction. Seek serenity to protect your soul from Slaanesh.	Conviction
4	**Path Mastery:** You see nothing beyond your current Path and have thrown yourself into it utterly. Whatever your present discipline is, you will be an exemplar and pioneer.	Determination
5	**Recovery:** You will restore the lost majesty of your Species, finding artefacts and lost knowledge; are you seeking something specific?	Resolve
6	**Unity:** The arch-foe cannot be defeated by the dwindling forces of your Species — at least, not fractured as they are. You will forge great allegiances and bring unity.	Influence

AELDARI OBJECTIVES

d6 Roll	Objective
1	Unfavourably compare another Species' culture, art, or technology to your own.
2	Devote an accomplishment or victory to an Aeldari God.
3	Recount a lesson from the traditions of a Craftworld that applies to the current situation.
4	Utilise the reputation of your Species to manipulate an individual.
5	Employ knowledge you learned from an earlier Path of your life to the current circumstances.
6	Apply your superior intellect and sensitivity to prophecy to carry out a perfect plan.

ORKS

The green-skinned scourge of the galaxy, Orks are brutal but cunning beasts that live to wage war; all else is secondary to their battlelust. Taller, wider, and far more muscular than any natural Human, Orks are incredibly tough, and will continue to charge into combat undeterred after losing limbs. The only strategies and tactics they employ against the Imperium are frontline assaults, using any means available to create carnage as quickly as they can.

Orks happily fight each other to slake their thirst for combat, but also come together in clans to search for bigger battles. Under the leadership of determined warlords, conflicting clans can unite to threaten vast swathes of the galaxy beneath a green tide: a WAAAGH! Such threats are not easily put down, for Orks thrive on battle, growing stronger and larger from every fight until their last.

I attempted to exterminate one of their ramshackle armies before, and consider it my greatest lapse in judgement. Since then, whenever I encounter their green taint upon a world, I simply destroy the planet.
—Horken 'Irontongue' Paal, Ordo Xenos Inquisitor

All other Species are crude and barbarous, but none to the degree of the Orks. I fought them four millennia ago, and if anything, their intelligence has diminished further since then. We will easily outmanoeuver their charge, then strike the killing blow.
—Final battle briefing given by Vyndere, Aeldari Farseer

I see'd one keep fightin' without 'is arm. Killed twenty with one o' them big butcher knives, it did. Next time I see a green horizon, I'll take my chances with the Commissar.
—Sal Harchfels, Gilead Gravediggers Mortar Crew

When observed outside of war — a very unusual circumstance — Orks demonstrate a crude intelligence, capable of communicating through a harsh dialect interspersed with violence. They display limited attention spans and struggle to cooperate in anything except conflict. They occasionally raise simulacrums of civilisation from scrap and any other materials available; their Meks experiment with new weaponry and bioniks, Painboys perform insane experimental medical procedures, and rudimentary racetracks are raised for Ork Boyz racing their ramshackle vehicles. All of these are mere distractions; Ork culture is truly forged on bloody battlefields.

Orks do not research or develop technology, and appear to innately know how to cobble together weapons, armour, and vehicles from whatever they find. These ramshackle devices work to terrifying effect in the hands of an Ork, but those that have been examined after a battle disintegrate into the non-functional piles of scrap they appear to be. This has led to the radical, often disputed, xenobiologist viewpoint that Orks possess gestalt psychic abilities — their impossibly constructed guns fire simply because Orks think they should, and their crumbling vehicles rocket forward because they believe they ought to go faster after a fresh coat of red paint.

Humans and Greenskins have a long and bloody history of conflict. Ancient and fragmentary records suggest some of the greatest battles of the Great Crusade were fought against Orks, and there have been countless further wars since. Their prevalence across the galaxy is little understood; Imperial scholars believe their method of reproduction is comparable to the sporing of fungus, explaining their ability to multiply in vast numbers with virulent speed. Thus far, the only cure for such a plague the Imperium has found is Exterminatus, the forced destruction of a planet. In almost every circumstance, the presence of Orks heralds a world's doom.

Citizens of the Gilead System once believed that their Saint, Julyana Gilead, used her portion of the Emperor's will to protect them from the greenskin menace. Unbeknownst to many, a small offshoot of the Blood Axes are already mounting operations in the System, seeing rife opportunity for legendary battles with the forces of Chaos, the Aeldari, and the Imperium.

Since the coming of Cicatrix Maledictum, Orks have been sighted for the first time. Mercifully, they seem to be trapped on the numerous Space Hulks of the Voidmire, but the Circlet Council have heard word of a charismatic and — more importantly — very large Freebooter Kaptin, an Ork Pirate that may be capable of launching attacks on the fragile Heartworlds of the Gilead System.

ORK OBJECTIVES

d6 Roll	Objective
1	Start a fight.
2	Solve a problem with the brutality of the Ork god Gork.
3	Demonstrate the wisdom of one of your Clans traditions.
4	Kustomize a piece of Wargear.
5	Solve a problem with the sage knowledge that bigger is better.
6	Apply the kunnin' of the Ork god Mork to a situation.

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THE [CLAN] KEYWORD

Orks could be called social creatures; their gestalt psychology prompts them to gather in large numbers to form a better fighting unit (or just to fight each other). These large gatherings are called Clans; every Ork is part of a Clan, and each have their own methods for waging war.

You can replace your [CLAN] Keyword with any of the Clans below.

Bad Moons

Growing the Teef that are Orkish currency faster than any other Clan, the Bad Moons are the wealthiest, and thus have the best food and flashiest weaponry — traits they are incredibly proud of.

- **Bonus:** gain +1 Wealth at the end of every session.

Blood Axes

Considered 'un-Orky' by other Clans, the Blood Axes use unorthodox 'taktiks' like planning, strategy, and even trading with the Imperium to get better Wargear.

- **Bonus:** +Rank bonus dice to Leadership (Wil) and Stealth (A) Tests.

Deathskulls

Scheming scavengers, the Deathskulls steal, loot, or scrounge whatever they can. Known to hoard, they 'trade' and customise gear more frequently than other Clans.

- **Bonus:** +Rank bonus dice to Tech (Int) and Influence Tests.

Evil Sunz

Obsessed with speed, Evil Sunz revel in the roar of engines, the smell of burning promethium, and the feeling of going as fast as possible.

- **Bonus:** You gain +1 Speed, and +Rank bonus dice to all Tests whenever you are in a vehicle moving at top speed.

Goffs

Massive and multitudinous, Goffs example typical Ork warfare; all tough, large, loutish brutes looking for any excuse to charge headlong into battle in as big a mob as possible.

- **Bonus:** +Rank bonus dice to melee attack Tests when you Charge (p.189).

Snakebites

Deliberately primitive, the tribal Snakebites prefer their thick skin to crafted armour, proud of their ability to live off the land.

- **Bonus:** +Double Rank bonus dice to Survival (Wil) Tests.

ORK ARCHETYPES			
Tier	Archetype	Description	Page
1	Boy	You're a hulking, brutal warrior called to WAAAGH!	98
2	Kommando	You're a cunning (but brutal) operative who uses stealth and guile to decimate foes.	108
3	Nob	The other Boyz you lead are nothing compared to you, a perfect killing Ork.	115

ORK BACKGROUNDS		
d6	Origin	Gain +1
1	**Squig Brain Transfer:** Your earliest memory is awakening from surgery, covered in scars, and the Mad Dok telling you you're ready to fight again. Who were you before? Does it matter?	Max Shock
2	**Endless WAAAGH!:** The best time of your life — so far — was on the frontlines of a WAAAGH! You kept fighting until there was no one left… including your allies.	Resolve
3	**Time To Fight:** After travelling through the Warp, you somehow ended up back in time. You feel an indescribable urge to find and fight your past self.	Determination
4	**Lost Boy:** Every Boy you know was defeated in a futile charge against daemonic forces, but you survived.	Conviction
5	**Rok or Hulk:** Fighting in low-grav situations amongst Genestealers, Aeldari, and whatever else got on your transport, your life was exciting and simple — until you fell out or crashed, and you landed wherever you are now.	Resolve
6	**Lonely Spawn:** You knew something was wrong from your first cognisant thought — you were alone. Your drive to search for other Boyz has fuelled your brash spirit.	Determination
d6	Accomplishment	Gain +1
1	**Marafon:** Your Warboss told you to go somewhere to deliver a message or retrieve some Wargear. An impossible mission, but your colossal self-belief saw you through.	Determination
2	**Made it Flashy:** You fixed up a piece of gear for your Warboss, adding spikey bits and more dakka! You were handsomely rewarded.	Wealth
3	**Proppa Fast!:** You achieved incredible speed and performed death-defying stunts that the Boyz will talk about for years. You wrecked your vehicle, but it was still impressive.	Influence
4	**Surgical Success:** You recovered from grievous injuries after a brave engagement. The brush with death has only made you more eager for a fight.	Max Shock
5	**Kroosader:** On your Warboss' behest, you've travelled the galaxy spreading violence and mayhem. You've come far and have forgotten the purpose of the Kroosade	Max Wounds
6	**Blessed by Gork (or Mork):** You yelled an impromptu speech amidst a battle against impossible odds; the fight somehow swung in your favour, a blessing from the Gods themselves.	Conviction
d6	Goal	Gain +1
1	**'Ardest:** You're going to be the toughest Ork in the galaxy, gathering Boyz behind you and raising a mighty WAAAGH!	Max Wounds
2	**Biggest Choppa:** You will wield the biggest, sharpest, heaviest Choppa anyone has ever known. You might have to win a few fights and grow to raise such an ideal weapon.	Influence
3	**Red Wunz Go Fasta:** You will pilot the loudest, fastest, most dangerous vehicle ever known. Sure, a few bits might get blown off and the red paint scratched, but it will be worth it.	Determination
4	**Flashy-est:** You hoard Teef, and intend to be the richest Ork that ever lived. Of course, you still need to spend them on stuff to show off how flashy you are!	Wealth
5	**Most Dakka:** Enough is never enough — you must have the loudest, shiniest, biggest shoota, with more spikey bitz than anyone else's. You dream of the carnage it will cause.	Influence
6	**Proppa Fight:** You're going to win the biggest, best fight ever. You never stop searching for the best of ultraviolence, and embrace the idea you might have to start it.	Determination

CHAOS

The Warp is an unknowable dimension that is at once outside of and underpinning reality. In this strange space time is fluid, thoughts and dreams are real, and nightmares take flesh. Some contest the souls of the dead rest in this unreal realm, forming it's endless oceans. The four immortal beings known as the Chaos Gods are the ultimate powers of the Warp. Formed of common desires merging in the Immaterium, each Chaos God represents and subsists on the dark fantasies of the mortals of the Materium. These depraved entities represent different hateful facets of reality but have similar ambitions. They desire more power, to tempt and corrupt mortals into worshipping them, and ultimately crave the complete domination of both the Immaterium and reality.

For all their terrible and malign power, the Ruinous Powers cannot act on the material universe directly. The Imperial Cult once preached the belief that the Emperor held the unholy enemies of Humanity in check. The ragged Warp-storm that has forsaken the Gilead System has refuted that claim for many.

What Humanity calls 'daemons' are the native denizens of the Immaterium, given shape and flesh by the fears and nightmares of mortals. These powerful malignants are shaped to fulfil the dark machinations of their masters but cannot pierce the veil of the Immaterium and enter reality unaided. They crave the corruption and desecration of mortals and constantly seek a way to the Materium by possessing a Psyker or through Warp Rifts like Cicatrix Maledictum.

Your God-Emperor is a rotting corpse! The joyful, pestilent embrace of Grandfather Nurgle will make you one too!
—Kesh Varall, Chaos Cultist, former Enochian pilgrim

Their honeyed words can twist and tempt, offering power, knowledge, beauty, eternal life — they are all lies, though there is truth in them. An open ear is a heresy even of itself, and their great gifts warp you into an abhorrent monster. Put your trust in me instead… I will show you the truth.
—Korbinian Alojs, Radical Ordo Hereticus Inquisitor

To falter in your discipline for even a moment is to fall into their obscene clutches; emotion is their meat and drink, fuel for their every hateful act. They are a plague on reality, and they will be our doom.
—Llyewain, Aeldari Ranger

The Gods of Chaos are also served by cultists, traitors to the Imperium that include terrifying renegades of the Adeptus Astartes. These debased heretics turn from the Emperor's light in pursuit of power and freedom, and are gifted with grotesque mutations and horrific psychic powers. Some believe the Great Rift heralds a strengthening of Chaos in real space, swelling the ranks of these cults more than ever.

The creatures of Chaos and those who worship them are universally reviled, the Arch-Enemy of all other Factions. Any that discover a Renegade react

with violence, revulsion, or fear. Though unshackled from the harsh strictures of the Imperium and empowered by Chaos, Renegades must scrounge and scrape for any resources. Though they ostensibly work towards the same goal, differing beliefs in Chaos or methodologies of worship can cause individuals to come to lethal disagreements — indeed, the Ruinous Powers themselves do not care for their mortal pawns, and will mutate them until they are destroyed merely for their own amusement.

Khorne

The Blood God, the Lord of Skulls, Khorne is brutality and bloodshed incarnate. Some heretical texts claim Khorne was born from the first violent impulse of any thinking being and will endure for as long as blood is shed. The Blood God's power flows from the violent acts — even the defeat of his followers — and thoughts he encourages, and all war empowers him. Even in the defeat of his mortal servants does Khorne grow stronger, for their spilt blood is as much a tribute to him as that of their enemies.

If Khorne has a weakness, it is a lack of subtlety, for his is the way of raw and unbridled rage. Although capable of strategy, his daemon legions and mortal thralls prefer to wade into battle without care or caution, for Khorne cares not from whence the blood flows.

Nurgle

As inevitable as entropy, the Plague Lord is master of disease, sickness, rot, and pestilence. The servants of the God of Decay refer to him as 'Grandfather Nurgle'. To his followers, he is a jovial, even kindly master, always delighted to see his plagues spread through the mortal realm and touch more subjects with his carefully-concocted gifts. But his apparent joviality conceals a malice much like any of the other Dark Gods, for Nurgle would like nothing better than a slow, lingering descent into decay for all that exists. Although stasis is anathema to the forces of Chaos, Nurgle nevertheless represents and is empowered by life rotting and giving into the inevitable, to allow despair, doubt, and lethargy to triumph over all.

Tzeentch

The Changer of Ways is perhaps the subtlest and most inscrutable of all the Chaos Gods. Tzeentch demonstrates the infinite possibilities of the Warp, for his is the domain of change itself. In Tzeentch's realm, the fractured pathways of the future wind endlessly on as his daemons cavort in ever-mutating forms towards the ends their lord finds most desirable.

Ambitious mortals dedicate themselves to the Architect of Fate seeking power, knowledge, or sorcerous might, for all these are gifts he can grant if it serves his ends. Tzeentch revels in revolution, revolt, schemes, and wild, unknowable change. Champions of Tzeentch are among the most feared Psykers in the galaxy, leading armies with apparent omniscience as the skein of fate reveals to them all possible futures.

Slaanesh

Androgynous and ever decadent, the Lord of Excess draws strength from intense sensation and self indulgence. It is not in the Dark Prince's nature to be satisfied, constantly reinventing themselves in search of excess, and this is passed on to all those whose lives they touch.

Slaanesh draws strength from those who embrace their desires, inspiring their thralls to always seek perfection and gratification. Aesthetes and hedonists, the cultists of Slaanesh are devotees of decadence whose endless search for new experiences only serves to deaden themselves to their current lives through unquenchable desires.

THE [MARK OF CHAOS] KEYWORD

Corruption manifests on the bodies of those who worship Chaos, marking them in bizarre and nauseating ways. Witch Hunters of the Ordo Hereticus seek these marks to ensure the unholy are eradicated.

If you have the **[MARK OF CHAOS]** Keyword, you can replace it with the name of the Chaos God you have chosen to venerate. If you worship the powers of Chaos Undivided, you do not have to replace this Keyword.

Characters with this Keyword can purchase the Mark of Chaos Talent on p.136.

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CHAOS BACKGROUNDS

d3	Origin	Gain +1
1	**Born Evil:** For as long as you remember you have served the Chaos Gods; somehow, your very soul was created tainted.	Corruption
2	**Converted:** An agent of the Chaos Gods seduced or coerced you with heresy, luring you to an immoral descent. Are they still an ally? Or a mortal enemy?	Resolve
3	**Contaminated:** Whilst on an operation, an artefact, individual, or environment befouled by the Ruinous Powers polluted your soul.	Max Shock
d3	Accomplishment	Gain +1
1	**Revolting:** You led an insurrection, overthrowing the Imperium's influence in a location.	Influence
2	**Reclaimer:** An artefact suffused with Warp energies called out to you from the void; you found it after a dark pilgrimage.	Wealth
3	**Vanquisher:** You almost died in a battle against an enemy of Chaos, but managed to defeat them with Warp-fuelled resilience.	Max Wounds
d3	Goal	Gain +1
1	**Champion:** You crave the attention of the Ruinous Powers, slaying in their name until you become their recognised champion.	Determination
2	**Conquer:** There is a civilisation, a city, or a planet you are destined to destroy.	Influence
3	**Ascension:** Power is not enough; you lust to become a daemon, your every mutation bringing you closer to your apotheosis.	Corruption

CHAOS OBJECTIVES

d6 Roll	Objective
1	Corrupt an innocent individual.
2	Extoll the benefits (or negatives) of gaining the attention of the Chaos Gods.
3	Pervert a religious icon, dedicating it to the Ruinous Powers.
4	Point out a flaw in Imperial culture or philosophy that will lead to its downfall.
5	Create confusion, incite bloodshed, pursue decadence, or spread disease.
6	Claim an act or event is evidence of the favour (or contempt) of the Ruinous Powers.

CREATING A TRAITOR

Your group might want to play as Renegades worshipping the Ruinous Powers; this is not an idea to be taken lightly, as your adventures may involve all manner of dark deeds and disturbing content.

Creating characters for a Chaos Framework is easy; you can either use Advanced Character Creation (p.38) or choose almost any Imperial Archetype, give them the **CHAOS** Keyword and any other relevant Chaos Keywords, and give them d3 points of Corruption multiplied by the Tier of the game. Your GM might rule that you could also gain extra abilities, some examples are outlined below.

Cultist

Hiding blasphemous brands and tattoos, myriad Chaos cults work from inside the Imperium to bring down the Emperor's people. Criminals hamstring Imperial efforts and steal crucial supplies whilst dark apostles sway other true believers to their villainous cause, spiralling toward revolt.

To make a Chaos Cultist, choose Ganger as your Archetype. You gain the following Keywords: **CHAOS**, **[MARK OF CHAOS]**. You gain d3 Corruption. You gain the following Archetype ability instead of Scrounger:

Enemy Within

You gain +Double Rank bonus dice to Deception (Fel) Tests, including Interaction Attacks, against targets with the **IMPERIUM** Keyword.

Rogue Psyker

Psykers that escape the tithes of the Black Ships are known as Rogue Psykers; untrained and vulnerable to the powers of Chaos, they may begin to worship the Dark Gods in exchange for the greater powers needed to avoid their pursuers and claim their newfound desires.

To make a Rogue Psyker, choose Sanctioned Psyker as your Archetype. You gain the **CHAOS** Keyword and lose the **IMPERIUM** and **ADEPTUS ASTRA TELEPATHICA** Keywords. You gain d3 x 2 Corruption. You have access to the Maleficarum Psychic Discipline (p.280).

Heretek

Students of the Adeptus Mechanicus that circumvent their strictures are known as Hereteks. These fallen Tech-Priests imbue machines with daemonic energies and dabble in other blasphemous lore in their craving for debased knowledge and power.

To make a Heretek, choose Tech-Priest as your Archetype. You gain the **CHAOS** and **DARK MECHANICUM** Keywords. You gain d3 x 3 Corruption.

Chaos Space Marine

Nine Legions of the Emperor's Space Marines revolted during the Horus Heresy, corrupted by the Ruinous Powers. Though they retain their powerful Wargear and implants, the malign influence of the Warp mutates them to even greater power.

To make a Chaos Space Marine, choose Tactical Space Marine as your Archetype. You gain the **CHAOS**, **[MARK OF CHAOS]**, and **HERETIC ASTARTES** Keywords. Instead of a **[CHAPTER]**, you belong to a **[LEGION]** of Chaos Space Marines. You gain d3 x 3 Corruption.

Other Archetypes

The dark tendrils of Chaos extend throughout the Imperium. A Death Cult Assassin may fall too deep into a reverie of violence, barely noticing their unconscious worship of the Blood God Khorne. Every Inquisitor risks being corrupted by the malign influences they are duty bound to face, particularly radicals that turn the Warp-crafted weapons of the Arch-Enemy against them. Some Renegades may not even be aware they have turned from the Emperor's light, continuing attempts to serve His will, ignorant of the blasphemy of their own existence.

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ARCHETYPES

Your character's Archetype is the core of who they are. When people talk about your character, they define them through their Archetype, like Severina Raine the Commissar, or Gregor Eisenhorn the Inquisitor. An Archetype is similar to a career. It informs what your character has been trained and educated to do, and the skills they use to survive.

Your Archetype will define your characters Species and place them in the larger organisation that trained them, called a Faction. Your character will also receive Keywords, further defining their knowledge and connections to organisations in the Gilead System. Your Archetype will give you bonuses to the Attributes and Skills that your character needs to do their job, as well as a unique ability; something they can do that nobody outside of the Archetype can.

In the war-torn far future, nearly everyone needs to be armed and armoured. Your Archetype will determine the kind of weapons, protection, and tools they recieve when you start playing.

ARCHETYPE FORMAT

1. The name and Faction of each Archetype is displayed at the top of the page.
2. The Tier this Archetype can be played at (**Tier:** p.19).
3. The Species of the Archetype, for example, Human or Aeldari (**Species:** p.26).
4. How much XP you need to spend to purchase this Archetype.
5. The Keywords the Archetype starts play with (**Keywords:** p.167).
6. The Attribute increases included with the Archetype (**Attributes:** p.119).
7. The Skill increases included with the Archetype (**Skill:** p.121).
8. The special ability this Archetype can use
9. A list of the Wargear (see **Chapter 10**) included with the Archetype.
10. Your Influence (p.37) bonus or penalty. Not every Archetype has an Influence modifier.

Suggested Purchases

Your Archetype will give you bonuses to Attributes and Skills, but you'll still have a lot of XP left over to customise your character. If you've never built a character before or you're short on time, you can use the suggested purchases presented with each Archetype to start playing quickly.

These costs are calculated using the tables on p.24-25. The suggested Attributes and Skills are tailored to each Archetype, highlighting their strengths or what they need to succeed. You might want to take either or both of the suggested arrays, and use your remaining points to customise them further using the tables on p.24-25.

The suggested Talents have also been tailored to each Archetype, including any particular quirks or what might be useful to them. Talents can also help differentiate between different individuals with the same Archetype. If you have two Inquisitorial Acolytes in your group, they'll probably have different backstories. For instance, one might be a proficient lip reader, and the other could have a secret identity.

1 INQUISITORIAL SAGE

TIER 2 | SPECIES Human 3 | XP Cost 4

KEYWORDS: ADEPTUS ADMINISTRATUM, IMPERIUM, INQUISITION, [ORDO] 5

ATTRIBUTES: Intellect 3 6

SKILLS: Scholar 2 7

ARCHETYPE ABILITY: Administratum Records 8
You are particularly adept at navigating the Imperium's colossal bureaucracy. You gain +Rank bonus dice whenever you make a Test to gather information from Imperial sources, typically on Influence or Investigation (Int) tests.

WARGEAR: Administratum Robes, Laspistol, Knife, Auto Quill, Data-Slate, 3 Scrolls of ancient records 9

INFLUENCE: +1 10

ARCHETYPE & SPECIES

Each Archetype is only available to a specific Species. The XP cost of the Species is included in the Archetype XP Cost, and any bonuses awarded for being that Species are included in the Archetype.

Suggested Attributes

A number of Attributes that would work well for this Archetype. This suggestion includes any bonuses you receive to Attributes from the Archetype. If you're happy with the Attributes, you can pay the XP Cost. Write these Ratings directly onto your character sheet.

SUGGESTED ATTRIBUTES							XP Cost 32
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	1	1	2	2	3	4	2

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Suggested Skills

An array of Skills that would work well for this Archetype. This suggestion includes any bonuses you receive to Skills from the Archetype. If you're happy with the Skills, you can pay the XP Cost. Write these Ratings directly onto your character sheet.

SUGGESTED SKILLS	XP Cost	24

Awareness 2, Ballistic Skill 1, Deception 1, Investigation 2, Scholar 3, Tech 1

These Skill Ratings are not your final Skills; when you make a Skill Test, you add the Skill Rating to the relevant Attribute Rating to determine your dice pool. So, if you took the suggested purchases for the Sister Hospitaller and made a Medicae (Int) Test, you would add your Medicae Rating (3) to your Intellect Rating (3) for a dice pool of 6 dice.

Whenever your Archetype offers you the choice of selecting a Skill or Skills to receive a bonus to, these will be marked with an asterisk (*) in the suggested Skills table.

Suggested Talents

A selection of Talents that work well with the Archetype and help distinguish them as a unique character. Talents are unique quirks to your character that change the way they can be played or give them special abilities. You might only be able to afford one or two of these, so think about your character's background and what distinctions or curiosities they might have — or just what you think would make them fun to play.

More information on Talents, including their XP costs, can be found in **Chapter 6**.

If your Archetype is a Psyker they will have suggested psychic powers. More information on psychic powers, including their XP costs, can be found in **Chapter 11**.

SUGGESTED TALENTS

Augmetic (p.129), Deductive (p.132), Supplicant (p.140)

GENDERED ARCHETYPES

However your character identifies, most Archetypes are available. There are exceptions: Adepta Sororitas, Adeptus Astartes, and Primaris Astartes.

The Adepta Sororitas are an entirely female force, because the Decree Passive forbade the Adeptus Ministorum from raising forces of 'men under arms'. This affects the Sister Hospitaller and Sister of Battle Archetypes.

Thus far, the gene-seeds necessary to transform a mortal into a Space Marine have only proven effective on specific male biologies. As a result, all Adeptus Astartes and Primaris Astartes are male. This affects the Space Marine Scout, Tactical Space Marine, and Primaris Intercessor Archetypes.

SISTER HOSPITALLER

Our medicae knowledge of these xenos bioweapons is limited; fortunately, my faith in the Emperor is not.
—Nikola Riviyera, Sister Hospitaller

A battlefield healer of both mind and soul. You ministrate to the injured with great Medicae expertise and inspire the pious with your cavernous well of faith.

When plague runs rife or blood spills, every Imperial Citizen prays the Emperor will send a skilled and compassionate Sister Hospitaller. They are the Emperor's loving embrace, devout women sent to purify festering flesh and stitch the faithful's wounds.

Becoming a Sister Hospitaller requires complete dedication to the Adepta Sororitas' teachings and meticulous research of anatomy and physiology. They study the cells that hold the body together as well as ways that biology can be abused and annihilated. Whilst focusing on the noble purity of the human form, they also study xenos biology to undo its ugly existence.

Their expertise in Medicae and resolute will makes them invaluable assets for unlocking the secrets of bizarre xenos biology, decoding deadly neurotoxin bombs, and discovering non-lethal but excruciatingly painful torture techniques. A Sister Hospitaller fulfils the vital dual role of physical and spiritual healer in a group. Though they usually prefer to put people back together, they are also skilled at taking them apart.

Sisters of the Order of the Sanctified Shield have zealously plunged into danger across the Gilead System wherever the need for medical aid is greatest to aid and embolden the Imperium's faithful, and are widely revered as a result.

SISTER HOSPITALLER

TIER	1	SPECIES	Human	XP Cost	24

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Willpower 3, Intellect 3

SKILLS: Medicae 1, Scholar 1

ARCHETYPE ABILITY: Loyal Compassion
+Double Rank bonus dice whenever you make a Medicae (Int) Test on a character with the IMPERIUM Keyword

WARGEAR: Sororitas Power Armour, Chirurgeon's Tools, Chain Bayonet (wrist mounted), Laspistol, Sororitas Vestments, Copy of the *Rule of the Sororitas*.

SUGGESTED ATTRIBUTES					XP Cost		26
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	2	2	2	2	3	3	3

SUGGESTED SKILLS	XP Cost	22

Investigation 1, Medicae 3, Scholar 2, Weapon Skill 2

SUGGESTED TALENTS

By His Will (p.142), Orthopraxy (p.137), Shield of Faith (p.144)

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Adepta Ministorum

MINISTORUM PRIEST

Deliverance from your blasphemy is possible, brother. Take up your blade, and join me in charge! Death in service is salvation!
—Voigt Charlamagne, Ministorum Priest

You preach and enforce the Imperial Cult. You lead the faithful to execute His will, inflaming faithful hearts with your impassioned oration.

Paragons of faith in the Emperor, every moment of a Ministorum Priests existence is devoted to bringing the Imperial Cult greater glory. Many members of the Ecclesiarchy believe they are the mortal manifestations of the God-Emperor's Will, brought into existence to demonstrate His might, His triumphs, and the wisdom of His creed.

Those that take on the mantle of missionary travel to new worlds to spread the Creed or revive the faith in fallen communities. Each priest is a bellowing voice, spreading the righteous word of the Emperor, rooting out corruption amongst their flock and punishing it with zealous prejudice.

Any Imperial Citizen can hear the Emperor's call and swear their life to Ecclesiarchy, being sanctified and educated in the Creed. This duty is not taken lightly; a Priest must follow the numberless strictures of the Creed doggedly. To fail their sacred duty is a sin akin to heresy.

When priests take to the battlefield they lead the righteous charge, invigorating allies with hymns and litanies of zealous hatred, armed only with small arms and their faith. A priest's respected position will open doors; few pious citizens will turn away a priest, as to do so is to turn away from the light of the God-Emperor Himself. But beneath the warp-torn shadow of the Great Rift, some citizens of the Gilead System see priests as charlatans.

MINISTORUM PRIEST							
TIER	1	SPECIES	Human			XP Cost	12

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM

ATTRIBUTES: Willpower 3

SKILLS: Scholar 1

ARCHETYPE ABILITY: Fiery Invective
You can preach the word of the Imperial Creed as a Free Action once per combat. You and all allies with the IMPERIUM Keyword heal 1d3+Rank Shock.

WARGEAR: Chainsword, Laspistol, Rosarius, Knife, Ministorum Robes, Missionary Kit.

SUGGESTED ATTRIBUTES							XP Cost	26
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	1	2	2	2	3	2	3	

SUGGESTED SKILLS	XP Cost	32

Awareness 2, Ballistic Skill 2, Insight 1, Intimidation 1, Leadership 2, Scholar 2, Weapon Skill 2

SUGGESTED TALENTS

Flagellant, (p.134), In His Name (p.143), Repent! (p.144)

IMPERIAL GUARDSMAN

I only regret that I have but one life to give for the Emperor.
—Ophelia Laika, Imperial Infantry, Gilead Gravediggers

A footsoldier in the galaxy's greatest army. You are one of billions of raw recruits trained to stand and fire against the monstrous enemies of humanity.

Citizens plucked from planets across the Imperium's staggering expanse, each member of the Astra Militarum survives brutal training to prepare for their purpose; war. Armed with mass-produced weaponry and flung across the galaxy on voidships, uncountable waves of Imperial Guard fight back the alien and the heretic as the Emperor's hammer.

An average human is no match for a rampaging Ork, a sly Aeldari Psyker, or a monstrous Tyranid bioform. Even those well trained and armed cannot hope to match the horrors they face. To stand in the face of such nightmares is akin to madness. And yet the Guard stand, shoulder to shoulder with brothers and sisters at arms from across the Imperium. The Astra Militarum proudly proclaim their strength is their Emperor-inspired bravery in the face of such dangers.

A Guardsman's origins are varied; their parentage is irrelevant compared to their ability to stand fast and fire a Lasgun. Every Imperial planet provides a tithe of warriors to replace the constant casualties. To some this is an honour. To others it's a death sentence.

Each cope with the physical and mental scars in their own way. Some embittered souls deal and await death with weary nonchalance, while others develop a morbid sense of humour or resort to illicit drugs to keep their personal demons at bay.

Though the Guard's more pious members would deny it, few would think twice about taking a job that freed them from their duty and the endless cycle of war and death. Inquisitorial agents and other high-ranking officials prize skilled veterans as bodyguards. Any warm body with military training is highly valuable in the Gilead System.

IMPERIAL GUARDSMAN

TIER	1	SPECIES	Human	XP Cost	6

KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT]

SKILLS: Ballistic Skill 2

ARCHETYPE ABILITY: Look Out, Sir!
You have been drilled in sacrificing yourself to save your allies. Once per combat, you may take a Reflexive Action to move up to half your Speed to get in the way of any attack that hit an ally. The attacker then rolls against your Resilience instead of your ally's, and may deal Wounds to you. Your Resilience increases by +Rank for the purpose of calculating this damage.

WARGEAR: Flak Armour, Lasgun, Knife, Munitorum issue mess kit, Grooming kit, A copy of the *Imperial Infantryman's Uplifting Primer*, 3 ration packs

SUGGESTED ATTRIBUTES					XP Cost		48
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	3	3	3	2	1	2

SUGGESTED SKILLS	XP Cost	18

Athletics 2, Awareness 1, Ballistic Skill 3, Survival 1, Weapon Skill 1

SUGGESTED TALENTS

Deadshot (p.131), Die Hard (p.132), Gallows Humour (p.134)

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INQUISITORIAL ACOLYTE

The Emperor bestowed authority to my master; she bequeathed knowledge to me.
My gift to you is freedom from the crime of your existence.
—Persephone Fredrika, Inquisitorial Acolyte

Conscripted to aid an Inquisitor, you identify and destroy threats to the Imperium.

Foot soldiers in the fight for the Emperor's soul, each Acolyte reports to a higher member of the Inquisition. Some are assigned to investigate or purge cultist cells, while others are allowed free reign to cleanse the Imperium of the alien, the witch, and the heretic.

Each Acolyte has a unique combination of skills, equipment, and life experiences. There's no formalised recruitment process — whenever an Inquisitor finds a promising individual, or simply needs more numbers to enact their grand plans, they hire an Acolyte.

The unbound authority of an Inquisitor allows them to initiate anyone, from a pilgrim with the wit to root out heresy and the resolve to stand against it to a manufactorum worker with a knack for noticing details that knows the area. Some are survivors of encounters with the daemonic or alien, individuals that show promise for dangerous work and needn't be executed to preserve the secrecy of the Inquisition's holy mission.

Those that impress their Inquisitor — or stay alive long enough — receive martial, academic, or psychological education. They learn to fortify the mind against temptation, understand their enemies, and how to torture or manipulate to extract confessions and valuable information.

The revelation of the Great Rift has increased Acolyte recruitment. The need for troops in the Inquisition's sacred crusade is urgent. Some opportunists have taken advantage of these dire times, using the Inquisition's shadowy nature to masquerade as Acolytes to purloin wealth and status. This has doubled common civilians' suspicion and fear when facing an Inquisitorial Acolyte.

INQUISITORIAL ACOLYTE							
TIER	1	SPECIES	Human			XP Cost	6

KEYWORDS: IMPERIUM, INQUISITION, [ANY], [ORDO]

SKILLS: Increase a Skill of your choice to 2

ARCHETYPE ABILITY: Inquisitorial Decree
You can invoke the name of your Inquisitor to gain +Rank bonus dice to any social Skill test when interacting with an individual with the IMPERIUM Keyword. You can only use this ability once per scene.

WARGEAR: Flak Armour, Any two IMPERIUM weapons with a Value of 5 or less and a Rarity of Uncommon or lower, Symbol of Authority

SUGGESTED ATTRIBUTES							XP Cost	42
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	2	3	2	2	3	3	1	

SUGGESTED SKILLS XP Cost 30

Athletics 1, Ballistic Skill 2, Insight 3*, Intimidation 1, Investigation 3, Scholar 1

SUGGESTED TALENTS

Ever Vigilant (p.133), Lip Reader (p.135), Secret Identity (p.139)

INQUISITORIAL SAGE

The planet is not 'lost', my liege. It is exactly where it was, as far as we know. The files have just been misplaced, and the Prefectus in charge of them passed away... about a century ago.

—Veltus Wjochek, Inquisitorial Adept

You are a bureaucratic savant, an expert at sourcing and judiciously applying knowledge to serve the Imperium and your own ends.

Inquisitors and Acolytes may be expert investigators, hunting down cultists and nefarious aliens, but their training will never make it possible for them to recall the vast information that makes up the Adeptus Terra's immense bureaucracy.

The Adeptus Administratum is tasked with collating reports from every corner of the galaxy. Its ranks consist of innumerable scribes and clerks who transcribe, archive, and retrieve vast amounts of data. This includes trillions of scrolls, data slates, and info vaults, records of troop placements, the volume of arms in caches, and the tithes of a million worlds.

Inquisitorial Sages are applied to this impossibly huge librarium, looking for the grain of truth with which an Inquisitor may hound their prey. Some uncover heretical truths before recruitment, drawing the Inquisition's attention who seek to prevent a revelation to the wider Imperium.

When applied to an Inquisitorial mission, these scholarly individuals discover details that can give insight into heretical plans or aliens who have influenced a sector for centuries. Adepts are the silent death, allowing an Inquisitor to work within the very mechanism of governance.

INQUISITORIAL SAGE

TIER	1	SPECIES	Human	XP Cost	16

KEYWORDS: ADEPTUS ADMINISTRATUM, IMPERIUM, INQUISITION, [ORDO]

ATTRIBUTES: Intellect 3

SKILLS: Scholar 2

ARCHETYPE ABILITY: Administratum Records
You are particularly adept at navigating the Imperium's colossal bureaucracy. You gain +Rank bonus dice whenever you make a Test to gather information from Imperial sources, typically on Influence or Investigation (Int) tests.

WARGEAR: Administratum Robes, Laspistol, Knife, Auto Quill, Data-Slate, 3 Scrolls of Ancient Records.

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		32
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	1	1	2	2	3	4	2

SUGGESTED SKILLS	XP Cost	24

Awareness 2, Ballistic Skill 1, Deception 1, Investigation 2, Scholar 3, Tech 1

SUGGESTED TALENTS

Augmetic (p.129), Deductive (p.132), Supplicant (p.140)

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GANGER

This hive is rife with villainous Scum, fighting with mutants, racing promethium-fuelled death traps, exploring the dangers of the sump. All they have is each other. Far better to be up here with me and stand in the Emperor's light, eh son?

—Jaquill Blanqart, Manufactorum Baroness

A member of the Imperial underclass, your life is rife with violence and hardship. Your identity is tied to a territorial gang, a brutal reflection of lower hive life.

Life in the Imperium is a fight for survival, but there is strength in numbers. Overworked citizens band together, rising from the slums and sewage to take what they can with threats and violence.

A Ganger fights for their found family. Though some break the Pax Imperialis for profit, many are normal citizens taking up arms to find justice. The Rust Hounds battle over the operation of a Promethium refinery on Avachrus, while the Pious Fangs of Enoch run protection rackets and drug rings to fund their witch hunts.

Anything can unite a gang; religious fervour, social injustice, a passion for technology. Those that survive develop traditions, initiation rituals, and identifying markers. The lower classes are used to scrounging for survival. Many steal their gear or re-create items from scrap parts to deadly effect. Some gangs are so small they could all be slain in a single downtown firefight. Others are large and influential enough to puppet the politics of a planet.

Gangers leap at any chance to improve their position by abandoning their former 'family'. Smugglers, assassins, and bounty hunters are often former Gangers, hired whenever nobility, Inquisitors, or Rogue Traders need access to the criminal underworld. If their low cunning, high wit, and thirst for violence impresses their new employer they might even get a new, more permanent job.

GANGER

TIER	1	SPECIES	Human	XP Cost	2

KEYWORDS: SCUM, [ANY]

SKILLS: Cunning 1

ARCHETYPE ABILITY: Scrounger
Your life with less has made you adept at finding spares and supplies in the most unlikely of places. You gain +Rank bonus dice to Cunning (Fel) Tests. Once per session you may make an Influence or Cunning Test to acquire an item, representing something you have prepared in advance.

WARGEAR: A Knife or a Sword, Bedroll, Canteen, Gang colours, any one of the following: a Laspistol *or* an Autopistol *or* a Hand Cannon *or* a Stubber

INFLUENCE: +1

SUGGESTED ATTRIBUTES							XP Cost	42
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	2	3	2	3	2	1	3	

SUGGESTED SKILLS XP Cost 32

Awareness 1, Ballistic Skill 2, Cunning 3, Deception 1, Investigation 1, Stealth 1, Survival 1, Weapon Skill 2

SUGGESTED TALENTS

Dirty Fighter (p.132), Hive Explorer (p.135), Unremarkable (p.141)

CORSAIR

Why, Mon-Keigh? In your base tongue, because it was... exciting.
—Anthrillien, Aeldari Corsair

A space pirate, a self-imposed exile of your Species, you raid and fight for coin, and to experience the full spectrum of sensation and emotion.

Travelling the stars in small, swift vessels, Corsairs strike aggressively and opportunistically. Operating in tight bands rich with camaraderie, they pirate any prey to satiate their desire for lives filled with passion.

Unbound by the strictures of their Craftworld kin, the swaggering Corsair embraces the vast depth of their emotion. They risk death and consumption by She Who Thirsts to fill their wanderlust, travelling the galaxy at their whim in a quest for new experiences. Their actions and motivations are undeniably inhuman, but at least comprehensible compared to the depravity of the Drukhari they are often mistaken for.

Corsair bands vary dramatically in appearance, tactics, and motivation. Some strike for the thrill of the fight, revelling in combat with advanced Aeldari technology and rare, stolen wargear. Others are purely materialistic, even becoming mercenaries.

Though usually nomadic, Corsair bands do have bases of operations — the Emerald Princess's lair has eluded the Ordo Xenos for decades. Indeed, they expected the Corsair band to move to greener pastures, until they too were trapped in the Gilead System by the Great Rift.

The Great Rift has afforded numerous opportunities for Corsair raids on the crippled Imperial infrastructure; ships travelling between the Heartworlds often employ Kill-Teams to repel Corsairs. Some Corsairs have instead turned to battle the encroaching Chaos hordes entering their territory.

Rumours abound of the Varonius Dynasty consorting with Corsair Queen Ferianwyr, and of individual Corsairs assisting the Rogue Trader's human agents. Though the Ordo Xenos condemn the very idea as heresy, some radicals believe that in these dark times any ally can benefit Humanity.

CORSAIR							
TIER	1	SPECIES	Aeldari			XP Cost	16

KEYWORDS: AELDARI, ANHRATHE, [COTERIE]

ATTRIBUTES: Agility 3

SKILLS: Athletics 2

ARCHETYPE ABILITY: Dancing on the Blade's Edge
You throw yourself into danger with reckless abandon to hide your ancestral fears. You gain +Rank bonus dice whenever you make or resist an Athletics (S) or Persuasion (Fel) Interaction Attack. You suffer a +1 DN penalty to Fear Tests.

WARGEAR: Corsair Armour, Shuriken Pistol, Lasblaster, Spirit Stone, 3 Plasma Grenades, Void Suit

SUGGESTED ATTRIBUTES							XP Cost 46
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	2	2	4	4	1	2	2

SUGGESTED SKILLS — XP Cost 18

Athletics 3, Awareness 1, Ballistic Skill 2, Pilot 1, Weapon Skill 1

SUGGESTED TALENTS

Augmetic (p.129), Legacy of Sorrow (p.135), Touched by Fate (p.140)

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ORK BOY

Ork

Do not fear their great numbers! Only cowards need overwhelm their foes! Do not be intimidated by their size! These brutes cannot stand against the strength of our faith!
—Final Words of Commissar Xavier Krund

A hulking, brutish creature who lives only to fight. You are a loutish, anarchic bruiser born for battle.

The terrifying tide of charging green beasts known as a WAAAGH! is made up of Boyz, the most common of the Orks. Few know of anything besides war, and the Boyz like it that way. Bigger and stronger than a Human in every way, with a mind bent only toward fighting and killing, a single Ork can rip through a crowd without exertion. They constantly seek out violence, fighting amongst themselves if no better foe presents itself.

Though part of a clan, each Boy has their own look cobbled together from gubbinz and bitz. Their ramshackle weapons are built from scrap, but Orks love their absurd amalgamations — provided they prove as deadly as possible. Guns are prized for volume and dakka (or rate of fire) over accuracy. The biggest, heaviest, crudest axes and clubs are the best.

Orks are more than content to wage war against the daemonic hordes pouring through the Great Rift, though should that battle end they will surely turn on the Heartworlds. A small mob of Blood Axes run amok, destroying many Imperial outposts on the fringes of the Gilead System. Some opportunists have attempted to hire them as mercenaries, and whilst there have been successful missions, no employers have survived. Legend has it a trove of Teef and Orky artefacts are buried somewhere in the system, supposedly protected by the spirit of Saint Julyana Gilead — many intend to claim this prize.

ORK BOY							
TIER	1	SPECIES	Ork			XP Cost	26

KEYWORDS: ORK, [CLAN]

ATTRIBUTES: Strength 3, Toughness 3

SKILLS: Weapon Skill 2

ARCHETYPE ABILITY: Get Stuck In
You gain +Rank bonus dice to melee attacks for every ally engaged with the same target as you.

WARGEAR: Shoota, Slugga, Choppa, Ripped clothes

SUGGESTED ATTRIBUTES							XP Cost	34
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	4	4	2	3	1	1	1	

SUGGESTED SKILLS — XP Cost 16

Athletics 1, Ballistic Skill 1, Intimidation 2, Weapon Skill 3

SUGGESTED TALENTS

Berzerker (p.130), Brutalist (p.130), Frenzy (p.134)

SISTER OF BATTLE

By blood and fire we will defend His dominion! Take up your blades, Sisters; make His will manifest!
—Canoness Jeanne Grace D'Emysa

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An unwavering warrior of righteous determination, you are a warrior monk, raising battle hymns as you zealously destroy the Emperor's foes.

When heretics muster and corruption runs rife, the Sisters of Battle take up their holy arms. The ever-faithful militant arm of the Adeptus Ministorum, they are the Imperium's blazing sword, the Imperial Creed's righteous shield. They stride the battlefield in ornate powered armour, wielding bolt and flame with precision and prejudice to fulfil their sacred duty: purge the galaxy of heresy and corruption, and immolate any who would stand against the Imperial Creed. These are the Sisters of Battle. Repent, or perish!

The Schola Progenium take in the orphans of the Imperium's endless wars and educates them in the Imperial Creed. When the time is right, the most devout undergo intense military training and further indoctrination as they are molded into Sisters of Battle. By adulthood, they are forged into fierce warriors, whose faith in their Sisters and the Creed is unflinching in the face of annihilation.

Due to this purity of mind and their shared goals, the Adepta Sororitas often work in conjunction with the Inquisition. Individual Sisters can often be found acting as powerful and reliable warriors in the face of corruption most foul. Sisters are frontline fighters; when not purging the impure, they are on the lookout for heresy wherever it lies. Their strength comes not from genetic enhancement, but a purity of faith and unshakable belief in the Emperor.

SISTER OF BATTLE

TIER	2	SPECIES	Human	XP Cost	64

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 3

SKILLS: Ballistic Skill 2, Scholar 1, Weapon Skill 2

ARCHETYPE ABILITY: Purity of Faith
You and any allies within 15 metres gain + Double Rank bonus dice to Corruption Tests. You gain +Double Rank bonus dice to any Test to resist the effects of a Psychic Power.

WARGEAR: Sororitas Power Armour, Chaplet Ecclesiasticus, Sororitas Vestments, Writing Kit, a copy of the Rule of the Sororitas. Choose from either of the following options; a Boltgun *or* a Bolt Pistol and a Chainsword.

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		58
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	4	4	4	4	2	2

SUGGESTED SKILLS — XP Cost 28

Athletics 2, Awareness 1, Ballistic Skill 3, Intimidation 1, Leadership 1, Scholar 2, Weapon Skill 3

SUGGESTED TALENTS

Die Hard (p.132), Orthopraxy (p.137), Shield of Faith (p.144), Repent! (p.144)

SANCTIONED PSYKER

I'm Sanctioned, you imbecile. Try and shoot me; you might manage to raise the gun before your brain runs out of your ears.

—Yvette Wachlitz, Sanctioned Psyker of the 349th Gilead Gravediggers

A mutant capable of channelling the Warp to manipulate reality.

Feared throughout the Imperium, a Psyker rends realspace and bends it to their will. They summon fire, read thoughts, and mould living flesh to their desire. The unholy power they channel is a cursed blessing; Psykers are beacons in the dark to daemons, and each time they channel the Warp they risk becoming a physical gateway for Chaos to enter realspace.

Any human can develop psychic powers, and more are cursed with the Warp-touch every year. A Sanctioned Psyker has survived the harrowing journey in a sinister Black Ship to Holy Terra. Surviving through Scholastia Psykana training and indoctrination, they develop unparalleled discipline. Proven worthy to serve the Emperor, they are connected to His holy grace so that they might better resist the call of Chaos.

Strong of mind and pure of will, the Psyker is ordained an asset to humanity. A small fraction of all Psykers have the willpower to safely be of use. Some are sent to the battlefields to wreak otherworldly havoc, while others touch the timeless veil to predict the future.

In the darker past Psykers were considered unnatural, but their evident value outweighs the fearful stories of old propaganda. Still, the Warp scars every Psyker. Most bear broken bodies and tortured — though resilient — minds.

Ever present in a Psyker's mind is the knowledge that a single mistake could open the gates to the Immaterium. In such a case, the best one can hope for is a swift death. Even those that suppress the fear know they will always be outsiders, suffering the indoctrinated suspicions of others and their own all-too-real nightmares.

SANCTIONED PSYKER

TIER	2	SPECIES	Human	XP Cost	32

KEYWORDS: IMPERIUM, ADEPTUS ASTRA TELEPATHICA, PSYKER, SCHOLASTIA PSYKANA

ATTRIBUTES: Willpower 4

SKILLS: Psychic Mastery 1

ARCHETYPE ABILITY: Psyker
You have the PSYKER Keyword, and are a Psyker. You know the Universal Psyker Abilities (p.267), 1 Minor Psychic Power and the Smite psychic power. You may purchase additional psychic powers, following the rules in Chapter 11.

WARGEAR: Laspistol, Force Stave, Psykana Mercy Blade, Munitorum Issue Mess Kit, Blanket, Grooming kit, 2 Ration packs

SUGGESTED ATTRIBUTES							XP Cost	73
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	1	3	2	3	6	3	2	

SUGGESTED SKILLS — XP Cost 26

Deception 2, Psychic Mastery 4, Scholar 1

SUGGESTED PSYCHIC POWERS

Compel (p.268), Hover (p.270), Phantom Grip (p.270), Mental Force (p.270)

SKITARIUS

The odds of success are approximately 3752 to 1. As the Omnissiah wills, I shall find a way.
—Zelith-Delta-27, before her heroic defence of the Anval chem-plant

A soldier more of steel than sinew, you are a member of the standing army of the Adeptus Mechanicus.

With the sacred instruments of the Machine God, the Skitarius is rebuilt and forged for war. Devout worshippers of the Cult of the Machine, their new mechanical bodies are a work of divine art dedicated to the Omnissiah. Their duties are to guard and venerate the holy devices of the Adeptus Mechanicus, to follow orders, and to wage righteous war.

Skitarius are survivors of a gruelling transformation: flesh is stripped and replaced with synthetic fibre and adamantium. Limbs are replaced for untiring augmetics, armour plating bolted to bone. Cogitators are implanted into their brains to maintain tireless focus. Every objective is dynamically analysed, no mission can be forgotten. A Skitarius will doggedly pursue their goal for centuries unless ordered to stop.

Skitarii might be fallen warriors with no other option or convicts experiencing divine revelation. Skitarii rarely remember their past, as their minds are wiped of memories that could interfere with their purpose.

Their worth is proven as tireless guards, tactical warriors, and calculating tech advisors. Some are sent to accomplish tasks the flesh cannot; spacewalking to repair void ships, or working in deadly manufactorum fumes. The Administratum is rumoured to have employed their unfeeling logic to efficiently ration diminishing food supplies in the Gilead System.

The forges of Avachrus work tirelessly to augment more warriors; to fight back the terrors of the Great Rift, the weaknesses of the flesh must be overcome. Though many are devout or desperate enough to submit to the procedure, supplies dwindle, and the forges turn away all but the most pious. Viewed with jealousy, more than once has a Skitarius been forced to slay a Ganger attempting to steal their blessed augmetics.

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SKITARIUS					
TIER	2	SPECIES	Human	XP Cost	28

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SKITARII, [FORGE WORLD]

ATTRIBUTES: Toughness 3

SKILLS: Ballistic Skill 2, Tech 1

ARCHETYPE ABILITY: Heavily Augmented
Your body has been redesigned to withstand the rigours of war. You do not bleed (making you immune to the *Bleeding* Condition) and gain +Rank bonus dice to Determination rolls.

WARGEAR: Combi-Tool, Galvanic Rifle, Skitarii Auto-Cuirass

SUGGESTED ATTRIBUTES					XP Cost		58
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	4	4	3	2	2	1

SUGGESTED SKILLS	XP Cost	54

Athletics 1, Awareness 1, Ballistic Skill 4, Investigation 2, Medicae 2, Tech 4, Weapon Skill 1

SUGGESTED TALENTS

Augmetic (p.129), Binary Chatter (p.130), Conversational Cogitator (p.131), Rite of Magnometrics (p.138)

DEATH CULT ASSASSIN

Adepta Ministorum

Blood for His blood; death for His glory.
—Death Cult Assassin Quitus Xen on the assassination of Erasamus Blanqart

A zealot of an extremist sect, you honour the Emperor's sacrifice for humanity through the ritual slaughter of His enemies.

Stalking from the shadows and striking like lightning, every assassination committed by a Death Cultist is a gory, reverent affair. Bloodshed and death are the hymns and prayers to a Death Cultist, every life ended a pious reflection of the Emperor's own sacrifice. Death Cult Assassins track their prey stealthily, all the better to experience the ritual exsanguination of their foes first-hand.

Diverse Death Cults thrive across the Imperium; uneducated citizens gather to perform brutal, primitive rituals, whilst the elite run baroque bloodletting ceremonies that last days. All believe that the violence they orchestrate serves the Imperium; acts of worship akin to the God-Emperor's own sacrifice. Flesh is cut and consumed, the reverent bathe in sanctified blood. The Ecclesiarchy and the Inquisition often turn a blind eye to these near-heretical practices.

As utterly determined stalkers and killers, they serve the Imperium in a mutually beneficial arrangement. An Assassin removes a problematic individual, ending their malign influence, and in recompense the Death Cults have a body for their ritual sacrifice. A fitting reward for their fanatic — if sometimes twisted — loyalty to the Creed.

In the confusion following the emergence of the Great Rift, opportunistic nobles and officers employed Death Cult Assassins to further their own agendas. As daemons walk into realspace, desperation has forced many citizens into the arms of the Death Cults.

DEATH CULT ASSASSIN							
TIER	2	SPECIES	Human			XP Cost	36

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM

ATTRIBUTES: Agility 4

SKILLS: Weapon Skill 2

ARCHETYPE ABILITY: Glancing Blow
You depend upon your swift movement and honed reflexes to avoid harm. You may use your Agility instead of your Toughness when you roll Determination against Damage from attacks, and may roll Determination against Mortal Wounds. You cannot use this ability if you are immobilised in some way, such as through the *Restrained* Condition.

WARGEAR: Two Death Cult Power Blades, Bodyglove, Knife, Laspistol, 3 doses of Stimm

INFLUENCE: +1

SUGGESTED ATTRIBUTES							XP Cost	54
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	3	3	4	4	3	2	1	

SUGGESTED SKILLS — XP Cost 50

Athletics 3, Awareness 1, Ballistic Skill 1, Intimidation 1, Investigation 1, Scholar 1, Medicae Stealth 3, Weapon Skill 4

SUGGESTED TALENTS

Blood Must Flow! (p.130), Eliminator (p.133), Flagellant(p.134), Silent (p.139)

TEMPESTUS SCION

I've never fought a fair fight. The Emperor is on our side.
—Lelith Kern, Tempestus Scion

You are a highly trained elite shock trooper of the Astra Militarum.

Deployed to impenetrable enemy lines or to strike at key objectives, the Imperial Guard's officers depend on the Tempestus Scion to do what scores of troopers can't. Carrying complex equipment and employing advanced tactics, they operate without support, strike without warning, and execute their orders without fault. For the Tempestus Scion, failure is not an option.

The Gilead System needs elites like the Scions more than ever before. Their training is bolstered by a necessarily fastidious attitude towards ammunition; breeding crack shots who never waste a bullet and cautious close-combat operatives.

Selected for their grim purpose as children, a Scion's education in the art of war begins years before other soldiers would be inducted into the Astra Militarum's swollen ranks. Indoctrinated physically, mentally, and spiritually from infancy, their existence revolves around battlefield excellence. They are instilled with absolute faith in the Emperor and His war machine. Any doubt is expunged, as are personality defects or unnecessary memories. The minds that survive this process become a blank slate, primed to undergo relentless training in martial arts, tactics, stamina conditioning, and marksmanship.

Those suitable for selection are few and far between, and as such Scions are primed to work in small teams executing strikes behind enemy lines, used to adapting and improvising in intense situations without a command structure. Taught to bond to their squadmates, Scions forge connections quickly to ensure maximum efficiency. However, some find their limitless pragmatism and the unquestioning brutality with which they follow orders disturbing.

TEMPESTUS SCION

TIER	2	SPECIES	Human	XP Cost	52

KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

ATTRIBUTES: Strength 3, Toughness 3, Agility 3

SKILLS: Ballistic Skill 2, Stealth 2

ARCHETYPE ABILITY: Elite Soldier
You're an expert in inflicting pain through the weapons of the Imperium. Whenever you spend Glory to increase damage when using a weapon with the ASTRA MILITARUM Keyword you can add +Rank to the final damage value.

WARGEAR: Tempestus Carapace, Hot-Shot Lasgun, Grav-Chute, Knife, Munitorum Issue Mess Kit, a copy of the *Imperial Infantryman's Uplifting Primer*, Slate Monitron, Monoscope, 3 ration packs.

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		42
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	4	3	4	3	2	2	2

SUGGESTED SKILLS	XP Cost	46

Athletics 2, Awareness 2, Ballistic Skill 4, Leadership 1, Pilot 2, Stealth 2, Survival 2, Weapon Skill 2

SUGGESTED TALENTS

Deadshot (p.131), Die Hard (p.132), Jargon (p.135), Special Weapons Trooper (p.140)

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ROGUE TRADER

Wonderful piece, isn't it? That dashing trader Dyre Krejcik sold it to me. Yes, she was the one responsible for that tainted shipment of Amasec, but the artefacts she liberates are all perfectly exquisite.
—Ostian Noble Uzzial Faarquaid, shortly before a well-documented descent into heresy and madness

Gifted the rare freedom to explore the stars, you explore, trade, pillage, and conquer to expand the Imperium.

Humanity's destiny is to rule the galaxy — this is the Emperor's will. To expand His realm, the Imperium bestows voidships and rights of free passage and trade to daring individuals who voyage beyond the frontiers of known space in search of fortune and glory.

A Rogue Trader is defined by their Warrant of Trade. These decrees enable the holder to travel beyond the limits of the Imperium and act autonomously. They may have carte blanche to consort with aliens, especially if lore and technology can be acquired that would benefit the Imperium. Their calling gives them leave to trade anything from foodstuffs to minerals, sometimes controlling entire trade routes to finance adventures further afield.

Those of high cunning, practised diplomacy, good humour, and twitchy trigger finger find their ships crewed by all manner of mercenaries (and rarely, well-paid xenos), and their stores brimming with valuable artefacts.

Opportunists and masters of manipulation, Rogue Traders are treated with a mix of jealousy and awe by the common Imperial citizen. They are figures of wealth and adventure, frontier warriors that spread the Emperor's glory, but are known to consort with the vile xenos Imperial society has been conditioned to hate.

ROGUE TRADER

TIER	2	SPECIES	Human	XP Cost	36

KEYWORDS: IMPERIUM, ROGUE TRADER, [DYNASTY]

ATTRIBUTES: Fellowship 3

SKILLS: Awareness 1, Cunning 1, Insight 2, Persuasion 2

ARCHETYPE ABILITY: Warrant of Trade
You are a master of manipulating a situation to your advantage. You gain +Rank bonus dice to all Persuasion (Fel) Tests and Influence tests to acquire goods and services.

WARGEAR: Imperial Frigate. Choose any two pieces of Wargear with a Value of your Tier +4 or less, and a Rarity of Rare or lower. Choose from any of the following options; Flak Coat or Carapace Armour or Light Power Armour.

INFLUENCE: +2

SUGGESTED ATTRIBUTES							XP Cost	67
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	2	2	2	3	3	3	5	

SUGGESTED SKILLS	XP Cost	44

Awareness 1, Ballistic Skill 1, Cunning 3, Deception 3, Insight 2, Leadership 2, Persuasion 3, Pilot 2, Weapon Skill 1

SUGGESTED TALENTS

Augmetic (p.129), Gallows Humour (p.134), Scum Savvy (p.139),Touched by Fate (p.140)

SCAVVY

Unclean, impure, abhorred, reviled; these are the marks of the Mutant. The Emperor demands they be hunted, cleansed and purged..

—Lieselotte Von Dretch, Ministorum Priest

You are a survivor of the worst conditions of Imperial society, moulded by horrendous environments into a purposeful, determined mutant.

'Scavvy' is a slang term for a mutant that has somehow thrived despite their afflictions. The Lex Imperialis judges all mutants illegal, but millions survive, contributing to the Imperium from the shadows.

Across the Imperium communities are forced to work and live in harmful conditions. Those born in Avachrus' scrap heaps or the toxic run-off pits on Gilead Primus know no other life. These outcasts toil in obscurity; often simply forgotten, left to die, lest their mutated forms contaminate the pure. However, the same limitless tenacity of Humanity that forged the Imperium also breeds survivors in these horrific conditions.

Genetic disease, malnutrition, exposure to radiation and toxins — Scavvy populations can't escape disease, with mutated tribes relying on each other to survive. Most have only cosmetic deformities; leather teeth or backwards-facing fingers. However, some become over-muscled rogues with night vision and extra appendages. Though most live on the edges of society, they know that most Humans will shun them, if they don't kill them on sight.

Some seek solace in worship of the Emperor, believing the warped changes to their flesh are blessings, setting forth to destroy His enemies. Others know any life would be better than theirs and gladly throw themselves into dangerous liaisons for a chance at normality.

In the wake of Cicatrix Maledictum, mutation rates have soared. Some report acts as simple as staring at the Warp-torn sky have irrevocably changed physiology.

Amongst the Imperium society's lower classes, Scavvies are barely tolerated. With anything from red eyes to bestial hides, those that venture any higher disguise themselves well to avoid execution.

SCAVVY

TIER	2	SPECIES	Human	XP Cost	16

KEYWORDS: SCUM, [ANY]

ATTRIBUTES: Toughness 2

SKILLS: Survival 1

ARCHETYPE ABILITY: Mutant
Your life in the unsanitary underbelly of the Imperium has mutated you. Select two Mutations from the list of Scavvy Mutations on p.287. Whenever your Rank increases, you may select another Mutation from the list.

WARGEAR: A Laspistol or an Autopistol, Knife, Bedroll, Canteen, Tattered Clothes

INFLUENCE: -1

SUGGESTED ATTRIBUTES							XP Cost	60
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	3	4	3	3	2	1	3	

SUGGESTED SKILLS XP Cost 74

Athletics 2, Awareness 2, Ballistic Skill 1, Cunning 3, Deception 2, Intimidation 1, Investigation 2, Persuasion 1, Stealth 2, Survival 4, Tech 1, Weapons Skill 2

SUGGESTED TALENTS

Dirty Fighter (p.132), Hive Explorer (p.135), Silent (p.139), Unremarkable (p.141)

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SPACE MARINE SCOUT

Adeptus Astartes

Eighteen times I have lain on cold metal, my eyes open, my body torn asunder and remade strong by the strictures of the Codex. Once more and I will be an Angel of Death. These scars are steps to my ascension.
—Gezrael, Space Marine Scout of the Absolvers Chapter

Genetically enhanced beyond Human limits, you are an initiate warrior of the Adeptus Astartes deployed to make swift, stealthy strikes.

Despite standing head and shoulders above any other Human, Space Marine Scouts move silently, ranging ahead of their Astartes brethren. Though strong and swift as any trans-human, they do not yet have the Black Carapace — nor the experience — of a fully fledged Space Marine.

Scouts operate on foot, relying on covertness and cunning to stay alive. Any attack they make must be decisive to prevent the enemy from striking back. Some use sniper rifles to deal death from afar, then observe the heroics of their frontline brethren.

An Angel of Death is not forged in a day; each begins as a mortal man. Scouts still remember their lives as normal humans. Through suffering their flesh is rid of impurity. Their will is tempered through trial and torment. Their minds are honed through prayer and learning.

Pious, focused, and halfway to trans-humanism, Scouts are in a unique position. They can still sympathise with mortals but know that they will never be truly Human again; a Scout either dies or becomes an Angel of Death. Their conditioning makes them strict adherents to the Codex Astartes, but their lack of experience and memories means they are more capable of empathising with Imperial citizens.

Space Marine Scouts are viewed as demi-gods; though the Absolvers Chapter have a reputation for being as fearsome as they are fearless, most citizens still put their faith in the Emperor's greatest warriors. The lack of resources and dwindling gene-seed reserves mean there are many Scouts operating as part of the Absolvers. Leading a small cadre of mortal warriors on focused missions is considered a rite of passage; one that some Scouts have been committed to complete for decades whilst they await the Black Carapace.

SPACE MARINE SCOUT

TIER	2	SPECIES	Adeptus Astartes	XP Cost	170

KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]

ATTRIBUTES: Strength 4, Toughness 4, Agility 4, Initiative 4, Willpower 3, Intellect 3

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Stealth 3, Weapon Skill 3

ARCHETYPE ABILITY: Use the Terrain
You gain +Rank to any Stealth (A) Test when there is some form of terrain to hide behind.

WARGEAR: Scout Armour, Astartes Combat Knife, 3 Frag Grenades. Vox Bead. Choose any one of the following options; A Boltgun *or* A Bolt pistol and a Chainsword *or* An Astartes Shotgun *or* An Astartes Sniper Rifle and a Cameleoline Cloak

INFLUENCE: +1

RANGER

An Aeldari sniper? Emperor's Eye! Those flimsy xenos couldn't hit the broadside of a Baneblade at this range.

—Final words of second lieutenant Johannes Sejwicz of the Gilead Gravediggers

Embracing the path of the Outcast, you stealthily travel the galaxy in search of new experiences, eliminating threats to your Craftworld from afar.

Explorers of distant and dangerous worlds, all Rangers leave their Craftworld to seek adventure. Employing stealth and marksmanship to keep themselves safe in the strange environs they visit, Rangers become deadly snipers ready to bring death to their foes.

A Ranger's first loyalty is to their Craftworld, the vast voidship that is both their birthplace and society. Utilising the mysteries of the Webway, they can appear from nowhere to silently eliminate threats to their homes.

Though Rangers often work alone, they share a solidarity and camaraderie with their fellows when the need arises; whether it's protecting their Craftworld or eliminating the foul taint of Chaos. In their wanderings they interact with other Aeldari; Corsairs, Drukhari, and even Harlequins. Many join these other groups, or cast off the Ranger mantle entirely in favour of some other pursuit. Such is the fickle nature of the Aeldari.

Drawn to Ul-Khari, the Craftworld crashed on Trollius, a number of Rangers are working covertly in the Gilead System. Some even seem to work somewhat willingly to serve the Imperium's interests, deployed as part of the delicate entente between Varonius and the Ul-Khari Farseers. Rangers are well aware of the suspicion and revulsion that most Imperial citizens hold for them and make every effort not to reveal their identity.

Many Rangers rebel against the enhanced responsibility of working in the Gilead System and chafe against the Imperium in response. However, all know the tragedy of the loss of a single Aeldari life, and are ever ready to battle back the forces of She Who Thirsts.

RANGER					
TIER	2	SPECIES	Aeldari	XP Cost	34

KEYWORDS: AELDARI, ASURYANI

ATTRIBUTES: Agility 3

SKILLS: Ballistic Skill 2, Stealth 1, Survival 2

ARCHETYPE ABILITY: From the Shadows
You are adept at exploiting any form of concealment. Whenever a Vision Penalty (p.191) or Cover (p.181) impose a penalty on someone trying to attack or detect you, the penalty is increased by +Rank DN.

WARGEAR: Cameleoline Cloak, Aeldari Mesh Armour, Ranger Long Rifle, Shuriken Pistol, Knife, Spirit Stone, Bedroll, Blanket, Magnocular Scope

SUGGESTED ATTRIBUTES							XP Cost 69
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	2	3	5	3	3	3	1

SUGGESTED SKILLS XP Cost 48

Athletics 2, Awareness 4, Ballistic Skill 3, Deception 1, Insight 1, Scholar 1, Stealth 3, Survival 2

SUGGESTED TALENTS

Legacy of Sorrow (p.135), Deadshot (p.131), Eliminator (p.133), Mastered Paths (p.136)

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KOMMANDO

Ork

Listen! I's sneaky, yous sneaky, and Deftoof is sneaky too. If we all sneakin togetha, dats triple the sneak! Now, help me get dis muffler Squig on dis ere Rokkit Launcha.

—Bog Tiktaks, Ork Kommando

An extraordinary example of your Species, you employ cunning, stealth, and self-discipline to accomplish acts of underhanded brutality.

Reflected by their gods Gork and Mork, Ork philosophy falls into one of two camps: brutal and kunnin', or kunnin' and brutal. Kommandos are kunnin' so that they can be the most brutal, and live to brag about it. Unlike Boyz, these Orks use dirty tricks like stealth, camouflage, and creating distractions. Such methods rely on a trait lacking amongst Orks — discipline.

Though Kommandos exist in all Ork clans, other Orks tend to distrust them. Most consider the use of stealth and camouflage distinctly un-Orky, as killing the enemy before they get to fight defeats the point entirely. Though Warbosses instinctively understand Kommandos, most are deeply uncomfortable in the presence of any Ork that would voluntarily stay quiet.

The aberrant mindset that distinguishes each Kommando serves the entire clan; just as the average Ork is driven above all to fight, a Kommando finds the highest pleasure in covert operations. Sneaking through an enemy base to slaughter surprised enemies, patiently waiting to strike to make an ambush more successful, utilising timed explosives to cripple supply lines; all epitomise Mork's battle 'taktiks'.

Some Kommandos range so far ahead of the tribe that they find themselves deep behind enemy lines — so deep they are forgotten, continuing long campaigns without orders, executing stealth missions purely for pleasure.

ORK KOMMANDO							
TIER	2	SPECIES	Ork			XP Cost	54

KEYWORDS: ORK, [CLAN]

ATTRIBUTES: Strength 3, Toughness 3, Agility 3

SKILLS: Stealth 2, Survival 1, Weapon Skill 2

ARCHETYPE ABILITY: Kunnin' Plan
You and any of your allies with the ORK Keyword within 15 metres gain +Rank bonus dice to Stealth (A) Tests.

WARGEAR: Shoota, Slugga, Choppa, 3 Stikkbombs, Survival Kit

SUGGESTED ATTRIBUTES							XP Cost	40
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	4	4	4	3	1	1	1

SUGGESTED SKILLS — XP Cost 52

Athletics 2, Awareness 1, Ballistic Skill 1, Cunning 1, Intimidation 2, Stealth 4, Survival 1, Tech 2, Weapon Skill 4

SUGGESTED TALENTS

Brutalist (p.130), Eliminator (p.133), More Dakka! (p.137), Silent (p.139)

TECH-PRIEST

Thus do we invoke the Machine God. Thus do we make whole that which was sundered.
—Hymn of Reforging

A high-ranking member of the Adeptus Mechanicus, technology and religion are as one to you, and you are truly devout.

Devoted to serving the Machine God, a Tech-Priest has studied and mastered one or more of the holy technological or scientific disciplines that make up their creed. Knowledge and expertise are equivalent to authority amongst the reverent ranks of the Mechanicus. When the esoteric machinery of the Imperium malfunctions, the people cry out for a Tech-Priest.

Each Tech-Priest specialises in one or more areas of study related to the holy machine. Genetors study biological life interfacing with the mechanical. Logi accumulate and organise obscure information. Most common are Artisans, who build and maintain the arcane machinery necessary to the Imperium. Each is a vehement guardian of the occult secrets of technology.

As a senior member of the Adeptus Mechanicus, a Tech-Priest has replaced much of their weak flesh with hallowed technology. All retain a portion of their organic brain, as to become a machine capable of thought would be blasphemy of the highest order.

Tech-Priests are more used to interfacing with Machine Spirits than humans. They are given a wide berth as enigmatic figures, so close to the machines they worship they might as well be another Species. Repairs are more important than ever in the supply drought the Gilead System faces. Beyond the watchful multi-lensed augers of the high Magos of Avachrus, Tech-Priests are conducting desperate experiments to escape their plight. Some have been sequestered from their battle congregations, joining small strike forces as technological and spiritual advisors, searching for technological advances to use against the enemies of the Omnissiah.

TECH-PRIEST							
TIER	3	SPECIES	Human			XP Cost	44

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Intellect 3

SKILLS: Scholar 1, Tech 3

ARCHETYPE ABILITY: Rite of Repair
You receive +Double Rank to Tech (Int) Tests to repair damaged machinery. All Tech (Int) Tests you make take half the standard time.

WARGEAR: Omnissian Axe, Laspistol, One Mechadendrite, any 2 Augmetics, Combi Tool, Light Power Armour, Omnissian Sigil (Symbol of Authority)

INFLUENCE: +2

SUGGESTED ATTRIBUTES							XP Cost 102
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	2	3	2	2	3	7	1

SUGGESTED SKILLS — XP Cost 94

Awareness 2, Ballistic Skill 4, Investigation 1, Medicae 2, Pilot 2, Scholar 4, Tech 6, Weapon Skill 2

SUGGESTED TALENTS

Binary Chatter (p.130), Deductive (p.132), Rite of Magnometrics (p.138), Rite of Pure Thought (p.139)

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CRUSADER

Though silver in your palms weighs light. Compared to death by blast and sword,
Do not shy the hopeless fight, For endeavour is its own reward.
—Eduvuard de Maingre, Crusader of the Enochian Lamasery

A warrior-monk of the Ecclesiarchy, worship to the Emperor and single combat against His foes are as one to you.

Bastions of honour, masters of single combat and sworn oath bearers of the Ecclesiarchy, Crusaders are warrior-monks who go where their faith calls them. With devout stoicism, they hoist great storm shields and heavy-bladed power weapons. With determined steps they advance, righteous robes of the Imperial Cult flowing behind them, unbowed by the weight of their armour or their oaths. They are the bulwark upon which heretics are broken, and the relentless hunter that mercilessly pursues the unrighteous. They are Ecclesiarchy Crusaders, and none can escape their judgment.

Some Crusader Houses recruit exclusively from the Schola Progenium, while others only accept members of nobility. The unifying characteristics in even inexperienced Crusaders are an exceptional aptitude for melee combat and a dogged devotion to the Imperial Creed. With their training complete, a Crusader swears a sacred personal oath and leaves their monastery to march forward with single-minded determination to complete their task. Many accompany other retinues, hoping that by aiding their mission they will return the favour and help fulfil the Crusader's oath.

Crusaders are frontline fighters and staunch guardians. Their skill with a blade, iron will, and heavy armour make them capable of shrugging off blows that would fell lesser mortals. The Shrine World Enoch attracted many pilgrim Crusaders before the coming of the Great Rift. Most have taken additional oaths to protect the synods and cathedrals there until the Warp storm abates, believing through faith they can fight back the long darkness.

CRUSADER							
TIER	3	SPECIES	Human			XP Cost	54

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM

ATTRIBUTES: Initiative 3, Willpower 3

SKILLS: Scholar 1, Weapon Skill 3

ARCHETYPE ABILITY: Armour of Faith
You gain +Double Rank bonus dice to melee attack tests against targets with the CHAOS or HERETIC Keyword.
Your Resolve also increases by +Rank.

WARGEAR: Power Sword, Storm Shield, Carapace Armour, Ministorum Robes.

INFLUENCE: +1

SUGGESTED ATTRIBUTES							XP Cost	89
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	4	3	3	5	4	3	2	

SUGGESTED SKILLS — XP Cost 92

Athletics 3, Awareness 3, Insight 3, Intimidation 1, Leadership 2, Scholar 5, Weapon Skill 5

SUGGESTED TALENTS

Duty Until Death (p.133), Flagellant (p.134), Orthopraxy (p.137), Tenacious (p.140)

IMPERIAL COMMISSAR

The Emperor sees all, troopers; I'll be leading this charge, but I won't hesitate to fire a blessed bolt backwards at any craven milksop that turns tail! Bayonets ready!

—Lada Preobrazhensky, Imperial Commissar

Maintaining morale through any means necessary, you are a leader amongst the Astra Militarum, ensuring soldiers do their duty by leading from the front.

Standing tall in the heart of battle, a Commissar's piercing gaze penetrates the souls of their soldiers and sneers disdainfully at the Imperium's enemies. When a trooper's will breaks, the Commissar drags them to their feet. When cowards turn tail and flee, the Commissar ensures none follow, permitted to summarily execute defectors. When the charge falters in the face of insurmountable odds, the Commissar is first through the breach, cutting and blasting through the enemy in an inspiring display of fierce determination. Commissars are the iron will of the Emperor made manifest; seizing the day no matter the cost.

Graduates from the illustrious Officio Prefectus, the Commissars are trained as skilled warriors and inspiring leaders, devoted to the Imperial Creed and steadfast in fulfilling the Imperium's ideals. Hardened and honed officers attached to regiments of the Astra Militarum as advisors and force multipliers, ready to step in and assume direct control should the need arise. Used to adapting to the strange customs of the regiment they are attached to, they either form quick bonds or maintain calculated detachment. Their right to execute any who refuse orders can often strain relationships.

The Gilead System needs those that won't hesitate to commit necessary evils. The wealth of orphans in the System means the Officio Prefectus can afford to assign these highly trained leaders to smaller groups, making use of their feared reputation and training in interpersonal skills to resolve political issues.

IMPERIAL COMMISSAR

TIER	3	SPECIES	Human	XP Cost	76

KEYWORDS: IMPERIUM, ASTRA MILLITARUM, OFFICIO PREFECTUS

ATTRIBUTES: Strength 3, Toughness 3, Willpower 4

SKILLS: Ballistic Skill 1, Intimidation 2, Leadership 2, Weapon Skill 1

ARCHETYPE ABILITY: Fearsome Respect
You and any allies within 15 metres of you that can see you may add +Double Rank bonus dice to Resolve Tests. You add +Double Rank bonus dice to any Intimidation (Wil) Tests, including Interaction Attacks.

WARGEAR: Bolt Pistol, Chainsword, Flak Coat, Munitorum Issue Mess Kit, Blanket, Grooming Kit, *Uplifting Primer*, 3 Ration Packs

INFLUENCE: +3

SUGGESTED ATTRIBUTES					XP Cost		53
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	3	2	3	5	2	4

SUGGESTED SKILLS	XP Cost	106

Athletics 1, Awareness 3, Ballistic Skill 3, Insight 3, Intimidation 5, Leadership 5, Persuasion 3, Scholar 2, Weapon Skill 2

SUGGESTED TALENTS

Augmetic (p.129), Fearless (p.133), Tenacious (p.140), Stoic (p.140)

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Scum

DESPERADO

That's my price; you'll pay it now, or I'll get it from someone looking for your head instead.
—Adelheid Vex, Voidmire Desperado

A lone outlaw beyond the Imperium's control, you are a skilled mercenary free of the constraints of Faction and family.

Eschewing the mighty Imperium's protection, Desperados rely on their wits and finely-honed abilities to survive and prosper. They are mercenary warriors, bounty hunters, smugglers, and pirates, doing whatever they can to get by outside of the law.

Free of the constraints of the Imperium's byzantine bureaucracy, the Desperado operates beyond the protections of Lex Imperialis; their wits and guile are all they need. They might still worship the God-Emperor, but embrace their own style of honour, performing contracts to their own code of conduct. They must be proficient in an assortment of skills to protect themselves and negotiate the darker sides of society. This makes them excellent bodyguards, pilots, and sly or charming spokespeople perfect for dealing with underworld contacts.

Desperados lead diverse lives. The space pirates of the Voidmire guard Imperium vessels one week, then band with a Corsair Coterie the next. Meanwhile, the 'shark jockeys' of Charybdis hunt the oceans aboard all manner of grav-skiffs and aqua-bikes. There are other less martial entrepreneurs that seek to score big on their wits alone. Archeotech hunters scouring Space Hulks, big game trappers on Nethreus, and prospectors in the Voidmire asteroid belts.

Outlaws can be driven by anything: profit, the thrill of danger, or eventual revenge against a client that reneged. Though most work alone, those trapped in the Gilead System recognise the dangerous climate means plenty of work, and no escape. Though they have little sway with organisations, they experience less of a disconnect to the common people with lives once similar to their own.

DESPERADO

TIER	3	SPECIES	Human	XP Cost	52

KEYWORDS: SCUM, [ANY]

ATTRIBUTES: Agility 3, Intellect 2

SKILLS: Awareness 2, Cunning 2, Investigation 2

ARCHETYPE ABILITY: Valuable Prey
You gain +Rank bonus dice to Cunning (Fel) Tests, and any Test made to track an individual.

WARGEAR: Flak Coat, Preysense Goggles, Maps of the Heartworlds, Combi-Tool, any PROJECTILE weapon, any melee weapon of Uncommon or lower Rarity.

INFLUENCE: +1

SUGGESTED ATTRIBUTES							XP Cost	99
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	2	3	5	4	2	4	4	

SUGGESTED SKILLS — XP Cost 88

Athletics 2, Awareness 3, Ballistic Skill 3, Cunning 4, Deception 1, Insight 2, Investigation 4, Medicae 1, Persuasion 1, Pilot 1, Stealth 3, Survival 1, Tech 1, Weapon Skill 2

SUGGESTED TALENTS

Augmetic (p.129), Dirty Fighter (p.132), Gallows Humour (p.134), Jargon (p.135)

TACTICAL SPACE MARINE

If the Emperor had wanted you to live, he would not have created me.
—Xantus, Tactical Space Marine of the Absolvers Chapter

A genetically enhanced super soldier beyond a mortal Human in every way, clad in armour and deployed to destroy the Imperium's enemies.

The Angels of Death. Striding forth like legends from the very shadows of the dark ages. With bolter and blade they dominate the battlefield. They are towering seven foot tall transhuman warriors, clad in venerable armour that further empowers their mighty blows, smiting their foes with the most devastating weapons the Imperium can forge. They are the Emperor's Space Marines, and they know no fear.

The Tactical Space Marine has changed little since the Emperor genetically enhanced the first of their legions. Flexible and ruthlessly efficient foot soldiers, a single Astartes is as armed and capable as a hundred mortal warriors. Citizens pray the Emperor sends His righteous liberators, falling from heavens in drop-pods to strike Humanity's enemies.

Their life is dedicated to the righteous annihilation of the Imperium's enemies; any time away from the battlefield is usually spent honing their bodies as weapons. Astartes practice judicious martial training, meticulous maintenance of their weapons and other ritualistic actions that bring them closer to their Chapter's idea of the perfect warrior.

Due to your towering height and distinctive wargear, your presence rarely goes unnoticed. Even if unarmoured, you tower over the average Human, your augmented form covered in the scars of surgery and innumerate battles. You will most often find yourself standing apart from those you are duty bound to protect, unable to empathise with the weaker mortals whose lives span but a fraction of your own. This is particularly true of the Absolvers, with their reputation for obliterating rebellion, it is a small price to pay to bring the Emperor's enemies to justice.

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TACTICAL SPACE MARINE					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	277

KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]

ATTRIBUTES: Strength 4, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Leadership 1, Scholar 1, Stealth 3, Survival 1, Weapon Skill 4

ARCHETYPE ABILITY: Tactical Versatility
Your training has prepared you for any circumstance. When you make a Critical Hit you may roll twice on the Critical Hit Table and choose either result.

WARGEAR: Aquila Mk VII Power Armour, Boltgun, Bolt Pistol, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades

INFLUENCE: +2

WARLOCK

I foresaw a great defeat on this planet. By my blade and my ancestors, I will ensure it is not my own.
—Rhakiem, Ul-Khari Warlock

Harnessing eldritch power and aspect warrior training, you are an aggressive battle Psyker driven to war.

Warlocks have walked the Paths of the Seer and the Warrior, honing their innate psychic sensitivity by channelling the Warp safely through complex and powerful runes. They have mastered a specific school of combat, worshipping an aspect of Khaine through prowess in the art of war. Uniting their disciplines in a graceful, sorcerous dance of death, Warlocks are amongst the most powerful of all living Aeldari.

Slaanesh is ever watchful for the chance to consume an Aeldari soul. The few that walk the Path of the Seer know this danger, carefully focusing their natural gifts through meditation and the safety of wraithbone runes. Most practice divination, plucking the strings of fate to alter the future. Those trained as Aspect Warriors develop an affinity for explosive and volatile psychic powers.

Wielding psychically reactive witchblades and potent runic powers, every Warlock is striking on the battlefield; blasting foes with mere thoughts and bolstering their allies with a mental word. The visions they experienced on the Path of the Seer continue to manifest; they may see great battles to come, eras of peace or political upheaval, or their own demise. Knowing the Warp is fickle, they rarely share these potentially false visions with their fellows, but all are defined by the futures they see.

The Warlocks of Craftworld Ul-Khari are rumoured to consort with Jakel Varonius, lending their foresight to help defend the Gilead System from the indisputable Chaos horde that threatens both Species. Inscrutable in their purpose, they communicate little outside of their kin, trusting in the tangled web of fates their kind weave.

WARLOCK							
TIER	3	SPECIES	Aeldari			XP Cost	56

KEYWORDS: AELDARI, ASURYANI, PSYKER, [CRAFTWORLD]

ATTRIBUTES: Agility 3, Willpower 4

SKILLS: Psychic Mastery 2

ARCHETYPE ABILITY: Runes of Battle
You have the PSYKER Keyword, and are a Psyker. You know the Universal Psyker Abilities (p.267), the Smite psychic power, a single Runes of Battle power of your choice, and may learn other powers as described in Chapter 11.

WARGEAR: Rune Armour, Witchblade, Shuriken Pistol, Set of Wraithbone Runes, Spirit Stone

INFLUENCE: +2

SUGGESTED ATTRIBUTES							XP Cost	143
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	2	3	4	5	7	4	2	

SUGGESTED SKILLS	XP Cost	54

Awareness 1, Insight 3, Leadership 1, Psychic Mastery 4, Scholar 3, Weapon Skill 3

SUGGESTED PSYCHIC POWERS

Prescience (p.274), Psychometry (p.275), Conceal/Reveal (p.283), Protect/Jinx (p.284)

ORK NOB

See dat big tear in da sky, ladz? Deres spikey humiez in dere — great for crumpin, and weird skulls for puttin' on yer shootas. Follow me, and I'll get ya right into da thick of tha fightin!

—Fug Skullkraw, Ork Nob

Larger and stronger than most Orks, your uncanny size and brawn earn a natural place violently ruling over other Boyz.

To rise through the ranks of the Orks requires cunning brutality, brutal cunning, and smashing the head of any challenger to your throne. Ork Nobz are typically a good head or two taller than an Ork Boy and more than twice as heavy. Might makes right, and every Nob has proven themselves mighty, earning the respect and wargear worthy of a greenskin commander.

A Nob keeps their underlings in check with threats and physical violence, enforcing their rule to take the best loot — the snazziest of guns and biggest of choppas — and to get in where the fighting is thickest. The ruthlessness of Ork society ensures there is always another challenger ready to krump their leader; a Nob must prove themself constantly.

Ork Nobz often come to blows with rival mob leaders, and go out of their way to prove their competency to their Warboss. A Nob dishes out savage beatings to his Boyz to instil the drive to fight hard on the battlefield. Nobz are not above leading their Boyz from the front and will inspire their Boyz through acts of brutal heroism — some of which are downright insane.

Nobz are thus both feared and revered. They can thrive as leaders provided they can survive a few knives in the back and dole out appropriate punishments. They are universally arrogant and headstrong, but through surviving numerous battles (with the enemy and their Boyz) they are cunning enough to make deals with some enemies.

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ORK NOB								
TIER	3	SPECIES	Ork			XP Cost	56	

KEYWORDS: ORK, [CLAN]

ATTRIBUTES: Strength 4, Toughness 3

SKILLS: Intimidation 2

ARCHETYPE ABILITY: The Green Tide
You command a mob of Boyz (p.354) equal to your Rank x3. If any of your Boyz die, they can be replaced between sessions at the GMs discretion.

WARGEAR: 'Eavy Armour, Kustom Slugga, Kustom Choppa

INFLUENCE: +2

SUGGESTED ATTRIBUTES							XP Cost	78
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	5	5	2	4	3	1	2	

SUGGESTED SKILLS — XP Cost 106

Athletics 2, Awareness 1, Ballistic Skill 2, Cunning 3, Intimidation 4, Leadership 3, Pilot 2, Survival 2, Weapon Skill 6

SUGGESTED TALENTS

Augmetic (p.129), Brutalist (p.130), Mob Rule (p.137), More Dakka (p.137)

INQUISITOR

Inquisition

Make no mistake, Varonius. Wherever the sinful taint of Chaos contaminates His glorious Imperium, I wield absolute authority. Let the skies be proof of my command.
—Tytrona Dikaisune, Ordo Malleus Inquisitor

Most powerful of the Emperor's agents, you have been bestowed unlimited authority to aid in your relentless hunt of Humanity's greatest enemies.

The Inquisitor fights for the Emperor's soul against the greatest of His foes. To stand against such horrors, the Inquisitor is bequeathed with the Imperium's finest wargear and the unchecked authority of an Inquisitorial Rosette. Thus empowered, they use any and all means to defend the souls of Humanity, answering only to their own organisation and the lofty Adeptus Terra.

Wielding immense authority allows the Inquisitor to go about their perilous duties as they see fit. As all Imperial citizens are indoctrinated to report any heretical activity, each has a huge number of leads to follow. Some operate alone, relying on investigative acumen and their own skills in combat to exterminate their unholy prey. Others gather multitudes of underlings, each individual having a specialised service for the holy Inquisition. Almost all Inquisitors rely on advanced torture techniques to extract the information they need.

Few Inquisitors exist in the Gilead System, and those trapped there have been exposed to what they fear the most: the degeneration of their authority. Unsupported by the bureaucracy of the wider Imperium, they can only call upon the scant resources kept available for them. The Great Rift cuts across the sky, convincing many the end of the Imperium is nigh; apocalypse cults have risen that fear not the Inquisitorial Rosette and the absent powers behind it. However, faithful Imperium citizens still fear Inquisitors, and obey them without question, which has allowed those stranded Inquisitors to put together ad-hoc retinues to accomplish their sacred duty.

INQUISITOR

TIER	4	SPECIES	Human	XP Cost	110

KEYWORDS: IMPERIUM, INQUISITION, [ORDO], [ANY]

ATTRIBUTES: Intellect 4, Willpower 4

SKILLS: Increase any two Skills of your choice to 4

ARCHETYPE ABILITY: Unchecked Authority
You have supreme authority to maintain the security of the Imperium. You gain +Double Rank bonus dice whenever you make a social Skill Test against a character with the IMPERIUM Keyword.

WARGEAR: Inquisitorial Rosette, Any two weapons with a Value of 7 or less and a Rarity of Very Rare or lower, Choose one of the following options: Flack Coat or Carapace Armour or Ignatus Power Armour or Light Power Armour.

INFLUENCE: +4

SUGGESTED ATTRIBUTES							XP Cost	124
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	3	4	3	3	6	6	2	

SUGGESTED SKILLS	XP Cost	120

Awareness 3, Ballistic Skill 1, Cunning 2, Deception 2, Insight 7*, Intimidation 3, Investigation 5*, Leadership 2, Medicae 1, Scholar 2, Stealth 2, Survival 1, Tech 1, Weapon Skill 2

SUGGESTED TALENTS

Deductive (p.132), Fearless (p.133), Orthopraxy (p.137), Stoic (p.140)

PRIMARIS INTERCESSOR

Though I have slumbered, you will find my performance undiminished. I am an Angel of Death, and war never changes.

—Antaro, Primaris Intercessor of the Absolvers Chapter

You are a new breed of Astartes, a focused super soldier possessing power beyond even the Space Marines.

For Humanity's darkest hour a new breed of Astartes were forged. They stand head and shoulders above their Adeptus Astartes brethren, clad in enhanced armour and wielding weapons refined over millennia. Without fear, they charge forth across the galaxy, into the waiting maws of darkness, sparking a fresh flame of hope for mortals.

Trained to coordinate and focus fire with their brothers, Intercessors obliterate targets with a relentless stream of bolt rounds. As enhanced Space Marines, Intercessors are adept at storming fortified positions and holding against impossible odds. They stride forth without need for cover, advancing unstoppably through fire like vengeful statues. Forged millennia ago, and awakened to combat the 13th Black Crusade, the first Primaris are citizens of a long forgotten Imperium. The Emperor's realm has crumbled into superstition, a culture as far from what they know as they are from Humanity. Taller and broader even than Space Marines, Primaris struggle physically, mentally, and spiritually to fit into a world made for lesser beings.

The Adeptus Astartes of the Absolvers refuse to initiate their Primaris brethren into the Chapter's secret rites; another isolation they must bear. Ferried to the Gilead System by the Varonius Flotilla, the Intercessor reinforcements have met with a cold welcome despite a proven prowess in combat. The unwillingness of the Absolvers to work alongside Intercessors has led to them being assigned to watch over less powerful agents in need of support.

PRIMARIS INTERCESSOR							
TIER	4	SPECIES	Primaris Astartes			XP Cost	300

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM, PRIMARIS, [CHAPTER]

ATTRIBUTES: Strength 5, Toughness 6, Agility 5, Initiative 5, Willpower 3, Intellect 3

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 6, Stealth 3, Weapon Skill 3

ARCHETYPE ABILITY: Intercessor Focus
You gain +Double Rank bonus dice to any Ballistic Skill (A) Tests to fire a ranged weapon with the PRIMARIS Keyword.

WARGEAR: Mark X Tacticus Power Armour, Bolt Rifle, Heavy Bolt Pistol, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, Ballistic Appeasement Autoreliquary.

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		40
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	6	6	6	5	3	3	1

SUGGESTED SKILLS	XP Cost	22

Athletics 3, Awareness 4, Ballistic Skill 6, Scholar 2, Stealth 3, Weapon Skill 4

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ATTRIBUTES & SKILLS

Your character is unique. They might be tough or wilful, a good shot, or a smooth talker. Attributes and Skills are a numeric representation of these strengths and weaknesses.

Whenever you make a Test in **Wrath & Glory** you roll a pool of dice based on a Skill and its linked Attribute. If your character is practiced in a Skill or has a high Attribute you roll more dice, giving you a greater chance to succeed.

Example: *Sam's Tech-Priest is trying to commune with a machine spirit to open a door. The GM decides this counts as using technology, so calls for a Tech (Int) test with a DN of 3. The Tech Skill is derived from Intellect, so Sam adds their Tech-Priest's Intellect Attribute to their Tech Skill to determine the total number of dice in their dice pool.*

Sam's Tech-Priest has a strong memory, and is good at processing information; their brain is enhanced by the computational power of a Cogitator implant, resulting in an above average Intellect Attribute of 5. Sam's Tech-Priest has also spent decades studying the arcane knowledge of the Machine Spirit as part of the Adeptus Mechanicus, developing a high Tech Skill of 6.

Adding the Tech-Priest's 5 Intellect and 6 Tech, Sam creates a large dice pool of 11 dice. Sam is glad the adventure hasn't required any negotiating so far, as their Tech-Priest's many years of cloistered study have resulted in a low Fellowship Attribute of 1.

ATTRIBUTES

Attributes are a numeric representation of your character's innate abilities; how strong or smart they are, how easy they are to talk to, or how good they are with their hands. These strengths and weaknesses of body, mind, and personality determine the dice pools for your Tests and other facets of your character.

Your character's Attributes start at 1. The Archetype you chose may give you bonuses to your character's Attributes based on their experiences or Species. You can spend XP to increase your character's Attributes using the table on p. 24.

Each Attribute has an abbreviation, such as (S) for Strength and (Wil) for Willpower.

Strength (S)

Your raw physical power.

Strength affects your athletic prowess, the weapons you can lift and wield well, and how much damage you can do in melee combat.

Low Strength characters might be physically weak, or unable to shift their weight into a melee weapon. High Strength characters are muscular and athletic, and able to lift, jump, and climb.

Toughness (T)

Your endurance and ability to resist toxin and disease.

Toughness affects how much damage you can take before dying as well as your ability to resist and ignore damage.

Low-Toughness characters might be feeble, whilst high-Toughness characters can shrug off attacks that would kill or maim others.

Agility (A)

Your dexterity and coordination.

Agility affects your accuracy with ranged weapons, your ability to pilot complex machines, and your control over your movement. Agility is a measure of your fine motor skills rather than your speed.

Low-Agility characters might be clumsy, whilst high-Agility characters are graceful and dextrous.

Initiative (I)

Your reflexes and reaction speed.

Initiative affects your ability to make split-second decisions in high-pressure situations, particularly in melee combat. Initiative measures your instinctive ability to react quickly.

Low-Initiative characters might be indecisive, whilst high-Initiative characters are quick and reactive.

RATING	STRENGTH	TOUGHNESS	AGILITY	INITIATIVE
5 & 6	Incredible fitness, capable of great feats of athleticism	Vigorous, highly resistant to both pain and poison	Highly dextrous, skilful and graceful	Instantly adaptable with lightning reflexes
3 & 4	Very fit, with notable vigour and brawn	Robust with a high pain threshold	Deft, dextrous, a skilled driver or pilot	Decisive and responsive
2	Approved for agri world labour	Approved for Hive world sewage work	Approved for Uniform Manufactorum sewing	Approved for basic bayonet training
1	Unathletic, weak, moves sluggishly	Unhealthy, very delicate	Clumsy and uncoordinated	Indecisive, ineffectual reaction speed

Willpower (Wil)

Your self-control and mental fortitude.

Willpower affects how well you can resist temptation, control or ignore the powers of the Warp, and keep a cool head in battle. Willpower can be used to bend others to your desires, and measures your drive to survive in harsh conditions.

Low-Willpower characters are easily swayed. High-Willpower characters are resolute and focused.

Intellect (Int)

Your ability to process, retain, and apply information.

Intellect affects your ability to observe and take in details, solve problems, and recall information, including your comprehension of history, technology, and medicine.

Low-Intellect characters might be forgetful or oblivious. High-Intellect characters are observant and knowledgeable.

Fellowship (Fel)

The power of your personality.

Fellowship affects your ability to pick up on social cues, persuade individuals in conversation, fit in with a crowd, to charm or lie, and to detect deceit. Fellowship is your general social presence and empathic ability.

Low-Fellowship characters might be socially awkward, whilst high-Fellowship characters are charismatic.

HOW STRONG AM I?

At the bottom of pages 119 and 120 you'll see a basic description of what each score in an Attribute means for your character. An Attribute Rating of 2 is about average for a Human in the grim darkness of the 41st Millennium.

An Attribute of 7 is the highest most people could hope to achieve in a lifetime without some quirk of biology or fate. Those with an Attribute rating of 8 have achieved the absolute peak of Human ability.

Attribute ratings of 9 are beyond the capabilities of any unmodified Human. These high ratings are only achievable by alien Species, genetically enhanced Astartes, or through the blessings of godlike beings.

RATING	WILLPOWER	INTELLECT	FELLOWSHIP
5 & 6	Single minded and disciplined, unshakable faith	Remarkably intelligent, highly educated	Charismatic, popular, reads and sways others easily
3 & 4	High self-control, drive and strong leadership	Has a good memory for multiple topics, strong problem solver	Amiable, persuasive, and intuitive
2	Approved for Enforcer induction	Approved for Administratum filing	Approved for Missionary training
1	Compliant, easily manipulated	Forgetful, unfocused, oblivious	Unlikable, unable to recognise social cues

SKILLS

Your character's Skills represent their experience and training. If your character has been educated on a topic or practised it sufficiently, they'll have points in that Skill. Some Species instinctively have better Skills than Humans through innate knowledge, common behaviours, or unique biology.

IMPERIUM AVERAGE

Having a few 'low' Attributes isn't a bad thing; it's an opportunity to create fun roleplaying opportunities and interesting characters. How does your character behave to compensate for — or embrace — their shortcomings?

Though an Attribute Rating of 2 is the average for a human in the 41st Millennium it would be below average to anyone in the 21st century. Life in the Imperium is tough; backbreaking labour is commonplace amongst noxious fumes and toxins, with scant time for rest, food, or recuperation. Armour, ammunition, and other implements of destruction must be manufactured on an immeasurable scale — the Emperor's war machine marches on the shuddering shoulders of untold billions of overworked citizens. Yet each considers themself blessed to toil, as serving the Emperor is their greatest aspiration. All are raised to embrace blind compliance in the Imperial Creed, devoting themselves to a dogma of ignorance and obedience in which free thought and innovation are shunned or outright condemned.

These factors combined result in a citizenry either stunted in development or crushed by overexertion and environmental factors. So if your character has a few Ratings of 1 or 2, it's not a big deal. Remember that the other players in your group are the stars of the show, too. They'll be building characters that make up for your character's weaknesses, just as you make up for theirs when it's your time to shine.

Most rolls in **Wrath & Glory** are Skill Tests, in which you roll a number of dice equal to your character's Skill rating plus the linked Attribute rating. The linked Attribute is shown next to the Skill on your character sheet, and abbreviated next to each Skill in this chapter.

As Attributes represent your character's actual body and mind, they always have a minimum of 1 point. Your character can be clumsy, frail, or weak willed, but can't have a rating of 0 in any Attribute. As Skills are based on training and experiences, your character can have a Skill Rating of 0. If your character is untrained or hasn't devoted any time or effort to a Skill, they won't have a Skill Rating.

The higher your character's Skill Rating, the more trained in that Skill they are. Skill Rating 1 represents basic training and competency, while Skill Rating 8 represents potentially decades of study and a complete and near impossible understanding of the field.

Athletics (S)

Your ability to run, jump, and swim, dependent on your physical strength.

Difficulty for Athletics (S) Tests is determined by what you're hoping to do as well as the environment.

You can use Athletics to make an Interaction Attack (p.190) to manoeuvre your opponent into a disadvantageous position.

Awareness (Int)

Your ability to observe details and changes, including perceiving things that are hidden.

Difficulty of Awareness (Int) Tests is determined by how hard something is to notice. If you're trying to spot someone who is hiding, the DN for your Awareness (Int) Test is based on the target's Stealth Score (p.181).

Ballistic Skill (A)

Your skill with firearms and other ranged weapons. This includes identifying, understanding, and maintaining ranged weapons. Ranged weapon attacks are explained in full on p.184.

If your character shoots someone, their target's Defence determines the DN of your character's Ballistic Skill (A) Test. The complexity and Rarity of a ranged weapon can determine the DN for repairing, identifying, and maintaining it.

Cunning (Fel)

Your ability to think and act like those who operate outside of the law.

You can make a Cunning (Fel) Test to hear the word on the street, to find dealers of illicit goods or information, or to make a devious plan. Whenever you succeed on a Cunning test, you manage to do something shrewd without attracting any unwanted attention.

Difficulty for Cunning (Fel) Tests to find people or items is determined by how hard they are to find. Rare, exotic, and illegal items require higher DNs to locate, as do people who are skilled at moving secretly and covering their tracks.

If you are trying to haggle with someone or expose them during questioning, the GM may call for an Opposed Test using Cunning. If you are trying to think of a devious way to solve a problem, the GM may call for a Cunning (Fel) Test with a DN based on the stress you are currently under.

Deception (Fel)

Your ability to lie convincingly.

Whether this is outright untruth, manipulative wording, or poisonous flattery, the higher you roll on a Deception (Fel) Test the more likely your target is to believe you.

SKILLS AND DN

At the bottom of the following pages you'll find some simple examples of Tests for each Skill and the Difficulty Numbers (DN) they might have. These are presented to help you understand what each Skill is used for, and to give an idea of how to assign difficulty to the things you could be doing.

Keep in mind that under most circumstances you shouldn't be rolling for Tests that have a DN lower than 3, as they usually aren't dramatic. Remember at higher Tiers you'll be expected to take on higher difficulty Tests.

	ATHLETICS	AWARENESS	BALLISTIC SKILL	CUNNING
DN 1	Jump off a stationary Rhino	Notice a Colonel's uniform was put on hastily	Identify a custom Boltgun	Find a dealer for extra rations, ammunition, or a clean uniform
DN 3	Climb a cathedral without gear	Spot a listening device concealed in a table centrepiece	Reload an archeotech weapon	Discover the location of a noble who arrived in town late last night
DN 5	Leap from one train carriage to another in a blizzard	Spot the most worn keys on a security keypad	Properly assemble a dismantled xenotech cannon	Find a fence for contraband, such as drugs or alcohol
DN 7	Swim quickly through the raging current of a hive sewage system	Notice a tripwire while walking through a jungle at night	Identify the missing component needed to fire an archeotech doomsday cannon	Learn the membership of a secretive cult that has aided the locals
DN 9	Scale a steep, unstable ruin in a rainstorm at night	Eavesdrop on a conversation in a noisy manufactorum	Devise the solution to a hidden design flaw in a popular Lasgun pattern	Procure a specific piece of archeotech on a Shrine World

More egregious lies have higher Difficulty Numbers. If you make a Deception (Fel) Test, the GM might make an Opposed Test (p.170) using a NPC's Insight (Fel) Test — if you win, they'll believe, but if not, they'll know you're lying.

You can use Deception to make an Interaction Attack (p.190), tricking the opponent into making a mistake and leaving themselves open.

Insight (Fel)

Your ability to pick up social cues from others to discern their motivations.

You can make an Insight (Fel) Test when you suspect someone is lying, or to detect anything strange about their behaviour. This might be harder when interacting socially with individuals from other cultures, but particularly insightful characters can still detect whether someone is telling the truth or lying.

The difficulty of an Insight (Fel) Test is either set by the GM based on how well a character is hiding their intentions or through an Opposed Test (p.170) against the character's Deception.

Intimidation (Wil)

Your ability to frighten people into doing what you want by either bullying, coercion, or threats.

The difficulty of an Intimidation (Wil) Test is based on who you are trying to Intimidate. If you have more weaponry and a greater social standing, they will be easier to coerce. However, if the target is also well-armed and highly respected, the Difficulty of the Test is higher. The GM may choose to use an Opposed Test with an NPC's Intimidation to set the DN.

You can use Intimidation to make an Interaction Attack (p.190), scaring your opponent to put them on the back foot.

Investigation (Int)

Your ability to decipher clues, perform research, and assemble information through proper channels.

You might use an Investigation (Int) Test to find a specific piece of information in an Imperial archive, or to judge which of the objects you found at a crime scene is particularly relevant to the case you're trying to solve.

The difficulty of an Investigation (Int) Test is based on the complexity and the information available.

Often, you will be able to put clues together, without needing to make a roll. Investigation (Int) Tests are used when your character can actually see the information, and as such can use their own skills to decipher a clue, or when your character needs to do significant research (saving a lot of time at the table).

	DECEPTION	INSIGHT	INTIMIDATION	INVESTIGATION
DN 1	Give a stranger a false name	Identify an Ork is ready to fight	Shout at a Snotling to make it obey	Notice a suspect's alibi puts them at the crime scene during the crime.
DN 3	Claim that your rank gives you access to restricted Administratum files	Intuit your Commissar is sending you on a suicide mission	Force an armed Arbites to allow you access to a crime scene	Decipher the accounting logs of a manufactorum to reveal a raw material discrepancy
DN 5	Infiltrate a cult hideout undetected in disguise	Recognise an Aeldari Farseer is misinforming you	Scare a Chaos Cultist into leaving cover and handing over their weapons	Recognise two seemingly unassociated individuals could both be members of a fraternal organisation
DN 7	Convince a Tech Priest that their scanner has malfunctioned when it detects contraband	Detect a malfunction in a Tech-Priest's cortical cogitator through a slight movement in their finger	Threaten an Ork Freebooter on the deck of their Kill Kroozer	Identify that the assassin must have been short, left-handed, and walked with a limp after examining the victim's wound
DN 9	Declare yourself the rightful new sovereign Planetary Governor of a Hive World	Intuit a Space Marine Librarian has turned traitor and is sending you into a trap when communicating over vox	Scowl at an Inquisitor to stop them declaring Exterminatus	Decode ancient xenos ruins relating to the dangers of a portal to the Immaterium

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Leadership (Wil)

Your ability to inspire others to do dangerous things. You can use Leadership to inspire respect and push others beyond their limits.

The difficulty of a Leadership (Wil) Test is dependent on who you are trying to lead and what orders you are trying to issue. Loyal, drilled Astra Militarum troopers are easier to command than untrained underhivers, and it is easier to convince someone to help extinguish a fire in their home than to join a charge into a mob of Orks.

Leadership (Wil) can be used to rally your comrades, removing the *Fear*, *Terror*, and *Pinned* Conditions. See p.199-200 for more information.

Medicae (Int)

Your ability to diagnose and heal. Medicae can be used to identify diseases and toxins and counteract their effects, as well as to remedy other ailments through first aid or surgery.

The difficulty of a Medicae (Int) Test is dependent on the condition you're trying to fix, or the rarity of what you are trying to identify. A broken bone would be easy to identify, whereas a rare disease would have a high DN to diagnose.

You can also use a Combat Action to make a Medicae (Int) Test to accomplish any of the effects below. If you attempt Medicae on yourself, the test is made with a +1DN penalty. Attempting Medicae on another species also increases the DN by a minimum of 1, with higher penalties for Species that are more different to your own.

Heal Wounds

You can make a DN 3 Medicae (Int) Test to restore a Wound to a character. Every Shifted Exalted Icon on a Medicae (Int) Test to restore a Wound restores 1 additional Wound.

If you have a Medicae Rating you can heal a single character's Wounds during a Regroup. They automatically regain a number of Wounds equal to your Medicae (Int) dice pool.

Remove A Condition

The DN of a Medicae (Int) Test to remove a Condition is either 3, or equal to the penalty caused by the Condition. If your target is *Hindered*, the Medicae (Int) Test DN is 1. If your target is *Bleeding*, the Medicae Test DN is 3.

Some Conditions might have a higher or lower DN depending on the circumstances. For example, a particular toxin used to inflict the *Poisoned* Condition may require a particularly high DN to cure.

Restore Shock

If you have a Medikit or a similar device, you can make a DN 3 Medicae (Int) Test to restore Rank +1 Shock.

Persuasion (Fel)

Your ability to convince others and change their opinion. Through logic, impassioned pleas, or bargaining, you can influence an individual's attitude to you or affect the actions they plan to take. A common use is to convince someone to assist you.

Difficulty for Persuasion (Fel) Tests is based on the target's current opinion of you and what you are asking them to do. If the target is unfriendly to you or your Faction, or you have let them down in the past, the test will be harder. If you are asking them to do something that requires a sacrifice or puts them in harm's way, it will be harder to persuade them.

You can use Persuasion to make an Interaction Attack (p.190), confusing them with honeyed words and tricky double-speak.

Pilot (A)

Your ability to control a vehicle.

Whenever you drive a vehicle over land, sea, air, or the void, you use the Pilot skill. If you have any training in this Skill you won't have to make a Test to get from one place to another. But to make daring manoeuvres or drive under dangerous circumstances, you'll need to make a Test to keep moving at speed or to avoid crashing.

Difficulty for Pilot Tests is dependent on the environmental circumstances, your familiarity with the vehicle, how damaged the vehicle is, and the complexity of what you're trying to do. If a vehicle is unfamiliar or damaged, you'll have more difficulty piloting it, especially in poor weather or when you're trying to perform a tricky manoeuvre.

	LEADERSHIP	MEDICAE	PERSUASION	PILOT
DN 1	Order a neophyte to arm his Space Marine master	Diagnose an open fracture	Ask an Adeptus Mechanicus Reclaimator to inspect a piece of archeotech	Maintain a straight line on a paved road in a vehicle you're familiar with
DN 3	Rally a squadron of Astra Militarum troopers to make a bayonet charge	Treat a Lasgun wound during a firefight	Convince a Planetary Governor to lend troops to destroy a hidden cult	Successfully re-enter the atmosphere in a vessel with damaged hull plating
DN 5	Lead the captain and crew of an Imperial Cruiser into a Warp-storm	Diagnose a disease specific to exposure to xenos poisons	Persuade a Rogue Trader to risk their ship and crew to help thwart a xenos plot	Land an Aquila Lander on a short, unlit runway at night
DN 7	Demand a coven of untrained Psykers use their powers against a Killa Kan	Stabilise a moments-from-death Aeldari in total darkness	Prove logically to an Inquisitor that you aren't a witch	Use a ramp to jump over a river in a Leman Russ Battle Tank
DN 9	Command a loosely allied clan of injured Drukhari to charge a Keeper of Secrets	Identify a latent Nurgle meme-virus infecting a superior officer after a single social interaction	Convince an Aeldari Farseer that their vision was a false trick of the enemy	Fly a damaged jetbike to a specific tree in a dense jungle during a hurricane

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Psychic Mastery (Wil)

Your ability to manifest psychic powers, manipulating the Warp to change reality. Check **Chapter 11: Psychic Powers** for more information.

You cannot purchase this Skill unless you have the PSYKER keyword.

Scholar (Int)

Your ability to recall knowledge from your studies. Having a higher Scholar Skill means you have spent time in the study of any topic and can easily remember what you have learnt. This Skill covers both vital and esoteric information, publicly mandated announcements and forbidden lore — anything your character might have learned.

The difficulty of a Scholar (Int) Test is determined by how obscure the knowledge is you are trying to access.

You won't need to make a Scholar (Int) Test for anything that you character would easily know, such as information about your home planet or basic knowledge of your Faction. If you are making a Scholar (Int) Test on something related to one of your Keywords, your GM may award you +1 bonus dice per associated Keyword.

Stealth (A)

Your ability to hide, move without being detected,, and disable security systems. If you want to follow someone without being noticed or sneak up on an enemy you should use a Stealth (A) Test.

When you are trying to move undetected past NPCs, the results of your Stealth (A) Test are compared against their Passive Awareness. If NPCs are looking for you and you are trying to remain hidden, the results of your Stealth (A) Test are opposed by their Awareness (Int) Test. The situation you are in, particularly the lighting conditions and how much noise there currently is, can give bonuses or penalties to a Stealth (A) Test. Additional rules for Stealth can be found on p.181.

The difficulty of a Stealth (A) Test to bypass a security system is dependent on how effective the security system is — a simple mechanical padlock is much easier to break through than the security aegis of an Imperial cruiser.

	SCHOLAR	STEALTH	SURVIVAL	TECH	WEAPON SKILL
DN 1	Remember the name of a local Imperial Bureau that could help with the problem at hand	Pick a mechanical padlock at a junkyard entrance	Track a person wearing distinctive footgear through a forest	Apply sacred unguents to properly lubricate a Chimera's tracks	Remove an armour fragment from a Chainsword blade
DN 3	Recognise the value, merits, and growth patterns of a local agricultural crop	Avoid detection while sneaking through a field full of security cameras	Find potable water on a rocky world with few signs of plants	Replace the damaged armour on a Leman Russ Demolisher	Recharge an archeotech Power Sword
DN 5	Recognise the species of xenos represented on the inscriptions of an ancient ziggurat	Bypass the locking mechanism on a reinforced bank vault	Assemble safe(ish) shelter on a Death World	Identify an issue with an Anti-Grav enginge by ear	Invent a way to wield a xenotech weapon designed for a 3-armed warrior
DN 7	Identify Goreclaw the Render from a description and a primitive illustration	Identify and disable the xenotech trap in an ancient tomb	Travel on foot without a navigational system across an ash waste littered with lava flows	Rebuild the engine from a crashed Nephilim Jetfighter using raw and damaged materials	Determine how to properly replace the monofilament tendrils on an archeotech neuronic lash
DN 9	Recall the names of all the Second Lieutenants who served in the Macharian Crusade	Sneak through a guarded minefield in daylight while wearing Terminator Armour	Jury-rig a filtration system to provide potable water from a toxic swamp	Integrate a xenotech cogitator from a ruined vessel into the systems of an Imperial Frigate	Reforge a master-crafted blade that shattered into a thousand pieces, without compromising its integrity

Survival (Wil)

Your ability to find provisions, secure shelter, and to track or navigate through an organic environment. If you want to search for food, make yourself safe away from civilisation, find a path through the wilderness, or follow some footprints to their source you'll need to make a Survival (Wil) Test.

The difficulty of a Survival (Wil) Test is based on the environment. Finding food is easy on an Agri World, difficult on a Death World, and impossible on a barren world with no atmosphere.

Tech (Int)

Your ability to understand, use, repair, and dismantle technology.

The difficulty of a Tech (Int) Test is determined by the complexity of the technology you are interacting with and the intricacy of the task you're trying to perform. The Difficulty Numbers provided in the table are for interacting with technology native with your Species; attempting a Tech test on the technology of another Species could dramatically increase the DN.

Weapon Skill (I)

Your skill at close combat, armed or unarmed. This includes identifying, understanding, and maintaining melee weapons. Melee weapon attacks are explained in full on p.183.

If you try to hit someone, your target's Defence determines the DN of your Weapon Skill (I) Test. The complexity or Rarity of a melee weapon determines the DN for repairing, identifying, and maintaining that weapon.

OPTIONAL RULE
INNATE VS LEARNED

Some Skill Tests can be performed by anyone; you don't need a rigorous psychological education to tell a lie, so you don't need to purchase a Deception Skill Rating to bluff your way into an Astra Militarum armoury — it'll just be much harder.

Other Skills can only be acquired through study or practice. There's very little possibility a Scum Ganger that spent their whole life at the bottom of a hive city could recall some long-forgotten lore written in High Gothic, so they shouldn't be able to make a Scholar Test to do so.

If you choose to use this optional rule, you can't make a Test for any of the following Skills unless you have at least a Rating of 1 in that Skill:

- Medicae (Int)
- Pilot (A)
- Scholar (Int)
- Survival (Wil)
- Tech (Int)

This rule also applies whenever you make a Ballistic Skill (A) or Weapon Skill (I) Test to do anything other than make an Attack, for example to try to fix or identify a weapon.

TALENTS

Talents are tricks, quirks, and abilities unique to your character. Some of them impact Tests your character makes, others allow you to take special actions and do things nobody else can do.

You can purchase Talents using XP during character creation and between sessions, as long as your character meets the requirements listed in the Talent.

TALENT FORMAT

Talent Name

XP Cost: How much XP it costs to purchase the Talent.

Requirements: Attribute ratings, Skill ratings, Keywords, Species, or other requirements your character must meet before taking this Talent. Not every Talent has requirements.

Effect: A description of what the Talent does.

RANK & TALENTS

Some Talents have abilities with a magnitude dependent on your character's Rank, rather than a set number. Your Rank starts at 1 and increases when you gain XP (see **Chapter 7: Advancement**).

Some Talents, like Binary Chatter, allow you to add +Rank bonus dice to a Test.

Example: *Martina is playing an Imperial Guardsman with the Acute Senses Talent, choosing hearing as her acute sense. She makes an Awareness (Int) Test to listen to two suspicious robed figures whispering in the transept of a cathedral. Because her Rank is 3 and the Awareness (Int) Test is based on her Acute Sense, she adds 3 bonus dice to her dice pool.*

Some Talents allow you to add Double Rank to your dice pool, like Bombardment.

Example: *Vasi is playing a Skitarius with the Binary Chatter Talent. He makes a Tech (Int) Test to force a Kataphron Battle Servitor to stand down. Because his Rank is 2 and the Binary Chatter Talent awards +Double Rank bonus dice to instruct Servitors, he adds 4 bonus dice to his dice pool.*

LIST OF TALENTS

Acute Sense

XP Cost: 20

Effect: Pick one of your 5 senses (sight, hearing, smell, taste, or touch). Whenever you make an Awareness Test based on that sense, you gain +Rank bonus dice.

Angel Of Death

XP Cost: 30

Requirements: Rank 2+, Adeptus Astartes Species

Effect: You are a Space Marine — one of the most feared warriors in the galaxy. You are a highly trained superhuman veteran of hundreds of battles and have mastered the use of many deadly weapons.

Add +Rank to the total Damage Value of successful attacks with the following weapons:

- Chainswords
- Chainaxes
- Power Swords
- Power Fists
- Unarmed strikes
- Bolt weapons
- Any weapon with the **ADEPTUS ASTARTES** Keyword.

At the GM's discretion, this Talent may also apply to weapons with the **CHAOS** Keyword for Chaos Space Marines.

Armourbane

XP Cost: 20

Requirements: Weapon Skill Rating 2+

Effect: Your furious strikes rend armour, leaving it broken and useless.

When you make a successful melee attack you can Shift Exalted Icons to reduce the target's Resilience instead of adding ED. Each Exalted Icon you Shift decreases the target's Resilience by 1. This Resilience is removed before you calculate damage from the attack.

Your weapon must have one of the following Keywords to activate this Talent:

- **BLADE**
- **CHAIN**
- **FORCE**
- **POWER FIELD**

Augmetic

XP Cost: 20, plus XP equal to the Value of the augmetic you choose.

Effect: You replace part of your biology with an augmetic, the common name for cybernetic implants in the Imperium.

You may take this Talent more than once. Each time you take this Talent you may select two augmetics of Rare or lower rarity, or a single Very Rare augmetic. See p.242 for more information on Augmetics.

The GM determines which augmetics are available (usually any of those designed for your Species) and who can perform the necessary installation procedure.

Betrayer

XP Cost: 20

Requirements: CHAOS Keyword

Effect: You can make mortal sacrifices to the Chaos Gods to gain their favour.

You gain +1 Corruption.

You can sacrifice a willing or unconscious individual — such as a devotee or follower — to gain a point of Wrath.

At the GM's discretion, this sacrifice triggers a DN 5 Corruption Test.

Berzerker

XP Cost: 20

Effect: The very sight of blood energises you in battle.

Whenever you see an individual within 30 metres of you suffer a Critical Hit or the *Bleeding* Condition, you gain 1 point of Wrath.

The GM may ask you to make a DN 1 Corruption Test whenever this Talent is activated.

Binary Chatter

XP Cost: 20

Requirements: ADEPTUS MECHANICUS Keyword

Effect: You are adept at controlling mechanical constructs.

You gain +Double Rank bonus dice whenever you attempt to instruct, program, or question a servitor or a similar construct, such as a cherub or a servo-skull.

Blindfighter

XP Cost: 20

Requirements: Awareness Rating 3+

Effect: You have trained to fight blind, relying on your instincts and other senses to detect and dispatch your foes even when you cannot see.

The *Blinded* Condition does not affect your attack Tests using your Weapon Skill (I).

Blood Must Flow!

XP Cost: 20

Requirements: Weapon Skill Rating 2+

Effect: You know how to place your strikes to inflict haemorrhaging injuries.

You may spend an Exalted Icon whenever you make a successful Weapon Skill (I) attack to inflict the *Bleeding* Condition to your target.

Bombardment

XP Cost: 40

Requirements: Rank 2+

Any of the following Keywords: ADEPTUS ASTARTES, AELDARI, ASTRA MILLITARUM, CHAOS, ORK, ROGUE TRADER

Effect: You have the connections and military backup to call in an airstrike. A bombardment may come from ground-based artillery, aircraft, or even a voidship in low orbit. In all cases, the attacks are devastating to their targets.

Once per game session, a character with this Talent and access to communications with their vessel or other forces may call in a bombardment. The bombardment attack deals 20 damage +Double Rank ED to all targets within Rank x 10 metres of the designated target.

Brutalist

XP Cost: 20

Requirements: Strength Rating 3+

Effect: Your strike brutal blows regardless of the weapon you wield.

Every melee weapon you wield has the Brutal Weapon Trait (p.209), including your unarmed strikes.

If you make a successful melee attack with a weapon that already has the Brutal Weapon Trait, you deal an additional +1 damage. This bonus damage is applied after calculating your total damage, not to the weapon's Damage value.

Chaos Familiar

XP Cost: 20

Requirements: CHAOS Keyword

Effect: The Dark Gods have rewarded you with a minion drawn from the Warp. This malign creature revels in violence and deception, and serves as a constant reminder of your choices. Chaos familiars are unreliable, fickle, and treacherous, but they can be a powerful tool in any cultist's arsenal.

You gain +2 Corruption.

You gain a minion, a lesser daemon spawned from the Warp. It uses the Brimstone Horror profile (see p.349), but has a 1 in all Attributes. Its only Skills are Scholar (5) and Stealth (8).

The daemon is fickle. To get it to take action, you must first succeed at an Opposed Persuasion or Intimidation Test. Once persuaded, the daemon goes to extreme measures to accomplish whatever task you set, to the best of its limited abilities.

At the GM's discretion, if the minion sees you act against the interests of the Warp, the familiar immediately turns on you until it's destroyed or convinced of its mistake.

If the familiar is slain, you must spend a Wrath Point to summon it again — which is time-consuming and requires the GM's permission.

Conversational Cogitator

XP Cost: 10

Requirements: ADEPTUS MECHANICUS Keyword

Effect: The cogitation devices that form your brain are finely tuned. Through the cold purity of logic you can calculate the likely outcomes of a conversation and predict the responses of weaker biological minds.

Before making a Cunning (Fel), Deception (Fel), Insight (Fel), or Persuasion (Fel) Skill Test you can choose to use this Talent to use your Tech (Int) Skill instead.

You must complete a Regroup or Respite before you can use this Talent again.

Counter Attack

XP Cost: 30

Requirements: Weapon Skill Rating 5+

Effect: You are a master of melee combat, able to find an opening in your opponent's guard when they attack.

You can use this Talent whenever an enemy targets you with a melee attack. After the enemy has completed their attack, you may make a single melee attack against that enemy. This is treated as your Reflexive Action, but you may Counter Attack up to Rank times per Round.

You may not apply any other Talents, Abilities, or combat options to a Counter Attack.

If you Counter Attack, you cannot take any Move Actions on your next turn.

Deadshot

XP Cost: 20

Requirements: Ballistic Skill Rating 2+

Effect: You are a skilled shot, trained to carefully target your enemies' weak points.

When you take the Aim action (p.189) and make a Called Shot (p.187) you double the bonus ED you receive.

Death Or Glory!

XP Cost: 20

Requirements: Human

Effect: Even when terrified, you can summon the courage to mount a ferocious attack.

Whenever you are required to make a Fear Test, you may choose to instantly Charge the source of *Fear*, if you are able to, and make a single melee attack. Make the Fear Test after this attack resolves if the target is still alive.

If you are in combat after the Fear Test resolves, you sacrifice your first Turn.

Deductive

XP Cost: 20

Requirements: Intellect Rating 3+

Effect: Your studious mind can pick apart a problem (or person) with ease.

As a Simple Action, you may use this Talent to make an Intellect-based Skill Test to recall or notice something about a target. The target can be anything, from a mag-locked door with a cantankerous machine spirit to an inscrutable Planetary Governor.

If you pass the Test, the GM may give you information based on the Skill you used to make the Test. You also gain +Rank bonus dice to any Test made against that target that utilises this information. You may give this bonus to an ally if you communicate what you have learned.

Devotees

XP Cost: 30

Requirements: Leadership Rating 4+

Effect: Through reputation or assignment, you have gathered a number of followers that will do whatever you ask. If you are attacked, they intervene.

Your devotees are a Mob of any Troop level Threat, as described in **Chapter 14: Bestiary**. A number of devotees equal to Double Rank +2 have decided to follow you. You may use the stats presented in Chapter 14 for each devotee, or use the following rules:

- Devotee Attributes are equal to 1 + Double Rank.
- Devotee Skills are equal to 1 + Double Rank.
- A devotee's Attributes and Skills cannot be higher than your own.

Whenever you are hit by any form of attack, any of your devotees may make a DN5 Initiative Test as a Reflexive Action. If they succeed, the attack kills the devotee instead of hitting you.

Slain devotees may be replaced for free with new devotees the next time you visit a major encampment or city.

If you take this Talent more than once, you gain more devotees of the same type you already possess. If you already have followers from an archetype ability, this Talent provides additional followers of that type instead.

Die Hard

XP Cost: 20

Effect: You're hard to kill.

When you suffer more Wounds than your Maximum Wounds, you are not Dying. Roll once on the Memorable Injuries table and heal 1 Wound.

You may not use this Talent again until you complete a Regroup.

Dirty Fighter

XP Cost: 20

Effect: You're proficient in the art of foul play.

Whenever you make an Interaction Attack (p.190) and you shift 2 Exalted Icons, you can inflict your target with an additional Condition. Choose the most narratively appropriate Condition from the following options:

- *Blinded* (p.199)
- *Prone* (p.200)
- *Restrained* (p.200)
- *Staggered* (p.200)

Discipline Savant

XP Cost: 30

Requirements: Psychic Mastery Rating 4+, and at least 2 psychic powers from a single Discipline. **Effect**: Your devotion to a psychic discipline has given you mastery over your style of Warpcraft.

When you take this Talent, select a psychic discipline in which you have at least 2 psychic powers. Whenever you make a Psychic Mastery (Wil) Test to activate a psychic power from that discipline, reduce the DN by 1.

Disturbing Voice

XP Cost: 20

Effect: You have a sinister and upsetting voice. This may be due to infrasonic cadences produced by a vox synthesiser, interrogation training, or just an inborn air of malice.

You gain +Rank bonus dice to Intimidation (Wil) and Leadership (Wil) Tests when you use your voice.

Any Fellowship Test made with someone likely to be put off by your voice (nervous individuals, Psykers, pious members of the Ecclesiarchy) suffers +2 DN penalty.

Dual Wield

XP Cost: 20

Effect: You can wield two weapons with uncanny accuracy.

When you wield one weapon in each hand the DN penalty for using the Multi-Attack option is reduced by 2. Each weapon must have the Pistol Trait or be a one-handed melee weapon.

You may also use a different weapon you are wielding for each of your Multi-Attacks, rolling damage separately for each weapon.

Duty Until Death

XP Cost: 20

Requirements: Willpower Rating 3+, IMPERIUM Keyword

Effect: Your ardent faith in the Emperor allows you to push beyond the limits of injury to act in His will, at a cost to your physical form.

Whenever you suffer more Wounds than your Max Wounds, you can use this Talent. You may take your next Turn normally; you begin Dying at the end of that Turn. You may choose to take your next Turn immediately after activating this Talent, potentially interrupting an enemy's Turn. If you roll a Complication on any Test, you take a Traumatic Wound.

Eliminator

XP Cost: 20

Requirements: Stealth Rating 2+

Effect: You strike from the shadows, using the element of surprise to take down your foes in one fell swoop.

When you have a Stealth Score (p.181) and you attack an enemy that is unaware of you, you may add your Stealth Score as ED, in addition to the bonuses received from a Surprise Attack (p.182). Any decrease to your Stealth Score is resolved after the attack.

Escape Artist

XP Cost: 20

Effect: Through bodily contortions, practice, or subdermally concealed equipment, you are adept at escaping any form of bondage.

You gain +Double Rank bonus dice to all attempts to escape any form of bondage, be it mechanical bonds or an individual Grappling you (p.188).

Ever Vigilant

XP Cost: 20

Effect: You never let down your guard.

You gain +Double Rank to your Passive Awareness.

Favoured By The Warp

XP Cost: 40

Requirements: PSYKER Keyword

Effect: The Warp is both dangerous and fickle, its horrors afflicting some more than others. Even those with great mental conditioning and a seeming control over psychic powers can find it turns against them.

You may use this Talent to reroll any Perils of the Warp (p.263) result. You must accept the new result.

Fear

XP Cost: 30

Effect: Either by the ravages of war on your body, an aura of malice, or the weight of your words, you frighten those you meet.

When you succeed on an Intimidation (Wil) Test, you can force the target to make a Fear Test with a DN equal to 1 + Double Rank.

Fearless

XP Cost: 30

Requirements: Willpower Rating 4+

Effect: Extensive mental conditioning or intensive training allows you to completely control your fear.

You automatically pass any Fear Test. You are immune to Intimidation (Wil) Interaction Attacks.

Feel No Pain

XP Cost: 40

Requirements: Toughness Rating 4+

Effect: Your pain tolerance is above and beyond that of most of your Species.

You do not suffer a penalty to DN for being Wounded.

Your Wounds Trait is increased by +Rank.

Flagellant

XP Cost: 20

Requirements: IMPERIUM Keyword

Effect: You have dedicated your pain to the service of the Emperor.

At the start of each day, you must spend 20 minutes (Terran standard) in prayer, and inflict Wounds to yourself equal to your Tier through self-flagellation.

You may not roll Determination against these Wounds or allow them to be healed by any method other than through a Respite.

As long as you are wounded in this way, you gain +Rank bonus dice to your Determination and Conviction rolls and may choose to become *Frenzied* (p.199) as a Combat Action. If you also have the Frenzy Talent, you may become *Frenzied* as a Simple Action.

If you fail to flagellate yourself, you are overcome with shame and take a +2 DN penalty to all Tests until you flagellate again.

Frenzy

XP Cost: 20

Effect: You can use a Combat Action to become *Frenzied* (p.199).

Furious Charge

XP Cost: 20

Requirements: Athletics Rating 2+ and Weapon Skill Rating 2+

Effect: You have practised closing distance to a foe with speed; swinging your weapon whilst running has become second nature.

You gain +Rank to any melee attack you make as part of a Charge (p.188).

Gallows Humour

XP Cost: 20

Effect: You find humour in the darkest of places,and can use it to bolster the resolve of your allies.

You can take a Simple Action to make a grim joke whenever you are Wounded or are suffering from a Condition, as long as you are still able to speak. Make a DN 2 Fellowship Attribute Test. If you succeed, you and any allies that can hear you recover Shock eqaul to your Rank plus the number of Icons rolled.

Hardy

XP Cost: 30

Requirements: Toughness Rating 3+

Effect: You are innately durable or have undergone harrowing endurance training.

As a Combat Action, you can make a DN 3 Toughness Test. On a failure you recover 1 Shock. On a success you recover 1 + Double Rank Shock. Each Shifted Exalted Icon recovers an additional point of Shock.

Once you use this Talent, you cannot use it again until you have completed a Regroup (p.196).

Hatred [Any]

XP Cost: 30

Effect: You have honed your hatred toward a specific foe into a weapon.

Select a Keyword to be the focus of your hatred. You gain +Double Rank bonus dice on melee attacks against targets that have the chosen Keyword. You suffer a +2 DN penalty whenever you interact socially with individuals of the chosen Keyword.

Hive Explorer

XP Cost: 20

Requirements: IMPERIUM Keyword

Effect: You are experienced at navigating the urban environments of the Imperium.

You gain +Rank bonus dice to any Stealth (A) or Survival (Wil) Tests when moving through urban environments.

Jargon [Skill]

XP Cost: 20

Requirements: A Rating of 1+ in any of the following: Ballistic Skill (A), Medicae (Int), Pilot (A), Scholar (Int), Survival (Wil), Tech (Int), or Weapon Skill (I).

Effect: You're knowledgeable enough on a particular subject to open your mouth and let the information flow out. The mystifying slang, precise vernacular, and strange idioms are enough to stupefy the unlearned and make fast friends of strangers who share your passion.

When you take this Talent, you must pick which of your Skills it applies to from the list in the Requirements section above.

During any social encounter you can make a Skill Test using your Jargon Skill. The DN is determined by the GM based on how friendly the target is to you. If you fail, everyone around you ignores your incoherent babbling.

If you succeed and the target is interested or trained in the Skill, they are likely to become more friendly to you (see p.168). If the target doesn't share your knowledge and slang, they stand stupefied whilst you babble — they are distracted, unable to get away from your conversation for up to 20 minutes (Terran standard).

Legacy Of Sorrow

XP Cost: 20

Requirements: Aeldari Species

Effect: The long and mournful history of your people weighs upon you, sharpening your focus and emboldening your will to live.

You no longer suffer the penalty from the Intense Emotion Species ability (p.29).

The group gains +1 Glory every time you recover from Dying.

Let The Galaxy Burn

XP Cost: 20

Requirements: CHAOS Keyword

Effect: You take pleasure in the destruction of any ordered institution. When you see your prey begin to falter, you revel in its collapse and become inspired to commit ever greater atrocities in the names of the Chaos Gods.

You gain +1 Corruption.

Whenever you incapacitate an Adversary or Elite opponent, the group gains +1 Glory, up to a maximum Glory of Double Rank per encounter.

Lip Reader

XP Cost: 20

Effect: You have learnt how to read lips.

The GM may call for an Awareness (Int) Test to read lips successfully depending on the environment, the speaker's Species, and the language spoken. The default DN is 3 and may be modified as the GM sees fit.

Lobotomised Efficiency

XP Cost: 20

Requirements: Human

Effect: Through otherworldly discipline or surgical treatments you have been rendered immune to temptations of the flesh.

You gain +Double Rank to your Conviction and Resolve.

You no longer add your Tier to your Max Shock.

Loremaster [Keyword]

XP Cost: 30

Requirements: Scholar Rating 3+

Effect: You are highly educated in a specific field.

When you take this Talent, choose a Keyword. This could be a bureau of the Imperium, a xenos species, or something esoteric (and forbidden) like daemonology. All Keyword selections are subject to GM approval.

If you select another Species as the keyword, you can speak their native language as well as your own.

Educational insight can have broad applications. Studying a culture's history invariably reveals information about their traditions, military prowess, and technological innovations.

Whenever you make a Skill Test related to the chosen Keyword, you gain +Double Rank bonus dice. This includes Scholar Tests, but can also be relevant to any Test that involves interacting with that Keyword, including Interaction Attacks (p.190). The GM is the arbiter of what is sufficiently relevant to your selected Keyword to receive this bonus.

Mark Of Chaos

XP Cost: 30

Requirements: [MARK OF CHAOS] Keyword

Effect: You have been granted the favour of the Chaos Gods. This may be from dedicating yourself to one of the named gods or to an act that venerates the entire pantheon. Occasionally, one of the Chaos Gods may grant favour out of amusement or some more inscrutable reason, rather than as a reward.

You gain +1 Corruption. Select one of the five options below and apply the bonus to your character sheet. Taking this Talent replaces the [MARK OF CHAOS] Keyword with the name of your chosen God. If you choose Undedicated, you do not replace the [MARK OF CHAOS] Keyword.

- **Nurgle:** Your Toughness increases by +1.
- **Khorne:** You gain +2 bonus dice when making attacks using the All-Out Attack option. You can't take this option if you have the PSYKER keyword.
- **Slaanesh:** You gain +2 bonus dice on Awareness and Persuasion Tests.
- **Tzeentch**: You gain the PSYKER keyword. If you already possess the PSYKER keyword, you gain one minor psychic power of your choice. Work with the GM to determine which powers are appropriate for your character.
- **Undedicated:** Choose one of the following Skills: Awareness, Cunning, Deception, Insight, Persuasion, Psychic Mastery, Stealth, or Weapon Skill. You gain +Rank bonus dice when using that Skill.

Mastered Paths

XP Cost: 20

Requirements: Aeldari Species, ASURYANI Keyword

Effect: As a Craftworlder, you have travelled and mastered many paths over your elongated lifespan. You have likely forgotten more than most humans will ever learn but still retain mastery of your former focus.

Select one of your Aeldari Paths. You gain an additional +Rank bonus to the bonus you receive from that Aeldari Path.

Mimic Voice

XP Cost: 20

Requirements: Deception Rating 3+

Effect: You can mimic individuals' voice patterns with uncanny accuracy. You may have learned this Talent through your environment or difficult training, or gained this ability from implanted vox synthesisers.

Make an Awareness Test when you listen to an individual speak for at least 1 hour to study their voice. The DN is set by the GM based on the difference between your target's voice and your own, and your current auditory conditions.

If you succeed, you gain +Double Rank bonus dice whenever you make a Deception Test to mimic this voice. You can memorise a number of voices equal to your Intellect.

Mob Rule

XP Cost: 20

Requirements: Ork Species

Effect: You know how to manipulate the brutish confidence of a mob of Orks.

When you command two or more Orks, you and all allied Orks within 15 + Double Rank metres may add +Double Rank bonus dice to Resolve Tests.

More Dakka!

XP Cost: 35

Requirements: Ork Species

Effect: You love the smell and sound of Dakka, and have a knack for expending exorbitant quantities of ammunition; this is somehow an effective tactic for you.

The Salvo value of any weapon you wield is increased by +Rank.

You may want to employ an Ammo Runt (p.241) to carry extra ammunition.

Noble Peer

XP Cost: 30

Requirements: Persuasion Rating 3+

Effect: You are a member of a renowned noble class. You may have additional authority over other members of your society, as well as responsibility for your social lessers.

Whenever you are in a social situation where status plays a factor, gain +Double Rank bonus dice to Influence Tests and any Skill Tests involving social interaction.

Orthopraxy

XP Cost: 20

Requirements: IMPERIUM Keyword

Effect: The litanies of His holy word have burned themselves deep in your memory. You can recite hymns and prayers to the Emperor by rote, and can use them to bolster your mind.

As a Simple Action you can begin mentally reciting Ecclesiastical liturgies. As long as you sacrifice your Simple Acion in this way, you gain +1 bonus Willpower, for a maximum of Double Rank Rounds.

You can't use this Talent again until you complete a Respite.

Paranoid

XP Cost: 20

Requirements: Cunning Rating 3+

Effect: You constantly fear for your life. You have established a web of connections to gather information on dangerous conspiracies.

Once per session when you have access to a communications device, you may ask your ring of contacts one question they may know. The GM rolls a secret Cunning (Fel) Test and provides you with whatever information the contact can provide. The number of Icons rolled on the Test determines the quality and amount of information.

Primaris Perspective

XP Cost: 40

Requirements: Primaris Astartes Species

Effect: You have been held in suspended animation since the 31st Millennium, just after the Horus Heresy ended. You remember a very different galaxy, and have a unique perspective on the Dark Imperium, a perspective that encompasses memories of both great hope and great sorrow.

You gain +Rank bonus dice Resolve and Corruption Tests.

You gain +Double Rank bonus dice to Scholar Tests regarding historical events from the 31st Millennium or earlier.

Promethium Proficiency

XP Cost: 20

Requirements: IMPERIUM Keyword

Effect: You have been trained in the use of the Emperor's holy fire.

When using weapons with the Inflict (*On Fire*) Trait, you gain +Rank ED to any damage rolls.

Once per Round, you may gain 1 Wrath when you kill an enemy of the Imperium using a weapon with the Inflict (*On Fire*) Trait.

Rite of Fear

XP Cost: 30

Requirements: ADEPTUS MECHANICUS Keyword

Effect: Your voice box has been replaced with a synthetic vocoder, critical for audible communication in Lingua-technis, and able to emit infrasonic sounds. These deep frequencies are below auditory detection and can trigger fear responses.

You can trigger the Rite of Fear as a Combat Action. The rite affects all characters within a cone, 10 metres long by 3 metres wide at its terminus. Characters within the area of effect who lack ear protection (including augmetic ears) must immediately make a Fear Test with a DN of 2 + Double Rank. You are the vertex of the cone but are immune to its effects.

You can purchase the Disturbing Voice Talent for 10 XP.

Rite of Magnometrics

XP Cost: 20

Requirements: ADEPTUS MECHANICUS Keyword

Effect: You have implemented powerful electromagnets into your augmetic replacements that you can control mentally. You can vary the intensity and frequency of your electromagnetic emissions, allowing you to summon metal objects to you and hover over large metallic surfaces.

You can pick up and carry metal objects up to 3 + Double Rank metres away without touching them. You can also draw your body to any large or stable metal object and hover above it. No Test is required for either of these abilities.

Using this Talent in combat requires a Simple Action. The effective range of this Talent is equal to your Rank x 20 metres. The effective Strength of this Talent (for use when throwing an object or resisting another force) is 1 + Double Rank.

Rite of Pure Thought

XP Cost: 20

Requirements: ADEPTUS MECHANICUS Keyword

Effect: You have replaced a hemisphere of your brain with a cogitator. You live an emotionless existence, depending upon the peaceful and rewarding purity of logic.

You gain +Rank bonus dice on Resolve and Fear Tests, and to resist Persuasion and Intimidation Interaction Attacks.

You gain +Rank bonus dice when making Investigation Tests.

Scum Savvy

XP Cost: 20

Requirements: Human

Effect: Long years of disreputable carousing during business deals with shady individuals have trained you to effectively fleece the lawless and process potentially dangerous chem substances.

You gain +Double Rank bonus dice to any Test related to resisting the effects of chemicals.

You gain +Rank bonus dice when making Cunning (Fel) Tests.

Secret Identity

XP Cost: 20

Requirements: INQUISITION Keyword

Effect: You maintain a secret identity that lets you move through the Imperium unnoticed.

Work with your GM to define your secret identity; you might be a minor noble from a far-flung system, a travelling merchant barely registering on Administratum records, or a surveying member of the Administratum itself. It might help to select one or two Keywords that apply to your secret identity.

Your identity has been well established using Inquisitorial resources. It may afford you benefits when dealing with particular individuals.

When your secret identity is challenged, you must make a Deception (Fel) Test to maintain the illusion.

Sidestep

XP Cost: 30

Requirements: Initiative Rating 3+

Effect: You have a practised ability to evade harm in close combat.

You can use Sidestep as a Reflexive Action whenever you are attacked in melee and are aware of the attacker. You must declare a Sidestep before the Attacker makes their Weapon Skill Test — doing so sacrifices your Move Action on your next turn.

When you Sidestep, you gain +Double Rank Defence and Resilience for the purpose of resolving the attack.

You can only Sidestep once per round, and the bonuses only apply for a single attack.

Silent

XP Cost: 20

Effect: Moving silently comes as second nature to you.

You can move at full Speed when Moving Stealthily (p.182). Whenever your Stealth Score would be reduced, reduce it by 1 fewer.

Simultaneous Strike

XP Cost: 30

Requirements: Ballistic Skill Rating 4+ or Weapon Skill Rating 4+

Effect: You can accurately attack with two weapons at once.

When you take this Talent, you must choose if it applies to your Ballistic Skill (A) or Weapon Skill (I). You must have a Skill Rating of 4+ in the Skill you choose.

You may only Simultaneous Strike with two one-handed melee weapons or two ranged weapons with the Pistol Trait.

You can make any Attack Action that has a single target a Simultaneous Strike. Pick your primary weapon; your attack uses all your primary weapon's statistics, such as AP and Weapon Traits. Make your attack Test as normal; if you succeed, add half of the secondary weapon's Damage value as ED to the damage roll.

Smash Attack

XP Cost: 20

Requirements: Weapon Skill Rating 2+

Effect: You can concentrate all of your strength and rage into a single attack; this strike is deadly, but leaves you open.

You gain +Rank ED to any All-Out Attack.

Special Weapons Trooper

XP Cost: 20, plus XP equal to the Value of the chosen weapon.

Requirements: Ballistics Skill Rating 3+
ASTRA MILITARUM Keyword

Effect: Many soldiers of the Astra Militarum receive training in the use of specialty weapons on the battlefield. Often, this training includes basic chants to appease the weapon's war-spirit if it becomes obstinate or recalcitrant.

You may select one of the following weapons as standard Wargear, replacing your primary weapon:

- Combat Shotgun (p.218)
- Plasma Gun (p.218)
- Meltagun (p.218)
- Long Las (p.217)
- Flamer (p.219)
- Grenade launcher (p.220). You also receive 3 frag and 3 krak grenades
- Hot-Shot Volley Gun (TEMPESTUS SCION only, p.217)

Stoic

XP Cost: 20

Effect: Either through a quirk of biology, surgical intervention, or traumatic injury, your face no longer betrays emotion like a normal member of your Species.

You impose a +Double Rank DN penalty on any Insight Tests made against you.

Storm of Death

XP Cost: 30

Requirements: Weapon Skill Rating 4+

Effect: You make a flurry of attacks in combat.

When the only combat option you take in your turn is a Multi-Attack, the DN penalty is decreased by –Double Rank. Your turn ends after you complete your Multi-Attack.

Supplicant

XP Cost: 20

Requirements: Human Species

Effect: You know your place and how to work Imperial feudalism to your advantage.

You gain +Rank bonus dice whenever you are appealing to one of your social betters, such as a planetary governor or a superior officer.

If your behaviour in any way deviates from the accepted social norms of the Imperium, your GM may refuse this bonus.

Supreme Presence [Skill]

XP Cost: 30

Requirements: Skill Rating 4+ in any one of the following: Athletics (S), Deception (Fel), Intimidation (Wil), Persuasion (Fel) or Tech (Int).

Effect: The weight of your presence demands attention, even from large groups of individuals.
When you take this Talent, you must select one of the Skills listed in the Requirements.

When you make an Interaction Attack with the chosen Skill, you may select either 1 + Double Rank targets or a Mob of any number of Troops. The DN for the Interaction Attack does not increase.

Tenacious

XP Cost: 30

Effect: You have an uncanny knack for mental perseverance.

You recover 1 Shock for every Exalted Icon you roll when you roll Determination (p.196).

The Flesh is Weak

XP Cost: 30

Effect: Almost all of your biology has been replaced with augmetic components. You may have taken this procedure to repair a gruesome injury, or as a personal expression of faith. The replacements are much sturdier than your former biology but have dramatically affected your appearance.

You no longer need to breathe and you do not bleed. As a result, you aren't affected by *Bleeding* (p.199) or *Suffocation* (p.201).

You gain +Rank bonus dice to Tech (Int) Tests and Determination rolls.

You suffer +2DN to Persuasion (Fel) Tests.

When you take this Talent, you may heal any Memorable or Traumatic Injuries (p.194-195).

Touched By Fate

XP Cost: 20

Effect: Your luck carries you through, even when Wargear or faith might falter.

You begin each session with an additional +Rank Wrath Points.

Trademark Weapon

XP Cost: 30

Effect: You have trained extensively with a single weapon that you keep on your person at all times. It has almost become an extension of your body.

Choose one of your weapons to become a Trademark Weapon. This Talent only affects that weapon, and no others of its type (for example, a single modified Chainsword, not all Chainswords).

Whenever you make a successful attack with your Trademark Weapon, you deal +Double Rank additional ED.

If you lose or destroy your Trademark Weapon, you can no longer receive any benefits from this Talent. Work with the GM to decide if an appropriate replacement can be found; this could be the focus of an entire adventure.

Transhuman [Attribute]

XP Cost: 60

Requirements: [Attribute] Rating 5+

Effect: When you take this Talent, you must select one of your Attributes with a rating of 5 or higher. This Talent applies to that Attribute.

Whenever you make a Test using the selected Attribute, you gain +Double Rank bonus dice.

Twin Focus

XP Cost: 20

Requirements: Psychic Mastery Rating 4+.

Effect: You have practiced the art of splitting your thoughts, allowing you to more effectively focus on manipulating the Warp in two ways at once.

The DN penalty from sustaining multiple psychic powers is decreased by 2.

Uncanny [Trait]

XP Cost: 40

Effect: Increase one of these Traits by +Rank:

- Conviction
- Defence
- Resilience
- Resolve
- Shock
- Determination
- Speed
- Wounds

Unnatural [Skill]

XP Cost: 60

Requirements: [Skill] Rating 4+

Effect: Choose any Skill with a rating of 4+.

When making a Test with the selected Skill, reduce any DN modifiers by –Double Rank, to a minimum of 0. This does not change the task's base difficulty, just any modifiers. Examples include attempting a Test without appropriate tools, in complete darkness, or a specific combat option.

Unremarkable

XP Cost: 20

Requirements: IMPERIUM Keyword

Effect: You are forgettable and blend into crowds easily.

Characters of a higher social class with the IMPERIUM keyword, such as planetary governors, Imperial nobility, or manufactorum owners, ignore you completely unless you attract undue attention to yourself.

Anyone attempting to notice or track you in a crowded area, or trying to remember your face, suffers +2DN.

Warped Mind

XP Cost: 30

Requirements: Psychic Mastery Rating 4+.

Effect: You have opened your mind to access another psychic discipline, either through intense discipline and study or traumatic exposure to the Warp.

You may learn psychic powers from an additional psychic discipline.

You may choose to take Corruption to reduce the XP cost of this Talent. For every point of Corruption you take, reduce the XP cost by 5.

FAITH

The Emperor is the immortal father, guardian, and God of Humanity. A living deity, He inspires the citizens of the Imperium to seemingly impossible acts. Truly pious believers in the Imperial Cult are bathed in His glorious light and empowered by His holy strength.

This manifest belief is represented in **Wrath & Glory** by Faith and Faith Talents. Whenever you purchase a Faith Talent, you gain a point of Faith and a special ability. You can spend your point of Faith to trigger that ability, fuelled by the righteous strength of the Emperor's will. If you purchase another Faith Talent, you gain another point of Faith and another ability, meaning you can use each ability once, or a single ability twice.

Your Faith points are restored to maximum at the start of each game session and whenever you complete a Respite (p.196). The GM may restore some of your Faith points if you perform a particularly pious or righteous act.

Faith Talents can be bought like normal Talents, though only the most pious devotees of the Imperial Cult have access to them.

LIMITS OF FAITH

All of the Faith Talents listed below are intended for use with characters of the Imperial Cult relying on their belief in the Emperor. Characters outside of the Imperium cannot take any of these Talents. If you ever gain the CHAOS Keyword, or another equally heretical Keyword, you have broken your Faith with the Emperor. Your Faith is immediately reduced to 0 and cannot be restored.

At the GM's discretion, you can customise these Talents with different prerequisites for use with characters who worship another deity, such as the Chaos Gods, the deities of the Aeldari, or Gork and Mork.

There is no limit to the number of Faith Talents you can take.

Bolstering Purity

XP Cost: 40

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword

Effect: Your words drip with the Emperor's immaculate will, reinforcing the faith of your allies.

You gain +1 Faith.

As a Reflexive Action, you can spend 1 Faith to bolster another's purity. Select one character with the IMPERIUM keyword within hearing range — this can be yourself. The character automatically succeeds all Resolve and Conviction Tests until the end of the Round.

Once you have used this ability, you cannot use it again until you have completed a Regroup.

By His Will

XP Cost: 20

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword

Effect: The depth of your faith allows you to call upon the God-Emperor to assist you when you work with another of His children.

You gain +1 Faith.

When you Help a character with the IMPERIUM Keyword, you add triple the number of bonus dice if you spend 1 Faith.

Consecrated Light

XP Cost: 20

Requirements: ADEPTUS MINISTORUM Keyword

Effect: The Emperor's power can manifest physically for the faithful in times of need, a beacon to bolster the citizens of the Imperium.

You gain +1 Faith.

As a Reflexive Action, you may spend 1 Faith and present a holy symbol of the Imperial Cult. You and any allies with the IMPERIUM Keyword within 15 + Double Rank metres gain +Double Rank bonus dice on Fear and Corruption Tests until the end of the Round.

Divine Guidance

XP Cost: 20

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword

Effect: Through His direction, no shot will miss its mark.

You gain +1 Faith.

As a Combat Action, you can spend 1 Faith to give the Emperor's guidance. Select one character with the IMPERIUM Keyword within hearing range — this can be yourself. The character gains +Double Rank bonus dice to Ballistic Skill (A) Tests for 1 Round.

In His Name

XP Cost: 20

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword, Scholar Rating 1+

Effect: You have spent time studying the holy writings of the Cult Imperialis and can invoke hallowed passages to sway others.

You gain +1 Faith.

Whenever you target a character with the IMPERIUM Keyword with a Persuasion or Leadership Test, you can spend 1 Faith to add +Double Rank bonus dice to your pool.

Inspired Blessing

XP Cost: 25

Requirements: ADEPTUS MINISTORUM Keyword

Effect: Your blessings invoke the majesty of the God-Emperor, uplifting your allies and reinforcing their determination.

You gain +1 Faith.

You may make an inspirational statement or prayer as a Combat Action. When you do so, spend 1 Faith to restore 1d3 + Double Rank Shock to you and all allies with the IMPERIUM keyword within 15 + Double Rank metres.

Litany Of Hatred

XP Cost: 20

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword, the Hatred Talent (p.135)

Effect: Hatred is the Emperor's greatest gift to humanity.

You gain +1 Faith.

You may spend 1 Faith and a Simple Action to recite a Litany of Hate. The effects of your Hatred Talent now apply to any of your allies with the IMPERIUM keyword within Rank x 10 metres.

Martyr's Tears

XP Cost: 20

Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword, Willpower Rating 3+.

Effect: You are destined for martyrdom, prepared and willing to sacrifice yourself entirely to serve the Emperor's grand vision.

You gain +1 Faith.

As Simple Action you can select a human target to heal. You must spend 1 Faith and take a number of Wounds up to a maximum equal to your Tier. The target recovers double the number of Wounds you sacrificed.

Repent!

XP Cost: 20
Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword
Willpower Rating 3+
Effect: The righteousness of your indignation rings in the ears of those true to the Imperial Cult

You gain +1 Faith.

You can attempt to force another adherent of the Imperial Cult to repent using the force of your will. Spend 1 Faith and make an opposed Intimidation (Wil) Test against your target with +Rank bonus dice. If you are in combat, this takes a Combat Action. If you succeed on the Test and the target has the IMPERIUM Keyword, they kneel and repent for Double Rank x 10 seconds.

Righteous Wrath

XP Cost: 20
Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword, Willpower Rating 3+
Effect: Your burning fervour inspires you to great deeds and can similarly inspire your allies.

You gain +1 Faith.

As a Combat Action, you can spend 1 Faith to gain +2 Wrath. When you do this, you can sacrifice 1 point of Wrath to give an ally with the IMPERIUM Keyword that can hear you and is faithful to the Imperial Cult +1 Wrath.

Shield Of Faith

XP Cost: 20
Requirements: ADEPTA SORORITAS Keyword, Willpower Rating 3+
Effect: Your indomitable belief steels your mind against Warp-witchery.

You gain +1 Faith.

As a Reflexive Action, you may spend 1 Faith to ignore a psychic power or effect (including Perils of the Warp) until the end of the Round. You may spend an additional Faith to grant the same bonus to all allies with the IMPERIUM keyword within 15 + Double Rank metres.

The Passion

XP Cost: 20
Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword
Effect: You cast your thoughts to His glory; His visage demands destruction.

You gain +1 Faith.

As a Combat Action, you can spend 1 Faith to inspire the Emperor's wrath. Select one character with the IMPERIUM Keyword within hearing range — this can be yourself. The character gains +Double Rank bonus dice to Weapon Skill (I) Tests for 1 Round.

The Emperor Protects

XP Cost: 30
Requirements: ADEPTUS MINISTORUM or ADEPTA SORORITAS Keyword, at least 1 Faith
Effect: You gain +1 Faith.

As a Reflexive Action, you may spend 2 Faith to force an attack directed at you to miss.

ADVANCEMENT

Adventuring the 41st Millennium will earn you valuable experience — if you survive. This experience is represented by Experience Points (XP). If you've built a character, you've already spent some XP, which represented the character's experiences before you start playing. By gaining XP you can increase your Rank, and potentially your Tier.

The GM typically awards XP at the end of a session; you might earn XP for roleplaying well, solving a difficult problem, or defeating a dangerous threat. You can spend XP between sessions just as you did when creating your character. You can improve your character's Attributes and Skills using the tables on pp.24-25, as well as purchase new Talents in **Chapter 6** and Psychic Powers in **Chapter 11**. Spending XP in this way is known as advancement.

RANK INCREASE

Your Rank increases every time you earn a total of 40 XP. Keep a record of the total XP you have earned on your character sheet. Increasing Rank happens whether or not you have spent the XP you earned — all that matters is that you have been awarded enough total XP. Your Rank can't decrease, and can't go above the maximum of 3.

Example: *Emmet has been playing as his Desperado in a daring series of escapades in the Voidmire. He has ingratiated himself with both the Aeldari Corsairs of the Emerald Princess and a gang of Ork Freebooterz, and has been playing both sides against each other.*

His GM has awarded him a total of 60 XP over several sessions, bringing his Rank to 2.

To stay ahead of the game, Emmet has spent all 60 of the XP to improve his Cunning, Deception, and Insight Skills, and has no XP remaining. After surreptitiously leaving an Ordo Xenos tracking device on an Aeldari Naiad class cruiser, the GM awards him another 20 XP. Though Emmet currently only has 20 XP to spend, he has earned a total of 80, meaning his Rank increases from 2 to 3.

When you earn 100 XP you can increase the Tier of the game, as detailed in the Ascension section below. Your Rank always remains the same, even after you Ascend. If you gain 100 XP after Ascending, you can Ascend again.

RANK INCREASED		
XP EARNED	RANK	RANK BONUS
0-39	Initiate	1
40-79	Veteran	2
80-99	Champion	3
100+	Increase Tier — see **Experience Ascension** p.148.	

ASCENSION

Ascension is the narrative and mechanical process of increasing a character's Tier. Your Tier is a representation of your power level in the 41st Millennium.

High Tier characters are both infamous and skilled, with large spheres of influence and access to high-quality equipment. Their exploits determine the fates of planets, systems, and sectors, facing off against the most powerful exemplars of their foes. Low Tier characters are usually unknowns, barely trained grunts that are destined to be forgotten. The vast majority are not born powerful, but a scant and lucky few survive long enough to benefit from their harrowing experiences and scrabble to accumulate influence and wealth. In **Wrath & Glory**, this advancement is represented through Ascension.

OPTIONAL RULES: CONSISTENT OR MILESTONE?

Some groups might like to be awarded XP at the end of each session, based on what happened in the game. Other groups might not want to track each point of XP, advancing with a chunk of 40 XP and an extra Rank whenever the GM decides it's time. Maybe you don't want to worry about XP at all, and only use advancement when Ascending characters to a higher Tier. Your GM might even award XP during a game if you do something particularly glorious.

All of these approaches are equally valid; talk to your group about which one you like best. Don't be afraid to change how you handle advancement if it isn't working for you; after all, it's your game!

There are three reasons you might Ascend, each of which is covered in more detail below:

- **Creation Ascension:** you choose an Archetype that is lower than the game's Tier at character creation.
- **Experience Ascension:** you gain 100 XP or more during play.
- **Milestone Ascension:** your GM decides to increase the Tier of play.

When you Ascend, you can spend XP to buy Talents and improve your Attributes and Skills. There are also two special ways to spend XP that are only available when you are Ascending: Ascension Packages and Archetype Ascension.

Regardless of how you Ascend, you should think about how this change in power level affects your character. You can even take a break from playing to allow each member of the group to tell their own story of how they became more powerful by pursuing their personal goals.

CREATION ASCENSION

If you want to use an Archetype of a lower Tier than the game you're playing in, you should use an Ascension Package to bring them up to the correct power level.

When creating your character, select one of the Ascension Packages in this chapter. Spend XP to meet the requirements if necessary. Since you start with a number of XP equal to 100 x the game's Tier, you should have plenty.

After you've finished making your character at the lower Tier, purchase the Ascension Package and add its benefits. Then spend your remaining XP, keeping in mind how this Ascension may have changed your character. If necessary, work with your GM to integrate this key moment in your character's story into the setting, marking them out as more powerful than other individuals of their Archetype.

You start the game at Rank 1 if you Ascend at character creation.

OVER 15 HOURS

Those on the frontlines are unlikely to live for a single day, let alone long enough to be promoted. The feudal order of the Imperium ensures that climbing the shaky rungs of the social ladder is all but impossible.

Very few individuals in the vast sprawl of the galaxy ever change their status through Ascension. The move from one Tier to another is a tremendous tale of death defying feats you barely survived. Though a story like this may take place at your table, your characters are the exception, not the rule, in the grim darkness of the far future.

Ascension asks you to come up with such a story to explain the significant change in your character. Figuring out the astonishing exploits your character accomplished away from the table can be a fun way to keep playing even when the session is over.

EXPERIENCE ASCENSION

If every character in your group has earned 100 or more total XP in the current Tier, you can collectively decide to increase the Tier of the game. You may purchase an Ascension Package or go through Archetype Ascension. Make sure you have enough XP and meet the prerequisites to do so.

When everyone in the group is happy to advance to the next Tier, buy an Ascension Package or go through Archetype Ascension, update your Tier on your character sheet, and make sure you have spent all of your XP before the start of your next session.

MILESTONE ASCENSION

If the GM decides that it is time for the group to ascend to a higher Tier of play, follow these steps:

1. Every character receives 100 XP.
2. Each player purchases an Ascension Package or goes through Archetype Ascension.
3. Update your Tier on your character sheet.
4. Spend any XP you have remaining before the start of the next session.

The GM may allow you to ignore step 2, provided you create a suitable reason for Ascension.

ASCENSION PACKAGES

An Ascension Package represents the impacts of your past adventures, increasing your power and status based on the key events of your life. You may purchase an Ascension Package as part of Ascension as long as you meet any requirements for the package.

You may only purchase a single Ascension Package each time you Ascend, regardless of the amount of Tiers you are ascending.

Ascension Package Anatomy

Each Ascension Package is different and may be made out of any number of the elements explained below.

Requirements

You must meet all of the requirements of an Ascension Package to purchase it.

XP Cost

The Experience Point (XP) cost to purchase this Ascension Package. This is usually a number multiplied by the Tier you are ascending to.

Example: *Natalie chooses the 'Stay The Course' Ascension Package for her Skitarius character when ascending from Tier 2 to Tier 3. The XP Cost of 'Stay The Course' is 10 x new Tier, which is 10 x 3 in this case. Natalie spends 30 points from her XP pool to purchase the package; the Tech-Priests of Avachrus noted her performance in a recent campaign, and after time spent in benediction to the Omnissiah, decided to reward her with advanced Wargear.*

Attribute Requirement

Lists all minimum Attribute ratings required to purchase the Ascension Package.

Skill Requirement

Lists all minimum Skill ratings required to purchase the Ascension Package.

Other Requirements

Some Ascension Packages require you to have a specific keyword, or for something specific to have happened in your past. Some Ascension Packages can only be purchased when advancing from Tier 2 to 3, or from Tier 3 to 4. There may be other requirements for the specific story element of an Ascension Package.

Benefits

Your Ascension Package may contain any of the following benefits:

Keywords

Any Keywords gained by purchasing the Ascension Package.

If the keyword is between square brackets, like this: **[ANY]**, you must select a specific keyword. For example, an Adeptus Astartes could select **SALAMANDERS** if offered the **[CHAPTER]** Keyword.

Influence Bonus

How much bonus Influence you gain when you purchase the Ascension Package.

Story Element

The major event you went through in your past that led to your Ascension and the game benefits (or disadvantages) that it confers when you purchase the Ascension Package.

Wargear

The Wargear or choice of Wargear you gain when you purchase the Ascension Package.

Back From The Brink

You are dead. Or that's what everyone thinks — whatever horrible fate befell you didn't quite end your life, and any limbs you may have lost have been replaced by augmetics.

This package requires you to come up with an accident or encounter in which your character could conceivably die. If you choose a battle with a terrible foe, you could establish a nemesis that could reappear later in your adventures. Discuss what could have happened to your character with your GM, especially if you want the other players in your group to hear rumours of your demise before you make a shocking comeback!

Once you've figured out how you 'died', determine who brought you back. Work with your GM to come up with something appropriate. Whoever your saviors are, they are likely to want some kind of compensation for their generosity.

Is your character's resurrection a second chance to change the world? Or are their cybernetics a shameful scar, a permanent reminder of their failings? Have they sworn revenge against the creature that ravaged their organic body? Or are they wracked by fear from the harrowing memory of death?

XP Cost: 10 x new Tier
Keywords: [ANY] (the Faction of those who saved you)
Story Element: After a horrific encounter, you were somehow reconstructed by the marvels of holy (or unholy) technology.

1. Roll on the Memorable Injury table (p.194) twice.
2. Roll on the Traumatic Injury (p.195) twice.
3. Replace any lost body parts with the appropriate augmetics; you may choose an option of any Rarity the GM deems appropriate.

Only the people who saved you and were responsible for your reconstitution know that you are alive. But news of your death may already have spread, and your new allies may want some form of recompense for saving your life.

[ANY] KEYWORD OPTIONS

If you can't choose a Keyword, try one of these options instead:
Bonus Influence: You gain a point of Influence representing your improved connections with existing alliances and allegiances.
GM's Choice: The GM picks a Keyword for you and is not obliged to reveal their choice. The Keyword represents a faction or organisation interested in you.

Dauntless Reputation

With a single glorious act of extraordinary merit you gained tremendous reputation. Word of your exploits has spread, and you have gained both notoriety and disciples devoted to your cause.

With greater power comes privilege, and great responsibility. Members of your Faction are likely to regard you with awe and do your bidding. Some may react with jealousy or suspicion, viewing you as an upstart and work against your goals.

You are expected to act as your reputation dictates; your enemies may use your fame to manipulate you towards their own goals. Consider how your character feels about their station: is it a blessing or a burden?

Work with your GM to figure out what incredible act led to your increased fame; ideally, it should be something that would particularly impress the Faction related to your new Keyword. You might have secured a lost holy relic for the Ministorum, imparted information to the Administratum to save a planet from bureaucratic disaster, or defended a Scum neighbourhood from a tyrannical noble's minions. Your new devotees come from the Faction you helped.

Regardless of how you earned your reputation, you now have a nemesis. Work with your GM to figure out who this might be, or leave it a mystery.

XP Cost: 30 x new Tier
Keywords: [ANY]
Influence Bonus: +2 per Tier Ascended
Story Element: You gain:

- The Devotees Talent (p.132). You do not need to meet the Leadership (Wil) Skill prerequisite.
- A tremendous reputation with a Faction.
- A nemesis.

Demanding Patron

Your exploits have caught the attention of someone powerful. They will sponsor your future deeds, though they have demands in return.

Work with your GM to determine who your patron is. They may be a distinguished member of your Faction, an honoured aristocrat of your Species (or another), or a well-connected underworld dealer.

Your patron might not be aligned with your goals, but it is worth considering who your character would — or more importantly would not — work with. Times are dire in the Gilead System and strange bedfellows abound, but everyone has their limits. How you secured this deal with your patron could be an entire adventure in itself, one that pushes your character to their limits to impress your benefactor.

Your patron may be able to provide you with a range of resources depending on their station. A wealthy or militaristic patron might lend you Wealth, Wargear, or vehicles. A connected patron may grant access to otherwise forbidden locations or furnish you with obscure and mysterious information.

Your patron always makes demands in return for these favours. They might ask you to do a task for them — possibly one that contradicts your group's goals. Disobeying a powerful patron or being unable to repay them will certainly lead to punishment.

XP Cost: 10 x new Tier
Skill Requirement: Persuasion 3+
Keywords: [ANY] (the Faction of your new patron)
Story Element: You now report to a demanding patron between every adventure.

When you take this Ascension Package, choose to gain one of the following:

- Immediately gain 1 item of Rare Wargear with a value of 3 + new Tier.
- Immediately gain 2 Wealth.
- Immediately gain +2 Influence per Tier Ascended.

Perfidious Wretch

You betrayed your allies to gain favour with another Faction. You may have been seduced by promises of power or material wealth — all too common in the grim darkness of the 41st Millennium. Or you may have developed a radical mindset that no longer aligns with your Faction and better suits another.

Consider the motivations behind your betrayal, the group you are betraying, and the new Faction you are joining. The methods of your betrayal will likely be a harrowing adventure of dark espionage that tests your character's very soul.

Your former Faction will likely take umbrage at your departure, and future interactions may be strained, if not outright hostile. Work with your GM to figure out how you left one organisation and joined another. Your new allies are also less likely to trust a defector, possibly extending to your whole group.

Taking this package can completely change the direction and style of your campaign. It's worth talking to your group before making such an impactful decision. It might not suit the game everyone else wants to play, even if it makes sense narratively. On the other hand, you might all want to join a treacherous rebellion together!

XP Cost: 5 x new Tier
Skill Requirement: Cunning 3
Keywords: Gain [ANY], remove the Keyword you betrayed.
Influence Bonus: –2
Story Element: Your new allies gift you the following:

- 3 Wealth.
- 1 item of Wargear with a value of 3 + new Tier and a Rarity of Rare or lower.

Your disloyalty has earned you the enmity of the Faction you betrayed, and curried the favour of another.

Psychic Revelations

You are now a Psyker. Whether a spontaneous manifestation, the development of latent abilities, or through unbidden exposure to abnormalities of the Warp, you can now channel the occult power of the Immaterium.

Beneath the Warp-torn skies of the Gilead System this phenomenon is becoming more common. Though a Psyker's abilities usually reveal themselves around adolescence, individuals are developing psychic abilities more frequently and at any age. Your latent powers may emerge when you are faced with a particularly stressful situation, such as a perilous physical conflict.

The Imperium's citizens are instilled from birth with a deep distrust and fear of Psykers. Those who discover they have psychic powers are obliged to turn themselves in to the Adeptus Astra Telepathica immediately. Of course, some individuals may be reluctant to do so, which can cause complications — particularly as any witnesses will also feel the pressure (and fear) to report the Psyker to the authorities.

Work with your GM to create a story of how your psychic powers emerged. Does your character see this supernatural development as a blessing, or a curse? Any witnesses to your awakening, and who you choose to report these new powers to, will also have significant impacts on your story, even before you manifest the Warp at the table.

XP Cost: 10 x new Tier
Keywords: PSYKER
Influence Bonus: +1 per Tier Ascended
Story Element: You gain:

- The Smite psychic power and the Universal Psychic Powers on p.267.
- One Minor Psychic Power of your choice per Tier Ascended.
- You may purchase psychic powers from one Discipline of your choice.

MATERIUM & IMMATERIUM

Depending on the location of your campaign and your group dynamic, becoming a Psyker may present specific difficulties.

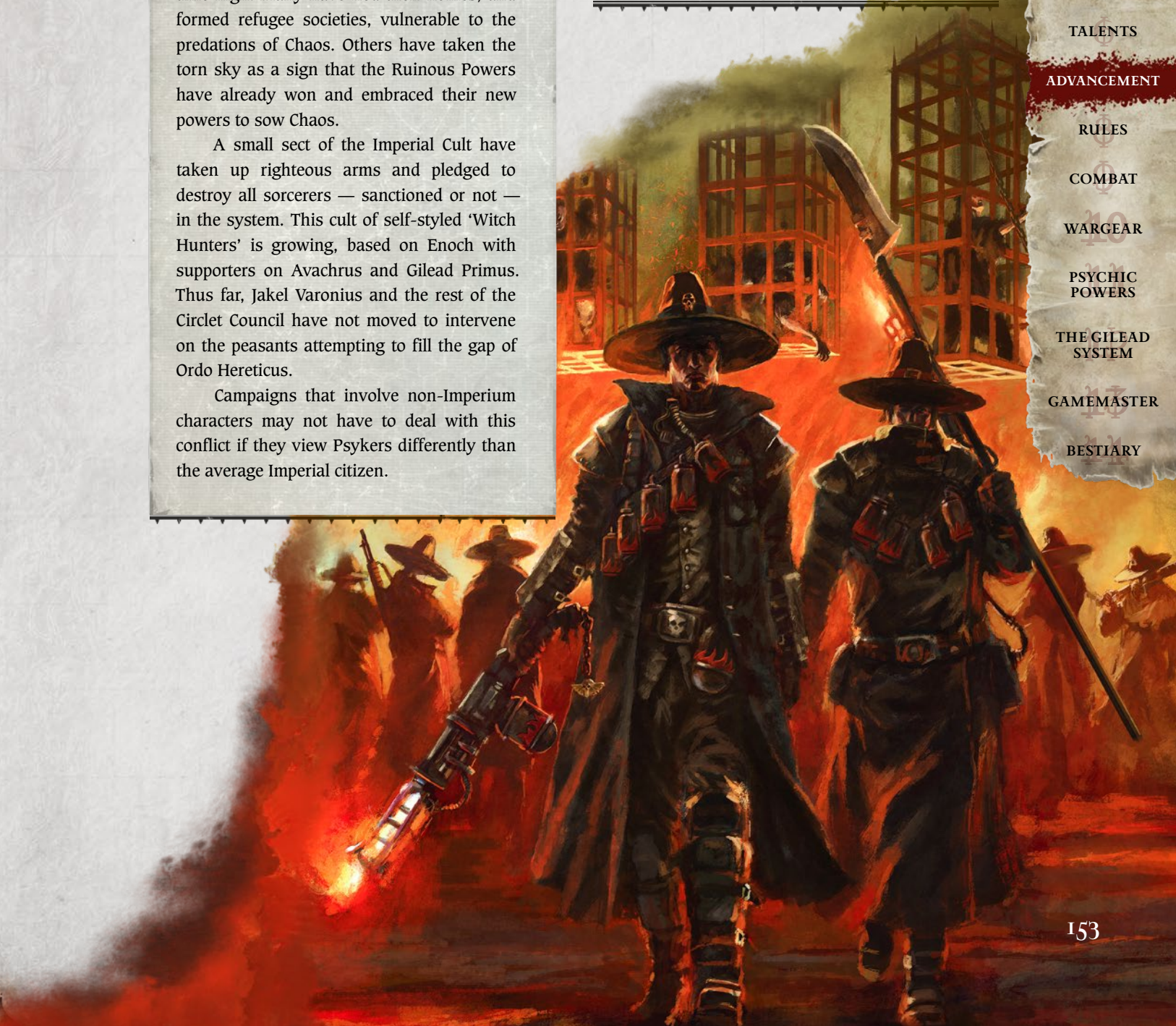
A Black Ship has not visited the Gilead System for over a century, and forsaken as it is by the Great Rift, there is little chance of one appearing any time soon. Suspicion, fear, and violence against Psykers is at an all time high. Many have fled their homes, and formed refugee societies, vulnerable to the predations of Chaos. Others have taken the torn sky as a sign that the Ruinous Powers have already won and embraced their new powers to sow Chaos.

A small sect of the Imperial Cult have taken up righteous arms and pledged to destroy all sorcerers — sanctioned or not — in the system. This cult of self-styled 'Witch Hunters' is growing, based on Enoch with supporters on Avachrus and Gilead Primus. Thus far, Jakel Varonius and the rest of the Circlet Council have not moved to intervene on the peasants attempting to fill the gap of Ordo Hereticus.

Campaigns that involve non-Imperium characters may not have to deal with this conflict if they view Psykers differently than the average Imperial citizen.

CHANGED BY THE WARP

If you are one of the rare and unlucky few to have developed psychic powers after exposure to the Warp, you may choose to take Corruption points to reduce the XP cost of Psychic Revelations, provided your GM agrees. Each Corruption point you take reduces the cost of the package by 5 XP, with a minimum cost of 5 XP.



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Stay The Course

You are a veteran of your position, excelling far above your peers. Though not promoted, you have been recognised and rewarded. Your dependability has earned you greater recognition from your Faction. Your peers know you by reputation, if not by appearance, and the mention of your name alone draws attention.

Responsibility comes with this added authority. Your sponsors are more likely to call on you for assistance, or assign you to challenging missions. In some circumstances, you may be assigned temporary authority over allied groups. Your Faction expects you to show discretion as a responsible leader. If your allies meet with an unfortunate outcome, you are likely to receive the brunt of the blame.

At least one event in your service stands out as a particularly impressive example of your exploits. Peers are interested in hearing about these events and are more likely to trust you for your perseverance and success. Of course, enduring such challenging events are likely to have left you with some physical and mental scars. These could have resulted from one of your adventures, or a behind-the-scenes event of your own invention.

XP Cost: 10 x new Tier
Influence Bonus: +1 per Tier Ascended
Story Element: If you do not have a Memorable Injury, roll on the Memorable Injury table (p.194) and decide with your GM how you received the Memorable Injury. You may choose to gain 3 Corruption points instead of, or in addition to, a Memorable Injury.
Wargear: Choose one of these options:

- Gain 2 items of Rare Wargear with a value of 3 + new Tier.
- Gain 1 item of Very Rare Wargear with a value of 3 + new Tier.

These choices may include augmetics.

Ascension Package Example

Example: *Charlotte's Sister of Battle has finished a campaign, and her GM has announced that the game is moving to the next Tier. Charlotte knows her character would refuse any offer of downtime and suspects the next Tier 3 adventure will be rife with intrigue.*

She decides to buy the 'Back from the Brink' Ascension Package, working with the GM to create an appropriate story. They decide her Sister of Battle was mortally wounded hunting another cell of the Chaos cult her group faced in their last adventure. Whilst her former comrades rested, word quickly spread of her death, but she was reconstituted with augmetic parts. Charlotte believes that having the world think her character is dead might give her the upper hand in the next adventure.

Charlotte spends 30 XP as she is moving to Tier 3 (3 x 10 = 30) to purchase 'Back from the Brink'.

She rolls on the Memorable Injury table twice, rolling a 1 and a 2 — she receives a Battle Scar that immediately escalates to a Fearsome Scar. She then rolls on the Traumatic Injuries table twice, rolling a 4 and a 5. Her Sister of Battle loses both legs and her torso is partially destroyed but immediately receives Augmetic Legs and Augmetic Viscera to replace them. Charlotte notes the bonuses from her new cybernetics down on her character sheet before updating her Tier to 3. The GM tells her she was rescued by a group of outcast Tech-Priests struggling to survive in the Gilead System, and that they will have need of her in the future.

ARCHETYPE ASCENSION

For many Archetypes, the logical next step in their story is to move up through the hierarchy of their Faction to another Archetype. If your GM agrees this is appropriate, you can Ascend following these steps:

- Reach Rank 3 by earning a minimum of 80 XP.
- Select an Archetype from your Faction at the new Tier of play.
- Spend XP on your Attributes and Skills to equal or exceed the Archetype's Attributes and Skills.
- Update your Tier on your character sheet.
- You are now the new Archetype; update the Archetype section of your character sheet, and add all of the Archetype benefits (Archetype Abilities, Wargear, Influence, etc.). You do not gain any Attribute or Skill bonuses from the new Archetype, and retain all of the benfits from your previous Archetype.

Example: *Ollie has been playing a Space Marine Scout for a full campaign, and gained 100 XP. Ollie spent 30 XP on the Talent Angel Of Death, and the rest on upgrading his Attributes and Skills, representing his Scout training as he moves toward becoming a fully-fledged Space Marine.*

His Agility and Toughness are still at a Rating of 4 — not enough to Ascend to the Tactical Space Marine Archetype — so the group decide to delay Ascension until they have been on a few more adventures.

ASCENSION NARRATIVES

The narrative qualities of Ascension provide an opportunity for changing your game and starting a new campaign with the same characters. There may come a time at the end of an adventure when your party may disperse due to commitments to your Factions or differences in goals.

As these adventures focus on storytelling, you might want to play them out privately with your GM, potentially through text messages, online, or just away from the other players between your sessions. Usually you won't need to roll and can make sweeping decisions, but there's nothing stopping you from playing out your adventures to Ascend in full! Ascension is an opportunity to pursue your character's private goals and desires away from the group, which can be a hugely rewarding experience that leads to even better games at the table.

The examples for Natalie, Charlotte, and Ollie earlier in this chapter could all have come from the same group; after purging the heretical Tzeentchian cult of Baran-Thal the Desecrator, a Tier 2 party of a Space Marine Scout, a Sister of Battle, and a Skitarius separate to pursue their own interests until called upon again by their patron Jakel Varonius.

- Ollie's Space Marine Scout returns to the Absolvers' Fortress Monastery to complete the arduous training required to become a Tactical Space Marine, then is informed of his comrade's death.

- Natalie's Siktarius made a pilgrimage Forge World of Avachrus to worship the Machine God, and for this and her previous services was awarded some advanced weaponry.

- Charlotte's Sister of Battle followed her pious fury back into battle with the Tzeentchian cult, and almost lost her life. She is now nominally more powerful after being cybernetically reconstructed, and as far as anyone knows, she is dead.

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RULES

When you're not sure what happens next, the rules are here to help you determine the outcome in a fair and dramatic way.

The narrative flow of a roleplaying game is often best when there are no interruptions. You describe what your character does and says, the GM narrates the effects of your actions and the way the world responds, and the story continues. But eventually you'll run into a situation where the outcome of your action is uncertain — you might leap from a moving mag-lev train, firing your Bolter in mid-air at a charging Ork. Will you stick the landing, or get hit by a train carriage? That's where the rules come in.

If the success or failure of an action has a significant impact on one or more players, you can roll the dice, letting fate and the character's capabilities determine the outcome. If your character is good at something, you roll more dice and have a higher chance to succeed. This lets you assess your chances and make decisions about what you want to do, which in turn makes the game more exciting and believable.

Tests are at the core of the **Wrath & Glory** rules. Once you understand how a Test works, you'll know how many dice to roll and what they mean. The GM is your rules expert, but as a player you'll be able to start having fun as soon as you know how to make a Test. There are additional rules for more complicated or unusual situations.

THE GOLDEN RULE

The rules exist to help you enjoy epic stories in the grim darkness of the 41st Millennium. They should never be a barrier to fun.

If a rule is in the way of fun, change or ignore it.

This rule is so important you'll find optional rules throughout this book to customise your ruleset to best suit your group and playstyle. If it's your first game you might want to ignore some of these until you're a bit more familiar with how the game works, then experiment as you please.

Be careful not to confuse 'fun' with 'always succeeding' — risk and the possibility of failure are crucial to drama. When things go wrong, you can recover from setbacks, central to any character's journey.

RULES REFERENCE

- Tests (The Core Mechanic) p.158
- Difficulty Numbers p.160
- Bonuses & Penalties p.161
- Wrath p.162
- Glory p.164
- Shifting p.165
- Roleplaying & Social Encounters p.167
- Other Tests p.169
- Combat p.172
- Corruption p.285

GREAT GAME RULES

Rules let you establish a shared understanding of how **Wrath & Glory** works. They're important to keep things fair and make the world feel real. But the best game experiences depend on your interactions with everyone else playing. Consider these points to make your games the best they can be:

- **Everyone's invited to the fun:** Be welcoming to everyone.
- **Off-limits:** Respect people who don't want certain uncomfortable topics in the game. Discuss what isn't okay before you start, accept the restrictions, and understand that nobody needs to justify their preferences.
- **Be considerate:** Nobody's fun should come at someone else's expense.
- **Teamwork:** You're a team, so share the spotlight. Work with the other players to tell the story.
- **Table manners**: Discuss whether things like texting, eating, or drinking alcohol are acceptable at the table.
- **Respect your GM:** The Gamemaster is a player too. Let them worry about the rules; and discuss any issues after the game.
- **Good mentors:** If you have a new player, help them learn. If you have a young player, keep things age appropriate.
- **Play for fun! It's not about winning;** it's the stories you tell and the memories you make. Your character might fail, or even die, but that can be fun and dramatic too.

THE CORE MECHANIC

Whenever your character does something and the outcome is unclear or dramatically significant, you should make a Test.

A Test uses a number of dice to resolve random factors. One of the dice should always be a different colour than the others to make it stand out; this is the Wrath Die, which can affect the outcome of the Test in unique ways explained in the **Wrath** section later in this chapter.

Your character's Attributes and Skills determine the number of six-sided dice (referred to as 'd6') that you roll. The GM usually asks for a specific Skill Test, such as an Athletics (S) Skill Test to jump across a gap. Athletics is a Strength-based Skill, so the number of d6 you roll is equal to your Strength Attribute plus your Athletics Skill. A complete list of Skills and their linked Attributes can be found in **Chapter 5**.

Once you've gathered all the dice, adding any relevant bonus dice and making sure you replace one die with your Wrath die, you have your dice pool and are ready to roll.

Every die you roll that lands on a **4** or a **5** counts as one Icon. Every die that lands on a **6** is an Exalted Icon, which counts as two Icons. The more Icons you roll, the more likely you are to succeed the Test.

The GM usually tells you the Difficulty Number of the Test. The Difficulty Number, abbreviated as 'DN', is a measure of how hard the Test is — things that are harder to do have a higher DN. When you make a Test, you are trying to roll enough Icons to equal or exceed the DN.

Example: *Rosa is an Inquisitorial Acolyte chasing a mutant cultist across a cathedral rooftop on the Shrine World of Enoch. The cultist jumps to a neighbouring building and uses his mutated tentacles to grab onto some guttering to climb away.*

Rosa wants to attempt the same jump, so the GM asks her for an Athletics (S) Test and tells her the Difficulty Number (DN) is 3. This isn't an easy jump, and the mutant's tentacles helped him grab on.

*Rosa's character has a Strength Attribute of 3 and an Athletics Skill of 2. 3+2 is 5, so she rolls 5d6 with the following results: 2, 3, **4**, **5**, and **6**.*

Rosa's rolls of 4 and 5 each count for 1 Icon, and her 6 is an Exalted Icon, which counts as 2 Icons. Added up, this makes a total of 4. 4 is greater than the DN, so Rosa succeeds! She leaps across the gap and starts scaling the guttering after the shocked cultist.

To perform a Test, follow the steps on the next page or in the diagram below.

1. WHAT DO I ROLL?

DIFFICULTY NUMBER 3 (DN3) MEANS THE PLAYER NEEDS TO ROLL 3 OR MORE ICONS TO SUCCEED ON THE TEST

2. ASSEMBLE DICE POOL

ATTRIBUTES

	S	T	A	I	Wil	Int	Fel
Rating	3	2	3	4	3	2	3
Bonus							
Total							

SKILLS

		Rating	Total			Rating	Total
Athletics	S	2		Medicae	Int	1	
Awareness	Int	1		Persuasion	Fel	2	
Ballistic Skill	A	3		Pilot	A	1	
Cunning	Fel	0		Psychic Mastery	Wil	0	

ATHLETICS 2 + STRENGTH 3 = 5 DICE

3. ROLL THE DICE!

2 ICONS + 1 EXALTED ICON = 4 ICONS
4 ICONS > DIFFICULTY 3 = SUCCESS!

What Do I Roll?

Determine what you'll need to roll; usually the GM will tell you what Skill you'll be using.

The Gamemaster (GM) determines the Difficulty Number (DN) for the Test. This is how hard the Test is for your character. The GM might let you change your mind about what you're doing after telling you the DN.

Assemble Dice Pool

Add the Skill and associated Attribute together, then grab that many 6-sided dice — that's your dice pool.

One of the d6 in your dice pool should be a different colour to the rest — that's your Wrath Die, which can have extra effects (p.162).

Your character's Abilities, Talents, or other circumstances might mean you get bonus dice. If so, add them to your dice pool now.

Roll The Dice!

Roll your dice pool.

Any dice that roll a 4 or a 5 count as one Icon. An Icon is a measure of your success; the more you get, the more likely you are to succeed.

Any dice that roll a 6 count as an Exalted Icon. An Exalted Icon counts as two Icons. Exalted Icons can also be used to Shift for bonuses (p.165).

Check the Wrath Die; if it landed on a 6, you've scored a Wrath Critical (p.163). If it landed on a 1, you've triggered a Wrath Complication (p.163).

Narrate The Results

Add up all of your Icons. If your Icons equal or exceed the DN, you've succeeded! If you've got less, you've failed the Test.

If you rolled a Complication, describe its impacts. The GM describes the results of the Test and what happens to your character, and the story continues.

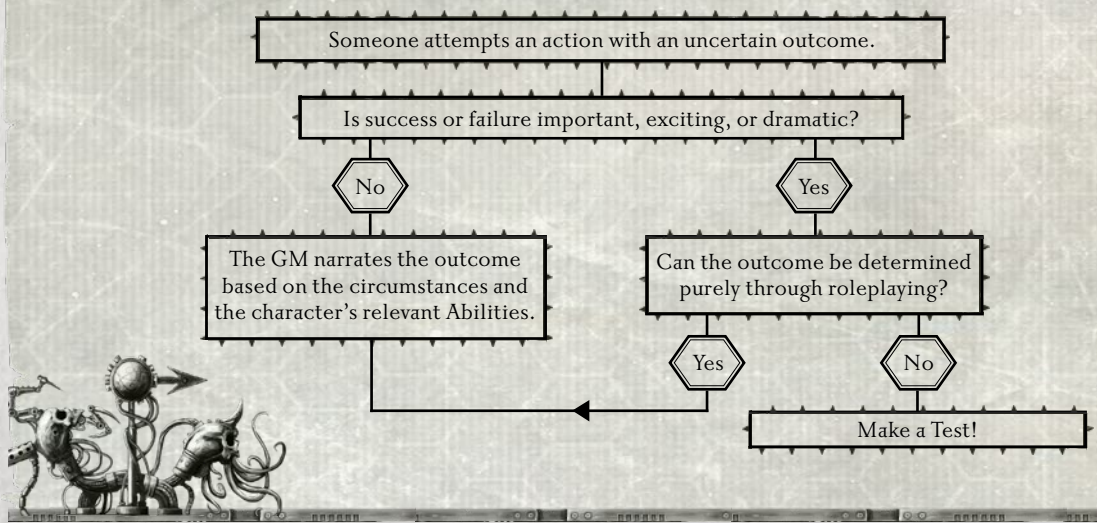
ROUNDING

In any situation that calls for you to round a fraction to the nearest whole, always round up.

WHAT IF...

Usually the GM narrates the results of a Test, but if you've got an entertaining or dramatic idea of what could happen, don't be afraid to suggest it. Whilst you shouldn't contradict the GM's ruling of the outcome, **Wrath & Glory** is a collaborative game that is at its best when everyone contributes to telling the story.

RESOLVING ACTIONS



DIFFICULTY NUMBERS

The Difficulty Number (DN) is the number of Icons you need to pass a Test. If you roll equal to or greater than the DN, you've succeeded!

Difficulty Numbers exist to represent that some tasks are harder to accomplish than others. The DN for a standard Test is 3, and is altered based on the circumstances. When you try to do something especially difficult, the DN increases. When you try to do something less difficult, you usually don't roll unless the GM asks you to — you're almost certain to succeed and it would slow down the story.

The GM is free to decide what the correct DN of a given task should be, but we have included a table with sample difficulty ratings as a frame of reference.

Determining Difficulty

The Gamemaster is responsible for setting the Difficulty Number for each Test. This can be a tricky thing to do with the weird, wild, and wonderful actions that an imaginative player could come up with. It can also be difficult when a group of players are all trying different things simultaneously, and you have to quickly decide the DN for each of those Tests. In these situations, use the table on the opposite page, or simply slow down the game into Rounds and Turns as you would in Combat (see **Chapter 9**).

Many factors can affect the difficulty of the Test, such as distractions, adverse conditions, complexities, or nearby threats. Take these factors into consideration when deciding on a DN. For example, a character may find even an easy task much more difficult if they must accomplish it while dodging bolt rounds amidst the smoke and chaos of a battlefield.

The Tier of your campaign influences DNs. Tests that challenge less experienced, less powerful, lower Tier heroes may not challenge higher Tier characters. A Test that would have a DN of 4 for a Tier 1 hero could easily have a DN 2 for a Tier 4 hero, and this should be considered when determining a Difficulty Number. Adjusting the DNs for basic actions — or removing the Test, and just narrating the success — can help higher Tier characters feel more like battle-hardened powerhouses.

Example: *Anish is playing in a Tier 3 campaign. His party arrive on a hostile alien world and explore a series of ancient ruins wreathed in mist. If this were a lower Tier campaign, the GM might ask for a DN 3 Athletics (S) Test to climb and navigate the shattered ruins, but as DN 3 would be incredibly easy for the Tier 3 characters, the GM narrates them traversing the ruins with ease.*

During the expedition, Anish finds a strange device covered in unfamiliar runes. He checks his character sheet and discovers that he has some points in the Tech (Int) skill. Anish asks the GM if he can try to activate the alien device.

The GM decides the DN would usually be 3 to activate unfamiliar technology, but increases the DN to 5 as the device was manufactured by an ancient, mysterious people. The GM also adds another 1 to the DN as the dark and misty ruins aren't an ideal environment for technological examinations. The GM adds all this together and tells Anish the DN for the Test is 6. Unlike his Test to climb the ruins, this is a challenging endeavour and Anish must roll to see if he succeeds.

BONUSES & PENALTIES

Circumstances might dictate you receive bonuses or suffer penalties on any Test. Bonuses are always extra dice in your dice pool, and penalties are always an increase to the Difficulty Number of the Test.

Bonus Dice

Your dice pool is normally equal to your relevant Attribute Rating plus Skill Rating. However, sometimes Abilities, Talents, or other circumstances add bonus dice to that pool.

Penalties

Outside factors or specific character traits may impose penalties on certain Tests. If you're unfortunate enough to suffer a penalty, it usually increases the DN. Penalties are abbreviated as +XDN, where X is the number added to the DN.

Example: *Jordan is making a Willpower Test for his character to resist a Rogue Psyker trying to infiltrate his mind during a daemonic ritual. Jordan assembles a dice pool equal to his character's Willpower for a total of 6 dice. The GM sets the Difficulty Number at 3 and adds a penalty of 1 due to the corrupting effect of the ritual around them, resulting in a DN of 4. Jordan rolls the dice with the following results: 2, 3, 3, 4, 5, and 6.*

Jordan has four Icons; since the DN is set to 4, the Test is successful. Jordan's character manages to resist the cultist's psychic intrusion, but only just.

HOW HARD COULD IT BE?

The GM has a lot more information than the players. They might even have a published adventure book that tells them exactly how hard each Test should be. As the GM narrates the experiences of the characters, they should be transparent with how difficult an action would appear to a character in the world. Clarity is important — the player isn't there, but their character is, and generally they know if something is far outside their skill.

DETERMINING DIFFICULTY

MODIFIER	DN	DIFFICULTY OF TEST	EXAMPLES
-2	1	Easy	Opening a sealed rations tin. Remembering the legal status of mutants in the Imperium. Convincing an Ogryn to charge into battle.
None	3	Standard	Scaling the side of a cathedral. Repairing a broken cogitator. Seeing through the lies of a captured hive Ganger.
+2	5	Challenging	Jumping between carriages on a moving train in a blizzard. Noticing a disguised listening device in a dark room. Rallying a group of untrained militia.
+4	7	Difficult	Swimming against the current in heavy armour. Synthesising a cure to a Drukhari poison. Convincing an Arch-Magos that their scanners are faulty.
+6	9	Extreme	Lifting an Achilles Ridgerunner. Intuiting a murderer's identity after examining a victim's wound. Lying to an Inquisitor.
+9	12	Near Impossible	Wrestling a Dreadnought. Deciphering an ancient xenos language. Intimidating a daemonhost.

WRATH

Wrath & Glory is filled with heroic moments and epic action. Every Test and dice roll matters because it can directly influence the current moment in the story, as well as future rolls and outcomes.

The Wrath Die adds drama and tension to your game. The results on the Wrath Die add verisimilitude by creating moments where you succeed at a cost, or when you fail but catch a stroke of luck.

Wrath Points are a currency that you can spend to directly affect the plot. Beyond the Abilities of your character, Wrath can be seen as luck or heroic drive to push a situation in your favour.

THE WRATH DIE

Most Tests you roll should include a Wrath Die, which should be a different colour or size to identify it easily. The Wrath Die replaces one of the d6 in your dice pool. If you only have one die in your pool for a Test, it is the Wrath Die.

The Wrath Die works the same as every other die in your pool when determining Icons and Exalted Icons, but also activates specific effects when it lands on a 1 or 6. These effects always trigger, regardless of if you succeed or fail the Skill Test.

GETTING STARTED

You start every session with the following resources, unless you're picking up midway through the action you started in the last session.

- **Wrath:** Every character starts with 2 Wrath.
- **Glory:** Your Glory pool starts at 0.
- **Ruin:** The GM starts with Ruin equal to the number of players.

ROLLING WITHOUT WRATH

The Wrath Die can trigger Wrath Criticals or Wrath Complications as part of any Skill or Attribute Test. However, there may be times when the GM feels these effects may over-complicate the results. The GM can always decide that a Wrath Critical or Wrath Complication does not activate during a specific Test.

OPTIONAL RULE: IMAGINE THE CONSEQUENCES!

If you don't want to narrate the results of your complications, you can roll a d6 or pick one of the options below to help guide you. If you don't want to interrupt the flow of the game, simply award the GM a point of Ruin or pick from one of these standard outcomes:

COMPLICATION CONSEQUENCES

D6	Result
1	**Lost Item:** You lose some of your Wargear. This could be something important, like your weapon, or something as small as a point of Ammo. The loss might be temporary or permanent.
2	**Physical Mishap:** You're clumsy or tongue tied; you do or say something you didn't mean to, causing a problem.
3	**Past Problems:** Something from your past comes back to haunt you. An old wound flares up in pain or you're distracted by a memory.
4	**Machine Spirit:** Some technology in the scene malfunctions. This could be something you own, something you're interacting with, or something in the environment — a stray Servo-skull or a Cherub could interrupt whatever you're doing.
5	**Harsh Environment:** The environment changes. Masonry collapses, revealing another path or a potential foe. The terrain becomes difficult, flooded, or visibility lowers.
6	**Warp Interference:** The Chaos Gods are watching. For a moment, you feel the eyes of one of the Ruinous Powers on you; they frighten you, learn one of your secrets, or cause a supernatural mishap.

Wrath Criticals

When the Wrath Die lands on a 6, you've rolled a Wrath Critical. Add 1 point of Glory (p.164) to the group's pool.

If you make a successful Attack and the Wrath Die lands on a 6, you've scored a Critical Hit! Add 1 point of Glory to the group's pool as normal, then check p.198 for the grisly results.

Wrath Criticals are represented in red text throughout **Wrath & Glory**.

Example: *Gaius wrestles with the wheel of a speeding Tauros, dodging enemy Drukhari gunfire. The GM calls for a DN 4 Pilot (A) Test to prevent the vehicle from crashing. Gaius has a Pilot Skill rating of 2 and an Agility Attribute of 3, so he rolls a dice pool of 5 dice with the following results: 2, 3, 3, **4**, and **6**.*

One Icon and one Exalted Icon; not enough to pass the Test. However, the Wrath Die landed on a 6, meaning Gaius has rolled a Wrath Critical! He adds a point of Glory to the party pool. The GM describes the Tauros veering out of control, and Gaius decides to leap out of the crashing vehicle and attack his Drukhari enemies with his Chainsword.

Wrath Complications

When the Wrath Die lands on a 1, you've rolled a Complication. This is a narrative prompt to add something to the scene — not necessarily something negative, but something unexpected and dramatic.

You can think of a Complication as a modifier to a Test's result. When you roll a Complication, the question 'Did you succeed?' can be answered 'Yes, but…' or 'No, and…' creating room for storytelling. It's not just success or failure; you can have a partial success with a problematic result, or a failure with an additional consequence.

Complications are an opportunity to build your character and have fun roleplaying. Think about what your character finds annoying or awkward and how that could complicate a scene. This can go beyond your character's personality and incorporate their background, Faction, Keywords, Archetype, or anything else personal. A malfunctioning augmetic eye that won't stop winking could be a very embarrassing (but fun) Complication to roleplay.

Example: *Augusta is stealthily moving through the inner sanctum of a cult hideout and hears the sound of voices down the hall — she needs to find a place to hide, and fast! She tries a door, but it's locked. The GM says she'll need to succeed on a DN 3 Stealth (A) Test to get through.*

Augusta has a Stealth Skill rating of 2 and an Agility of 2, making a dice pool of 4. She rolls with the following results: 1, 4, 4, 5. She's succeeded, but also rolled a Wrath Complication.

Augusta's player suggests that the Complication should be something on the other side of the locked door, something related to her problematic relationships with the Arbites. The GM describes the door opening to reveal an active Cyber-Mastiff on the other side!

WRATH POINTS

Wrath Points represent your inner fire, your will to succeed, and the Emperor's light shining on you for one lucky moment. You can spend Wrath to change the outcomes of Tests and change the world itself in your favour.

Spending Wrath Points

You can spend a Wrath Point to:

Reroll Failures

After you've rolled your dice pool for a Test, you can spend a Wrath Point to reroll every 1, 2, and 3 in the results, potentially earning more Icons. You can only do this once per Test, and you can't reroll a Wrath Die that rolled a Complication.

Narrative Declaration

Add a minor narrative element to the current scene. The GM has the final call on what can and can't be added, but if they decline, the Wrath Point is not spent. Work together to tell your story your way!

Example: *Melissa and her allies are attempting to escape from the fortress. They reach a large hangar — the only way out — and need to signal the Arvus Lighter waiting to rescue them.*

Melissa spends a Wrath Point and states that the hangar refuelling point has several stacked barrels of explosive promethium. The GM accepts, and Melissa fires her Lasgun at the barrels, igniting them in a huge explosion. The resulting fire creates the perfect beacon to signal the Arvus Lighter and escape!

Restore Shock

As an Action, you can spend a Wrath Point to recover Shock equal to your Rank + your Tier (p.195). You can only do this if you are conscious.

Gaining Wrath Points

You start every session with 2 Wrath Points. Unless your GM states otherwise, they don't carry over from the last session — you always start with 2.

The GM can award Wrath Points whenever they feel like it's appropriate. Potential reasons to award Wrath Points include good roleplaying, character development, or doing something glorious. You can also earn a Wrath Point by successfully completing your Objective for the session (p.43).

GLORY

Glory is a resource you can earn and spend as a group to overcome the terrifying obstacles of the 41st Millennium. Glory represents the will to prevail, the power of camaraderie, and the collective determination of a group of like-minded individuals. You and your allies are the stars of the story and have the power to change the fate of the Gilead System — at least partially. Spending Glory gives you more options and control over the story you're telling, potentially creating game-changing situations.

GAINING GLORY

You and your party begin each session with 0 Glory in your collective pool. Any player can Shift an Exalted Icon to add 1 Glory to the pool. You can only do this once per Test.

Whenever you roll a Wrath Critical on a Test, you add 1 Glory to the pool.

The Glory pool has a maximum of either 6 or the number of players +2, whichever value is higher. When the pool is at maximum, any additional Glory you generate is lost. Use it or lose it!

SPENDING GLORY

Anyone in the group can choose to spend Glory. It's a resource everyone contributes to and has access to. It's polite to ask the rest of the group if you can use some of the shared Glory. Usually they'll say yes, as you're working as a team, but you might need to save your Glory for when the situation is (even more) perilous. In any case, asking won't hurt, and make sure everyone at the table stays comfortable.

Glory can be used in four ways, detailed below:

Increase Dice Pool

You can spend Glory to add bonus dice to any Test. Each point of Glory spent increases the number of bonus dice by 1. You can only do this after the initial roll and any re-roll of failures using Wrath. The bonus dice you gain through this option can't be rerolled. You can only use this option once per Test.

Increase Damage

You can spend Glory to increase the damage of a successful attack. Each Glory spent adds 1 to the total damage value. You may spend as much Glory as you want to increase damage.

Increase Severity Of A Critical Hit

You can spend Glory to improve the effect of Critical Hits (p.198).

Seize The Initiative

You can spend a point of Glory to Seize the Initiative during combat (p.177).

OPTIONAL RULE: GLORIOUS GREED

If you want the corrupting powers of Chaos to have an effect outside of the narrative, you can penalise players for using Glory without the group's permission. If a player asks to use Glory and the group refuses, the player can choose to use the Glory anyway. However, if they do so — or they don't ask at all — they gain 1 point of Corruption (p.285) for every point of Glory they use.

SHIFTING

The odds will almost always be stacked against you in the grim darkness of the 41st Millennium, but sometimes fate and your Abilities intertwine and allow you to perform great feats in dramatic moments.

When there is an Exalted Icon (a result of 6 on a die) in a Test's results, you might be able to remove it for special benefits. This is called Shifting.

If you can remove an Exalted Icon from the results of a Test and there are still enough Icons to meet or exceed the DN, you can Shift that Exalted Icon. There is no limit to the amount of Exalted Icons you can Shift, as long as there are still enough Icons left in the results to meet or exceed the DN.

Example: *Charlotte's character is engaged in a chase through a manufactorum, and attempts to leap from a gantry to a nearby walkway. The GM sets the DN at 3 and calls for an Athletics (S) Test. Charlotte assembles a dice pool equal to her character's Athletics and Strength for a total of 7 dice.*

Charlotte rolls her dice for a result of 2, 2, 3, 4, 5, 6, and 6.

She has 2 Icons and 2 Exalted Icons. Since 3 Icons are required to pass the Test successfully, Charlotte must use 1 of the Exalted Icons to succeed. She may then Shift the other Exalted Icon to trigger an additional effect.

You can Shift a Wrath Critical (p.163) just like any other Exalted Icon. The effects of the Wrath Critical — gaining Glory and triggering a Critical Hit — trigger even if you Shift it.

USING SHIFTS

You'll often be able to choose from a number of effects when you Shift, and as always, it's up to you to determine how your character impacts the story. Work with the GM to come up with interesting ways to spend Shifts in a scene. Any opportunity to advance a personal storyline or the campaign, to interact with the environment in an interesting way, or otherwise enhance the current scene are all great uses.

You might suggest a different type of benefit depending on the type of Test you rolled, for example gaining additional information from studying a

cogitator, tracking a path through a snowstorm in half the time, or making a better impression during a social encounter. Some basic examples are outlined here:

Gain Information

Each Shift you spend earns you 1 answer to a question related to the Test, or the GM provides a piece of information that would otherwise be difficult to discern.

Improve Quality

Each Shift you spend makes the result of the Test better. You don't just succeed, you excel at what you attempted. Work with the GM to figure out what happens, what the impacts are, and any benefits you might receive.

Improve Speed

Each Shift you spend decreases the time your action takes. The GM determines how much time is saved per Shift; a good rule of thumb is to reduce the time by half for each Shift.

Example: *James's Tech-Priest is confronted with a sealed door leading into the depths of an ancient data-vault. James rolls a Tech (Int) Test to unlock the door, using his character's Intellect of 5 and Tech Skill of 4, forming a dice pool of 9. The GM determines that the machine-spirit of the data-vault's door system is old and cantankerous, setting a DN of 4.*

*James rolls his dice for a result of 2, 3, **4, 4, 5, 5, 6, 6,** and **6**.*

Even without the 3 Exalted Icons, the Tech-Priest succeeds with 4 Icons. James decides to Shift all 3 Exalted Icons.`

James wants to use these Shifts to gain more information from his Test. The GM decides that the Tech-Priest learns 3 important facts — 1 for each Shifted dice. The Tech-Priest discovers that the data-vault has been accessed previously, that it was opened no more than 6 hours ago, and that xenos technology was involved in the breach — something that would normally be difficult to detect.

Shifting For Extra Damage

You can always Shift Exalted Icons as part of an attack. Every Exalted Icon Shifted adds +1 ED (Extra Damage Dice) when you roll for damage on that attack.

Shifting For Glory

You can always Shift an Exalted Icon to add 1 point of Glory to the pool shared by the party. You can only do this once per Test.

KEYWORDS

Keywords are a shorthand for a character's allegiances and connections, who and what you know. There may be circumstances where this will affect the DN of a Test; a character with the **INQUISITION** Keyword will have an easier time requisitioning records from the Administratum, and a character with **AELDARI** won't take a penalty for interfacing with wraithbone technology. If you think one of your Keywords would make a situation easier, don't hesitate to let the GM know — you don't live in the 41st Millennium, but your character does.

Keywords influence how some of the rules work; you might need a Keyword to purchase a specific Talent or to be affected by a character's ability. Wargear also has Keywords, and these also influence the rules — you can only use the Talent Armourbane with certain weapons, for example — and determine your dice pool for Influence Tests to acquire items (p.205).

A full list of Keywords can be found on p.375.

OPTIONAL RULE: KEYWORD CONTACT

Keywords represent connections your character has that might come in useful during your adventures. If you choose to use this optional rule, you have a contact for the organisation associated with each of your Keywords. The contact is somewhere in the Gilead System and you have some history together. You and the GM can make up this individual on the spot, and they may well be able to help you if you find a way to get in contact with them.

ROLEPLAYING & SOCIAL ENCOUNTERS

Whenever you choose what your character is doing, you're roleplaying; there's no right or wrong way to do it. Roleplaying in a social encounter usually means your character is talking to a nonplayer character (NPC) played by the GM.

Most social encounters can be resolved purely through roleplaying; you act out or describe what your character says and does, then the GM acts out or describes the responses of the other characters in the scene. You can have a conversation with a character the GM is playing in real time without worrying about the rules.

As with other situations in the game, you and the GM may be unclear of the outcome when your character does or says something. In those situations, the GM asks you to make a Test using the most appropriate social Skill and set a DN. If you pass, you achieve what you set out to do. A successful Persuasion (Fel) Test could convince a Planetary Governor to let you investigate their villa to look for clues in a murder case, while a Deception (Fel) Test could trick a ganger into thinking you're part of their crew.

You can use social Skills to supplement your roleplaying, resolve the outcomes of your actions, or replace them entirely if you feel your character would know what to do or say better than you. It's your game, so play it your way.

The Skills that are most commonly used to supplement roleplaying are:

- Cunning (Fel) (p.122) to use streetsmarts and contact criminals.
- Deception (Fel) (p.122) to lie convincingly.
- Insight (Fel) (p.123) to detect lies and motivations.
- Intimidation (Wil) (p.123) to bully or threaten.
- Leadership (Wil) (p.124) to inspire others into action.
- Persuasion (Fel) (p.125) to convince, or change an opinion.

OPTIONAL RULE: NPC ATTITUDES

If you prefer a more mechanical approach to social encounters, you can use the rules below.

Whenever you attempt a social Skill Test on a nonplayer character (NPC), the GM can gauge what their attitude is towards you and assign modifiers based on the table below. The NPC's attitude might make things easier or more difficult.

These attitudes are determined by the NPC's mindset, your character's reputation, past interactions you have had with the NPC, and a number of other influences. For example, xenos Species are likely to be suspicious of characters from the Imperium, and vice versa.

If you're using the NPC Attitudes table, the GM might allow you to Shift to change someone's attitude. When you make a successful social Skill Test, you may Shift an Exalted Icon to improve the NPC's Attitude by one step.

Shifting in this way usually only works with Skill Tests like Persuasion (Fel) or Leadership (Wil), where what you say might improve someone's opinion of you. However, this might work differently with some cultures. For example, using Intimidation against an Ork might cause them to respect you, rather than resent you.

NPC ATTITUDES

DN Modifier	Attitude	Result
+4	Hostile	The character hates you — if they liked you any less, you wouldn't be talking, you'd be fighting. They won't help you unless you can offer a generous reward or they have their own significant motivations to do so.
+2	Uncooperative	The character is suspicious or unfriendly. They aren't willing to help without significant recompense.
None	Neutral	The character willingly helps with small or easy requests, provided they are recompensed. More difficult requests require substantial pay or personal motivations.
-2	Friendly	The character will go out of their way to help. They will perform easy favours for little recompense and will consider dangerous or strenuous tasks for fair pay.
-4	Helpful	The character is fully willing to help you for little to no recompense.

INFLUENCE TESTS

You can use your position or reputation to order other members of your culture to do things for you. Through Influence Tests you can conduct far-reaching investigations, direct the actions of organisations, order assassinations, and much more. If you want to call in a favour or pull rank to get something you want done, use an Influence Test.

Influence can also be used to requisition items and Wargear (p.205).

Exploiting Authority

To make an Influence Test, first tell the GM what orders you're giving. Figure out which individual or organisation you want to carry out the task, and exactly what you want them to do. The GM uses this information to establish the DN of the Influence Test, based on the Influence someone would need to wield to give that order.

You must share at least one Keyword with the individual or organisation you're influencing. For every additional Keyword you share beyond the first, you gain +1 bonus die to the Influence Test.

Once you've established the DN and any bonuses, roll your Influence against the DN. Complication and Shifts apply as normal. A particularly bad failure with a complication may result in you permanently losing a point of Influence, at the GM's discretion.

If you succeed on the Influence Test, your order is fulfilled to the best of the organisation or individual's abilities. If you fail, it might mean the target of your Test has defied your wishes, or that they are unable to carry out the request right now.

Bribery

After you've rolled an Influence Test, you may spend Wealth to add Icons to the result. Each point of Wealth spent earns you an additional Icon.

OTHER TESTS

A Skill Test, using a dice pool made up of your relevant Attribute and Skill scores, covers most eventualities in **Wrath & Glory**. For everything else, see below.

Attack Tests

In the grim darkness of the 41st Millennium, there is only war. You'll likely make a lot of attacks, and to do so you'll usually make a Skill Test against your target's Defence — a number representing how difficult it is to hit someone. (For more information on attacks, see p.182 in **Chapter 9**.)

- Melee Attacks p.183
- Ranged Attacks p.184
- Psychic Attacks p.259
- Interaction Attacks p.190

Help

You can use a Skill or Attribute to help someone else succeed on a Test. Say what you are doing to Help and what Attribute or Skill you are using. If the GM agrees that would be helpful, grab a number of dice equal to the Attribute or Skill Rating you are using to Help. Your ally can use those dice as bonus dice on their Test.

Example: *Dan's character attempts to manually override a blast door's controls to seal it and slow down the Genestealer advance through the ship. He breaks open the control panel and starts trying to override the security protocols, requiring a Tech (Int) Test. Dan's character has Intellect 3 and Tech 4, for a total dice pool of 7.*

Before Dan can roll, Anna's character rushes to the door and tries to manually force the doors closed with an Athletics (S) Test. The GM decides to treat this as a Help Action, and Anna says she is using her Strength Attribute. Anna's character has a Strength of 4, so she gives 4 bonus dice to Dan for him to use on his Tech (Int) Test. Dan's dice pool is now 11.

Attribute Tests

When you're doing something that doesn't rely on your training you make a Test using only the relevant Attribute without a complementary Skill. For example, if you want to bash open a locked door, you need to pass a Strength Test. Attribute Tests are often more difficult than other Tests as your dice pool is smaller without the addition of a Skill.

Corruption Tests

The insidious forces of the Ruinous Powers seek to entrap, tempt, and contaminate the souls of all mortals. During your intrepid adventures, you may have to resist them. To resist Corruption, roll a dice pool equal to your Conviction Trait (p.37). The DN of the Test is determined by the source of Corruption (see p.285 for more information).

Resolve Tests

When confronted by one of the many horrifying phenomena or terrifying creatures of **Warhammer 40,000**, you may have to resist *Fear*. To do so, roll a dice pool equal to your Resolve Trait. See p.199-200 more information on the *Fear* and *Terror* Conditions.

Opposed Tests

Sometimes two characters try to perform actions that directly oppose each other — an Opposed Test. Both characters roll their respective Tests; the one who scores the greatest number of Icons is victorious.

Anything that would raise the difficulty for one character is resolved as bonus dice for the opponent. If there is a tie, the victory goes to the side that initiated the Opposed Test. For example, if one character attempts to grapple another and the opposed Strength Test is a tie, the character who began the grapple is the winner.

You don't need to include a Wrath Die for an Opposed Test unless you want to introduce the possibility of Complications.

Example: *Simon's Space Wolf Scout challenges an NPC Ogryn to an arm wrestling match for the prize of a cask of Fenrisian Ale. The Gamemaster decides opposed Strength Tests should decide this contest. Simon gathers his dice pool and manages to roll three Icons and one Exalted Icon. The Gamemaster rolls for the Ogryn and gets two Icons. Simon lets out a cheer as his Space Wolf Scout wins the Opposed Test and claims his prize.*

PLAYER VS PLAYER

You can use the Opposed Tests rules to resolve any conflict between player characters, but generally it's better to work as a team. Your Framework should keep you and your allies working together — if it isn't, it could be a great roleplaying opportunity, or might mean it's time to build a new Framework!

Later, Simon's Space Wolf Scout is attempting to convince an Aeldari Farseer to assist his group, opposed by an Aeldari Corsair arguing against him. Both are using Persuasion (Fel) Tests, but the GM rules that Simon has a +2 DN penalty to his roll due to his status as an outsider. Since this is an Opposed Test, the +2 DN penalty instead becomes +2 bonus dice to the Aeldari Corsair's Persuasion (Fel) Test.

Other Rolls

Occasionally a rule will ask you to roll a d6, d3, or a d66.

- A d6 roll is a roll of a single 6-sided die.
- A d3 roll is also a roll of a single 6-sided die, but you half the result; so, a roll of 5 or 6 counts as a 3, a roll of 3 or 4 counts as a 2, and a roll of 1 or 2 counts as a 1.
- A d66 roll generates a larger range of results with 2-digit numbers. First, roll a d6. This result counts as the 'tens' digit. Then, roll another d6. This result counts as the units. So, if the result on the first d6 is a 3, and the result on the second d6 is a 4, you've rolled a 34.

COMBAT

Most of **Wrath & Glory** runs in 'narrative time', where individual moments take as long as the GM dictates. When bullets start flying and swords are drawn split-second timing matters, and who throws the first blow counts. That's where the combat rules come in, providing guidelines to what you can achieve.

The Basics of Battle

Combat can be as simple or as complex as you like, but the essentials are always the same:

The Scene

The GM describes what is going on; your current surroundings, where everyone is, and what they're doing.

Your Turn

Ask the GM any questions about the scene. For example, *'Are those barrels filled with promethium? What would happen if I blasted them?'*

Decide what you want your character to do. You can detail what you want to achieve as simply or as vividly as you like. You could just say *'I hit the Ork'*, or you could add details like *'I charge the greenskin menace with my chainsword, screaming a furious prayer to the Emperor'*.

Resolution

Once you've said what you want to do, the GM usually asks for a Skill Test to see if you succeed. You roll the dice, then the two of you narrate the results together. What you do on your Turn is limited only by your imagination and the capabilities of your character — get creative!

Once you have finished your Turn, a Threat will take their Turn. The process repeats until the fighting stops. If you want to interrupt the Turn order and have you or one of your allies go before a Threat, you can **Seize the Initiative** (p.177).

That's all you need to know to get started. The following is a basic guide to the rules you'll be using most often.

MOVING

On your Turn you can move up to your Speed in metres (or inches if you're using miniatures). There are several options for using your movement and the effects of different terrain detailed on p.180-181.

ATTACKING

To make an attack your target needs to be in range of your weapon. When making a melee attack such as swinging a sword or hammer, this means getting close enough to hit them — usually within 1 metre. For a ranged attack, the range will depend on the weapon you're using. More information on range can be found on p.184, and weapon ranges are found in **Chapter 10**.

Test To Hit

If you're using a melee weapon, roll a Weapon Skill (I) Test. If you're using a ranged weapon, roll a Ballistic Skill (A) Test. The DN for the Test is your target's Defence. If you roll enough Icons to equal or exceed the target's Defence, you hit! More information on the intricacies of Tests to hit can be found on p.182.

DAMAGE

To figure out how much damage you've done, you'll need your weapon profile. If you're making a ranged attack, your total damage is the weapon's Damage Value plus any Extra Damage Dice (ED) that may be in your weapon's profile. If you're making a melee attack, your total damage is the weapon's Damage Value, plus ED, plus your Strength Attribute. All weapon profiles can be found in **Chapter 10**.

Extra Damage Dice

A damage roll might use Extra Damage Dice (ED). If your weapon has an ED value, you roll that many dice. Results of 4 or 5 on an Extra Damage Dice add +1 damage to your attack. A result of 6 on an Extra Damage Dice adds +2 damage to your attack.

Wounds

If you deal more damage than your target's Resilience, the difference is inflicted in Wounds. Whenever a character suffers more Wounds than their Maximum Wounds, they are either dead or Dying — see p.192 for more information.

OI! GROGHAK AIN'T NO 'AGENT'!

For ease of understanding, all types of player characters are called 'Agents'. The only thing in common between Ork Boyz, Space Marines, Chaos renegades, and Aeldari Corsairs is they have a goal provided by your Framework.

Likewise, the creatures, ships, and machines (GM-controlled NPCs) that use violence to oppose the Agents are referred to as 'Threats'. These are discussed later in **Chapter 14: Bestiary**. 'Character' is also employed when referring to rules that apply to both Agents and Threats.

QUICK REFERENCE GUIDE

ACTIONS		
Combat Action	Make an attack, use a Skill.	p.178
Movement	Move up to your Speed in metres.	p.180
Simple Action	Reload a gun, draw a sword, kick open a door, look around.	p.179
Free Action	Roll Determination, shout a warning.	p.179
Reflexive Action	React to something.	p.179
ADVANCED ACTIONS		
Full-Round Action	Sacrifice all your Actions and Movement to Charge, Sprint, or use Full Defence.	p.179
Multi-Action	Declare all Actions you want to take. +2 DN to all Tests for every Action you take.	p.178
Multi-Attack	+2 DN to all attacks for each attack beyond the first. Roll damage once and apply it to all targets hit.	p.187
ATTACKS		
Melee Attack	Weapon Skill (I) Test against target's Defence. Strength + weapon damage for total damage.	p.183
Ranged Attack	Ballistic Skill (A) Test against target's Defence. Check Range for modifiers.	p.184
Interaction Attack	Roll a Skill against target's Skill or Resolve. If you succeed, they are Vulnerable or Hindered.	p.190
MOVEMENT		
Run	Use Simple Action and Movement. Move double your Speed in metres.	p.180
Sprint	Full-Round Action. Move triple your Speed in metres.	p.180
Crawl	Simple Action to go Prone. Move at half Speed.	p.180
Cover	+1 Defence if less than half of you is covered. +2 Defence if more than half of you is covered.	p.181
DAMAGE & DEFENCE		
Determination	Roll your Determination. Every Icon converts 1 Wound to 1 Shock.	p.196
Dying	You are Prone, and can only Crawl, Fall Back, or take a basic Combat Action. Whenever you would take any number of Wounds, you take a Traumatic Injury instead.	p.193
Full Defence	Full Round Action. Roll your Initiative dice pool; every Icon increases your Defence by +1 until end of yout next Turn.	p.187
Wounded	If you have any Wounds, +1 DN to all Tests.	p.193
Wounds	If an attack does more damage than your Resilience, you suffer the difference in Wounds. If you suffer more Wounds than your Max Wounds, you are Dying.	p.193
MELEE OPTIONS		
All-Out Attack	+2 bonus dice to all melee attacks. -2 Defence until the start of your next Turn.	p.188
Charge	Full-Round Action to Run and make a melee attack with +1 bonus dice to the attack Test.	p.188
Fall Back	Combat Action to stop an enemy using a Reflexive Attack.	p.188
Grapple	Opposed Strength Test with an Engaged target. If you succeed, they are Restrained.	p.188
Pistols in Melee	Target gains +2 Defence.	p.184
Unarmed	Strength + 1 ED damage.	p.183

QUICK REFERENCE GUIDE

RANGED OPTIONS

Short Range	+ 1 bonus dice to ranged attack Tests.	p.184
Long Range	Target gains +2 Defence.	p.184
Aim	+ 1 bonus dice to ranged attack Tests. You can't move.	p.189
Brace	Ignore the Heavy weapon penalty. You can't move.	p.189
Called Shot	+ 1 ED for every + 1 you add to target's Defence.	p.186
Disarming Shot	Target makes a Strength Test, DN = half the damage from your ranged attack Test. If they fail, they drop their weapon.	p.187
Firing into Melee	If you roll a Complication, shot hits a random unintended target.	p.185
Grenades & AOE	DN 3 Ballistic Skill Test to hit a point in range. All targets in Blast are hit.	p.185
Reloading	Use a Simple Action and spend 1 Ammo to Reload your weapon.	p.184
Salvo Options	Improve ranged attack Tests. Weapon must be Reloaded after use.	p.185
Scattering	If an AOE Ballistic Skill Test fails, roll 1d6 x2 for distance and 1d6 for direction.	p.186
Shoot through Cover	Add Cover bonus to target's Resilience.	p.189
Pinning Attack	Roll Ballistic Skill against target's Resolve to inflict *Pinned*. Weapon must be Reloaded after use.	p.189

SITUATIONS

Difficult Terrain	Your Speed is halved.	p.181
Dodging AOE	Use Full Round Defence to raise your Resilience; you lose your next Turn.	p.186
Engaged	Within range of an enemy's melee weapon.	p.184
Seize the Initiative	Spend 1 Glory to act before the GM.	p.177
Surprise Attacks	If the target doesn't know you're there, +2 bonus dice to the attack Test and + 2 ED.	p.182
Reflexive Attack	If an enemy leaves Engagement without Fall Back, use Reflexive Action to attack.	p.179

COMBAT TIME

Unlike 'narrative time', combat is Turn based. The players work together to decide which character acts first, taking their Turn to perform actions in combat. Using well-defined Rounds and Turns lets everyone keep track of what is going on in a hectic battle.

TURNS

Each character takes a single Turn during a Round. During your Turn, you can take a host of actions (see p.178), including movement, fighting, and other more specialised choices. After your Turn ends, it's someone else's Turn.

ROUNDS

Rounds are made up of multiple Turns. When everyone in the combat has taken a Turn, the Round is over and a new one begins. Though everyone alternates taking Turns, it is assumed that all the Turns in one Round take place at roughly the same time.

The GM dictates the duration of a Round depending on the nature of the encounter. Short Rounds represent hectic, fast-paced decision making. Longer Rounds allow the characters to interact with their environment or position themselves in larger areas.

Examples:

- *During a fierce assault between your party and a band of cultists amidst the crowded confines of a hive city, a single Round may only be a few seconds of brutal close-quarters fighting.*

- *During a running battle inside an active manufactorum forge, a location combining moving machinery and several places to take cover, a Round may be nearly a minute or longer.*

- *During a conflict between two starships engaging in an asteroid field, a Round may represent several minutes as your crew repairs battle damage, engages the engines to manoeuvre, or opens fire with banks of weapon systems.*

COMBAT ENCOUNTERS

Step 1: Determine Ambushes

Sometimes a group is caught unaware by the start of a combat, or is surprised by the ferocity of an assault. The Gamemaster determines at the beginning of the encounter whether anyone is considered ambushed.

Step 2: Set The Scene

Before a combat encounter begins the GM describes the space where the combat is taking place, detailing objects that could be used during the encounter such as cover, pitfalls, hazards, and points of interest.

Step 3: Take Turns

The Round begins, and your party picks which Agent acts first. If the rules call for something to happen at the start of the Round, it happens now. The GM may elect to **Seize the Initiative** (see next page) and allow a Threat to take the first Turn in the Round.

When you take your Turn, you perform actions. Once your actions are complete, your Turn ends. Any effects that last until the end of the Turn are no longer in effect, but any that last until the end of the Round remain.

Depending on who went first, an Agent or Threat, a character from the other group may now take their Turn. This process repeats until everyone has taken a Turn. You might have the ability to take more than one Turn in a round; these Turns are part of the Round and happen before it ends.

Step 4: Round Ends

Once every character that is able to act has taken their Turn, the Round ends. Any lingering Abilities and Conditions that last until the end of the Round are no longer in effect. When the Round is over, a new Round begins and the process in Step 3 starts anew. Repeat this process until the encounter ends.

INITIATIVE ORDER

Wrath & Glory uses a Turn order that involves a back-and-forth interplay between the player characters and Threats. At the beginning of each Round, you and your party choose which character acts first. Once that Agent finishes their actions, the GM chooses one of their Threats to act. The players and GM take Turns choosing characters to act until the end of the Round.

Every participant in the combat gets a Turn, so if there are more Threats than Agents, several Threats will have their Turns in a row after every Agent has acted.

You and the GM may choose to spend Glory (see p.164) or Ruin (see p.320) to change who acts next. This is known as Seizing the Initiative.

AMBUSH

Surprise! Either you or your enemies weren't ready for this fight. Characters that are unaware of or unprepared for a combat situation are considered ambushed. The GM decides which (if any) characters are ambushed at the start of combat. Ambushed characters don't get a Turn in the first Round. Once all characters that weren't ambushed have had a Turn, the combat proceeds using normal initiative order — no one is considered ambushed after the first Round.

You can choose to spend a point of Glory to make your character aware of an ambush and take your Turn as normal. The GM can do the same for a Threat by spending a point of Ruin.

Examples:

- *A team of Agents working as assassins for Governor-Militant Taleria Fylamon launch a sneak attack on a troublesome noble during a loud military parade.*

- *A Genestealer Sanctus stealthily stalks a group of Imperium Agents. The xenos menace strikes from the shadows, but the group's Sister of Battle spends a point of Glory and the Emperor's divine guidance alerts her to the ambush!*

SEIZE THE INITIATIVE

Whenever an Agent has finished their Turn for the Round, the players can Seize the Initiative. Instead of the initiative order passing to a Threat, the players may choose to spend one Glory to have another Agent act instead. This can only be done once before the Threats take their Turn. The GM may spend one Ruin to Seize the Initiative for a Threat in the same way.

Example: *A squad of Space Marines (Agents) initiate a firefight with a gang of Ork Boyz (Threats). The normal order of play would be an Agent, followed by a Threat, then back to a different Agent.*

However, at the end of the first Agent's Turn the players decide to spend a point of Glory to have a second Agent act immediately. Once the second Agent's Turn is over, a Threat must act.

The GM may also spend Ruin to Seize the Initiative, allowing another Threat to go before the next Agent in the same fashion.

INTERRUPTING INITIATIVE

You can interrupt the normal initiative order by holding your Action. To do so, you choose not to make a Combat Action during your Turn, and announce you are holding your action instead. Once at any point in the Round when another character is about to perform a Movement or any type of Action, you may declare you are interrupting initiative.

OPTIONAL RULE: I WANNA ROLL!

If your group wants to randomise initiative order, simply roll a dice pool equal to your Initiative Attribute and count the Icons. Whoever has the most Icons goes first, second most goes second, and so on.

To break ties, Agents always go before Threats, and if two Agents or two Threats are tied, the character with the highest Initiative Attribute goes before the character with the lower Initiative Attribute. If you still can't decide between individuals with the same result, roll again.

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To interrupt another character's Action, you must succeed on an opposed Initiative Test; the winner gets to take their Action first.

A Psyker can hold their Action to activate Deny the Witch (see p.267). If a Psyker has already taken their Turn, they can sacrifice their Turn in the next Round to activate Deny the Witch. Activating Deny the Witch does not require an opposed Initiative Test.

Example: *Iris the Astra Militarum Trooper holds her Action, training her Lasgun on the largest mutant she can see. On the GM's Turn, they declare that the mutant is charging her Ministorum Priest ally. Iris declares she is interrupting initiative and makes an opposed Initiative Test against the mutant to see if she can eliminate the beast and save her friend!*

Initiative Special Cases

In any situation where it is unclear who should act first in a Round, each character must make an Initiative roll. This roll does not include a Wrath Die, nor does it have a DN. The character with the most Icons goes first, the character with the next highest number of Icons goes second, and so on.

ACTIONS

Actions are things you can do on your Turn. You can treat things simply, as described in **The Basics of Battle** earlier in this chapter, or you can detail every Action you take on your Turn. Usually just describing what you want to do is enough, and the GM will award you the necessary bonuses. If you want more options in combat, take a look at your Abilities and Talents, or use some of the options presented below. You can perform one of each of these Actions on your Turn:

- A Movement or Movement Option.
- An Action, sometimes called a 'Combat Action' for clarity.
- A Simple Action.
- A Reflexive Action.

You can also take any number of Free Actions.

There are a few exceptions to these rules, which will be explained as they arise. For example, a Full-Round Action takes your entire Round, meaning you cannot make any other Action until the start of your next Turn.

COMBAT ACTIONS

Combat Actions require your primary focus in a combat Round, taking the most effort to achieve. Combat Actions are usually your main objective during your Turn. You may perform a single Combat Action (or Action) in a Turn. Combat Actions include, but are not limited to, the following:

- Making an attack (p.182).
- Using a Skill to make an Interaction Attack (p.190).
- Using a Skill or object that requires time and attention, such as a Medicae (Int) Test.

There are other activities that may also count as Combat Actions, such as using certain psychic powers.

Multi-Actions

You can attempt more than one Combat Action in a Round, but doing so makes all Combat Actions you take more difficult. You can't take more than one Attack Action by using a Multi-Action.

First, declare that you are making a Multi-Action, and say which actions you want to take. For every additional Action you declare, you suffer a +2 DN penalty to all Tests made as part of an Action that Turn. So, if you make two Actions, you have a +2 DN penalty on both of those Tests, and if you make three Actions you have a +4 DN penalty on all three Tests.

Example: *Dom's Commissar is in a tight spot; caught in the crossfire between two warring cults, he's taken cover in the upper gantries of a Basilicanum. One of the soldiers in his care is injured, and the others are terrified.*

Dom declares a Multi-Action, attempting to heal his comrade with Medicae, push a crumbling statue onto the villains below, and deliver a rousing speech to inspire his troops. The GM tells him that the DN is 3 for the Medicae (Int) Test, pushing the statue over requires a DN 4 Athletics (S) Test, and a Leadership (Wil) Test to rally the troopers would be DN 3.

As Dom is trying to do all three Tests in one Multi-Action, he must add +4 to the DN of each Test; the Medicae (Int) Test is DN 7, the Athletics (S) Test is DN 8, and the Leadership (Wil) Test is DN 7.

SIMPLE ACTIONS

Simple Actions take less time and concentration to perform than Combat Actions but still represent significant effort and focus. You may perform one Simple Action per Turn. Simple Actions include but are not limited to:

- Reloading a weapon (p.184).
- Drawing or readying a weapon.
- Kicking open a locked door.
- Looking around with your Awareness (Int) Skill.

You might also be able to use your Simple Action to activate a piece of Wargear, for specific Skill Tests, to use abilities, or to activate certain psychic powers.

FREE ACTIONS

Some actions take little thought, concentration, or time to perform. So little, in fact, that they can be performed while doing other things without any penalty and may be performed outside of your Turn. These are called 'Free Actions'. The GM is the final arbiter on how many Free Actions you can perform in a Turn or Round.

Free Actions include but are not limited to:

- Shouting a warning or a short sentence ('*He's over there*', '*Go round back*', '*On the count of three!*').
- Opening an unlocked door.
- Using Psyniscience (p.267).
- Rolling Determination (p.196) to reduce damage.

Several Talents and pieces of Wargear may allow some Simple Actions to be performed as Free Actions. Free Actions should add to the narrative of the game and should never arbitrarily extend a Turn.

Reflexive Actions

Certain actions can be made outside of your Turn. These are known as Reflexive Actions, and under normal circumstances you may only make one per Round. You usually make a Reflexive Action in response to an action someone else makes on their Turn.

FULL-ROUND ACTIONS

Performing a Full-Round Action prevents you from taking any other actions (except Free Actions) and you can't make a Movement unless that is part of the Full-Round Action.

The GM will tell you if what you want to do would be considered a Full-Round option. Some examples of Full-Round Actions are:

- Sprinting (p.180).
- Full Defence (p.187).
- The psychic power Conceal Phenomena (p.268).

RANGE & MOVEMENT

In most circumstances, exact distances don't matter. Using the 'theatre of the mind' method, the GM describes the relative positions of combatants and their approximate distances. You describe what you want to do, how far you want to move, and who you want to shoot. Then, the GM tells you if that's possible, and any Tests you'll need to roll.

You might want to be more precise, sketching out a rough map of the area, or go fully detailed using miniatures, terrain, and tape measures to get your distances just right. The rules presented below work however your group prefers to play.

The Speeds and Ranges in Wrath & Glory are not listed with a unit of length; you can use whatever you feel is sensible. We recommend you use metres (m) if you're using the 'theatre of the mind' method; all the rules in this book use metres by default for clarity, but you're free to replace that with a different universal range measurement. If you're tracking combatants physically using miniatures or tokens, we recommend treating all Speeds and Ranges as being in inches. So, if you're playing on an inch-squared grid, a Speed 6 character can move 6 squares with a Standard Movement (see p.180).

OPTIONAL RULE: 'REALISTIC' WEAPON RANGE

The ranges presented in these rules have been designed to work well at the table rather than reflect realism. If you'd like a more 'accurate' representation of the weapons used in the grim darkness of the far future, multiply all ranged weapon ranges by x10 when using metres.

MOVEMENT

Positioning can give anyone the upper hand on the battlefields of the 41st Millennium. You might be scurrying between cover to avoid suppressive fire, repositioning to gain a better line of sight to make a shot, or charging across city ruins to swing your chainsword at a xenos threat.

There are several options for Movement in and out of combat. Often anything other than Standard Movement requires a Simple or Combat Action.

Standard Movement

During a Turn you can move your Speed in metres. You don't have to use all of your Movement; you can move as little as you want or not at all. There is no additional Movement cost for changing elevation if you are using an incline, stairs, or a ladder. You may take any other Action at any point during a Standard Movement, unless the rules for that Action state otherwise.

Running

When you Run, you move double your Speed in metres. If you Run, you may not perform a Simple Action during your Turn, and you cannot Run if you've already performed a Simple Action during your Turn.

Sprinting

When you Sprint, you move triple your Speed in metres in a straight line. Sprinting is a Full-Round Action.

Crawling

You can Crawl half your Speed in metres; you are *Prone* while Crawling.

Jumping

You can hurdle obstacles up to 1 metre high or leap over gaps up to 1 metre in length as part of your standard Movement.

Making a Long Jump or High Jump beyond these limits is a Simple Action, and requires an Athletics (S) Test with a DN determined by the GM based on the current circumstances. Your Long Jump distance is equal to your Strength in metres. Your High Jump is equal to a quarter of your Strength in metres. If you Jump onto Difficult Terrain, you must make an additional DN 3 Athletics (S) Test to avoid falling *Prone*.

Swimming

Your Speed is halved while swimming. If you begin your Turn in the water you can swim half your Speed in metres.

If the GM determines that whatever you're swimming through is Difficult Terrain, they may call for an Athletics (S) Test to make progress. The GM decides how many Athletics (S) Tests are needed to Swim through the area, the DN of all Tests, and the difficulty of any other action taken While Swimming.

If you become submerged for an extended period of time, fall unconscious, or are Dying while swimming, you may begin to drown (see **Suffocation** p.201).

Flying

Some characters may be able to Fly, whether using a sophisticated jump pack, wings gifted by a denizen of the Warp, or part of a creature's own biology. Whatever the means of flight, they all function in a similar way.

Flying allows you to move a number of metres equal to either your Speed, or a Speed indicated by the method of flight (in your ability or Wargear text, for example). Flying ignores terrain penalties and can move over (but not through) other characters.

If you are knocked *Prone* while flying, you fall from the sky (see Falling on p.201).

Climbing

You can use your Movement to Climb at half your Speed in metres. You can attempt to Climb at a faster rate, but at the risk of falling. If you succeed on a DN 3 Athletics (S) Test, you may instead climb a number of metres up to your Speed. Using both your Movement and Simple Action reduces the DN of the Athletics (S) Test by 1. Using both your Movement and Combat Action reduces the DN of the Athletics (S) Test by 2.

TERRAIN & COVER

The environments of the 41st Millennium are rarely featureless or bare. Battlefields are littered with debris and wrecks, while cities are cluttered with ruined and decaying buildings.

Difficult Terrain

Any terrain the GM considers 'difficult' reduces your Speed by half. This could be shin-high sewage clinging to your boots, sharp rubble that shifts wherever you stand, or something else entirely.

Cover

Cover represents the protection gained from seeking shelter from incoming fire. Characters concealed from their attacker gain a bonus to Defence. If less than half of your character is concealed, they receive +1 Defence. If half or more of your character is concealed, the bonus increases to +2 Defence.

STEALTH & AWARENESS

In most cases, the GM can resolve attempts to hide or act stealthily by comparing the results of your Stealth (A) Test to the Awareness (Int) or Passive Awareness of nearby characters. If someone rolls more Icons on their Awareness Test than you roll on your Stealth Test, they know where you are.

Whenever you need to establish how stealthy you are in combat, over multiple actions, or just with more specificity, use the following rules

Stealth Score

You can make a Stealth (A) Test as a Combat Action. Whenever you do this (or whenever the GM calls for a Stealth (A) Test), write down the number of Icons you roll. This is your Stealth Score for the scene. Whenever another character uses their Passive Awareness or makes an Awareness (Int) Test, they use your Stealth Score for the DN of their Test. If the enemy discovers you, you lose your Stealth Score for the scene. You can't roll Stealth (A) again until the next scene, as dictated by the GM. This means you can't hide and may need to confront (or run from) whatever you were trying to avoid.

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Your Stealth Score can be decreased through various actions, and is ultimately adjudicated by the GM. The GM can award bonuses to your Stealth Score or your enemies' Awareness (Int) Tests based on light sources, terrain, or other circumstances at their discretion. Below is a guideline for how various actions could reduce a Stealth Score.

Moving Stealthily

By staying low and sticking to cover or the shadows you can move unseen and unheard. You may use a Combat Action and your Movement to Move Stealthily. You move at half your Speed in metres and cannot Run or Sprint while Moving Stealthily.

Surprise Attacks

If you attack an unaware enemy, you gain 2 bonus dice to the Attack Test and +2 ED. If a Surprise Attack starts a combat, the target is also ambushed (p.177). The attack is likely to reduce your Stealth Score; any decrease is resolved after the attack.

Example: *Kovertoof the Ork Kommando is trying to assassinate an officer of the Gilead Gravediggers. He makes a Stealth (A) Test with the following results: 1, 2, 3, 4, 4, 6, 6.*

6 Icons. Kovertoof's Stealth Score is 6. Kovertoof moves stealthily towards the Imperial outpost. The Astra Militarum Trooper on lookout has an Awareness (Int) of 2, so they have no chance of spotting Kovertoof's Stealth Score of 6.

Kovertoof decides to take out the guards one by one. He makes a surprise attack on the first, adding 2 bonus dice to his Weapon Skill (I) Test and +2 ED to the damage roll, killing him before anyone notices.

The attack reduces Kovertoof's score to 3; if Kovertoof strikes again he risks someone noticing him. Kovertoof moves stealthily into the outpost and finds the officer, who has an Awareness (Int) of 4 and rolls the following: 2, 3, 4, 5.

2 Icons; not enough to notice the stealthy Ork. Kovertoof suprise attacks the officer, killing him, but reducing his Stealth Score to 0. The GM describes the death screech of the officer, and the sounds of boots approaching — Kovertoof has raised the alarm!

ATTACKING

Normally you make one attack per Round using your Combat Action. Special actions such as Multi-Attack allow you to attack more than one target, while options such as All-Out Attack or Salvo help you to target a single foe more effectively.

To make an Attack Test, assemble a dice pool using the appropriate Attribute + Skill. Normally you will use Ballistic Skill + Agility for ranged attacks or Weapon Skill + Initiative for melee attacks. The DN is the target's Defence.

When you make an attack, follow these steps:

1. Declare
2. Assemble dice pool
3. Roll the Attack Test and determine if you hit
4. Roll damage
5. Inflict Wounds

Step 1: Declare

Declare your attack, any special modifiers you're using (such as special abilities gained through your Wargear or Talents), and your target or targets.

Example: *Yasmin declares she wants to shoot a charging Ork Boy with her Boltgun.*

STEALTH SCORE REDUCTION

Action	Score Reduction
Whispering. Readying a quiet weapon. Snapping a twig.	–1
Talking softly. Readying a weapon with moving parts, such as racking a Stubber. Reloading.	–2
Talking normally. Attacking an unaware target with a Knife. Firing a weapon with the MELTA Keyword, generating a loud hiss. Activating any Wargear that generates light.	–3
A sword duel. Engaging a grav-vehicle's engines. Firing a weapon with the FLAME Keyword.	–4
Shouting or screaming. Revving a weapon with the CHAIN Keyword. Firing a weapon with the ARC, LAS, PLASMA, or PROJECTILE Keywords. Engaging a a Jump Pack or a promethium-fueled vehicle's engines.	–5
Firing a weapon with the BOLT Keyword. Triggering an explosive. Engaging a flying vehicle's jet engines.	–6

Step 2: Assemble Dice Pool

Assemble a dice pool with a number of dice equal to the combined value of the appropriate Attribute and Skill, plus any applicable modifiers from your Wargear or other sources. Make sure you replace one of the dice with a Wrath Die!

Example: *Yasmin's character has an Agility of 3 and a Ballistic Skill of 3, making her dice pool 6.*

Step 3: Test To Hit

Roll the dice pool and count the number of Icons and Exalted Icons in the result. If your Icons equal or exceed the target's Defence (after applying **Combat Modifiers**, p.190), you hit the target. If not, you miss.

You can Shift any Exalted Icons for Extra Damage Dice (ED) as long as the number of Icons remaining in the results equals or exceeds the target's Defence.

If you hit and the Wrath Die result is a 6, then the target suffers a Wrath Critical. The group also gains one point of Glory. You can spend Glory to increase the power of a Critical Hit. (see p.197).

Example: *Yasmin rolls her dice pool with the following results: 2, 3, **4**, 4, **5**, **6**. That's 3 Icons and 1 Exalted Icon, for a total of 5 Icons! The Ork's Defence is 2, so Yasmin hits with 3 Icons to spare. Yasmin chooses to Shift her Exalted Icon for an Extra Damage Die.*

Step 4: Roll Damage

Assemble a dice pool equal to your weapon's Extra Damage value (ED), plus any ED from other sources (Shifting Exalted Icons, Talents, etc.). Roll your ED dice pool and add the Icons in the result to the weapon's Damage value. This is your total damage.

Example: *A Boltgun has a Damage value of 10 +1 ED, and Yasmin Shifted an Exalted Icon for +1 ED. Yasmin rolls the two Extra Damage Dice with the following results: **4** and **6**.*

An Icon and an Exalted Icon — which counts as 2 Icons — results in 3 extra damage from ED. Yasmin adds this to the Boltgun's Damage value of 10 for 13 total damage.

Step 5: Inflict Wounds

Deduct your weapon's Armour Penetration (AP) value from the target's Resilience. Then, deduct your target's remaining Resilience from the total damage you rolled in Step 4. Your target suffers Wounds equal to the result.

Example: *Unfortunately, Yasmin's Boltgun has no Armour Penetration to affect the Ork's 5 Resilience. Yasmin subtracts the Ork's 5 Resilience from her 13 damage for a result of 8. The Ork takes the bolt in the chest and suffers 8 Wounds.*

Extra Damage Dice

When you cause damage with an attack you might roll Extra Damage Dice, abbreviated as ED. Circumstances and Abilities might award additional extra dice, presented as +X ED, with X being the number of Extra Damage dice. When you deal damage, you roll any ED you have and add the total Icons (including Exalted Icons) to your total damage.

Example: *A Laspistol does 7 +1 ED damage. Yasmin's character has successfully used Called Shot (p.187), awarding her another +1 ED. She rolls 2ED with the following results: **4**, **6**. The **4** is worth 1 Icon, and the **6** is an Exalted Icon, worth 2 Icons, for a total of 3 Icons. 3 Icons + 7 damage = 10 damage.*

Melee Attacks

Melee attacks are made in the scramble of close quarters, face-to-face combat. Attacks with melee weapons (or bare fists) use your Weapon Skill.

The range listed for melee weapons in **Chapter 10: Wargear** is the weapon's effective range of Engagement to be used in close combat. Weapons with no range listed have an effective Engagement range of 1 metre.

When calculating damage with a melee weapon, add your Strength Attribute to the weapon's Damage value to determine the attack's damage, before applying AP to the target's Resilience.

Example: *Niko successfully strikes an Ork with her Chainsword. The Chainsword has a Damage value of 5 + 4 ED. Since it is a melee weapon Niko adds her Strength of 4 to the Damage value. This makes the Chainsword's Damage value in this attack 9 + 4 ED.*

Unarmed Strike

You can attack hand-to-hand without wielding a melee weapon, using the normal rules for attacking. An unarmed strike uses your Strength Attribute as the Damage value and has +1 ED.

Engaged Targets

Combatants who are within their opponent's melee range are considered to be Engaged in close combat. If you are Engaged in close combat, you can only attack targets you are Engaged with.

Reflexive Attacks

If you are Engaged with an enemy and they choose to move out of Engagement, you may use your Reflexive Action to make a melee attack against them. If you move out of Engagement with an enemy, they may do the same.

You cannot make a Reflexive Attack if your target uses the Fall Back Combat Action (p.188).

Example: *Wilhemena the Ministorum Priest wants to attack an unholy Neophyte Hybrid with her Chainsword. As the Chainsword has an effective range of one metre, she moves closer to attack her foe. The two are now considered Engaged in close combat.*

The Hybrid can only make melee attacks against Wilhemena, but instead tries to escape the wrath of the Ministorum Priest. The Hybrid moves out of Engagement, allowing Wilhemena to make a Reflexive Attack!

Pistols In Melee

You can fire a weapon with the Pistol Trait when Engaged in close combat. Any Ballistic Skill (A) Tests you make while you are Engaged suffer a +2 DN penalty. You can't Aim and don't gain a bonus for being in Short Range, but you can use other ranged combat options and weapon traits, such as Rapid Fire.

RANGED ATTACKS

Ranged attacks use the devastating guns and gadgets of the 41st Millennium. Attacks with ranged weapons are made using a Ballistic Skill (A) Test.

Every ranged weapon has three effective ranges; Short, Medium, and Long. The ranges for each weapon are listed in **Chapter 10: Wargear**.

- If your target is in Short Range, you gain +1 bonus dice to your Ballistic Skill (A) Test.
- If your target is beyond Medium Range, they gain +2 Defence when you make a Ballistic Skill (A) Test.

OPTIONAL RULE: BEYOND RANGE

Your GM can allow you a chance to take a shot at any range, adding to the Difficulty Number of the Test based on the environmental conditions and additional distance.

- If your target is beyond Long Range, any ranged attack automatically misses.
- You cannot fire a ranged weapon while Engaged unless it has the Pistol Trait.

Ammo & Reloading

Whether it is a fistful of loose cartridges or a fully juiced charge pack, a single point of Ammo represents an abstract amount of ammunition: just enough for you to keep firing. You start play with all your weapons fully loaded and 3 points of Ammo of any type (p.229).

Firing your weapon or making an attack won't expend a point of Ammo, unless you're using a grenade or something similar. Outside of misfortune, such as a critical failure or a Complication, you can keep firing your weapon indefinitely without noticeably diminishing your ammunition supply. However, Ammo can be lost through Complications, or spent when you need to Reload.

Ammo can only be acquired, shared, or given if it makes sense narratively. For example, if you only carry a Bolter, you can't share Ammo with another Agent who carries a Laspistol. The GM decides if Ammo may be given to other characters, shared, or scavenged from the enemy based on the current circumstances.

Reloading

You can spend a Simple Action to Reload one ranged weapon, expending one point of Ammo. This may be required to fire your weapon after using a Salvo Option or due to a Complication. Weapons with a Salvo rating of '–' must be Reloaded after every shot.

If you don't use a Simple Action to Reload a weapon when required, the weapon can't be used again until it is Reloaded.

Example: *Brother Braxus uses his Simple Action to kick open a door, then uses a ranged attack on the cursed xenos in the room. He fires his Boltgun with the Full Auto Salvo option to add 2 bonus dice to his Ballistic Skill pool.*

As Brother Braxus already used his Simple Action, he must wait until his next turn to Reload.

At the start of his next Turn, Brother Braxus uses his Simple Action to Reload, using up 1 of his 3 Ammo. Now he can fire his weapon again, and deliver more vile xenos from the sin of their existence.

Note: Single-use throwing weapons (such as grenades) have Salvo '–', so one Ammo is spent for each attack instead of Reloading.

Salvo Options

Most ranged weapons have a Salvo rating which is used for the following options. After you use any of these options you must Reload your weapon before you can fire it again. A weapon with a Salvo of '-' can't be used for Salvo Options.

Full Auto

You empty your entire clip firing at a single target. You can make a Full Auto ranged attack to gain a number of bonus dice to your attack Test equal to the weapon's Salvo value.

Spray Shot

You spray ammunition at multiple targets. You can make a Spray Shot as part of a Multi-Attack, reducing the DN of the Test by the weapon's Salvo value. This can't decrease the DN by more than the penalty imposed by the Multi-Attack.

Spray Shot Vs Mobs

You can target a Mob with a Spray Shot as a Full-Round Action. Make a ranged attack Test against the Mob as normal. If your attack is successful, you hit an additional number of individuals in the Mob equal to the weapon's Salvo value.

MOBS

A Mob is a group of near identical Threats, like a crowd of ten Ork Boyz. Mobs have additional rules which you can find on p.202 and 324.

Firing Into Melee

When using a ranged attack against a target who is Engaged in melee, there is a chance the shot goes awry. If the Wrath Die result is a 1, the ranged attack is made against a random target in the melee instead of the chosen target.

Choose one of the combatants randomly, excluding the intended target. If the Attack Test result beats their Defence, then roll damage against that new target. You may choose to shift Exalted Icons from the Attack Test to the damage roll after the target has been assigned as usual.

If you use the Aim (p.189) combat option, you can negate the penalties for firing into melee instead of taking the regular Aim bonus.

OPTIONAL RULE: REDIRECTED FIRE

If you are firing a Pistol in melee and you roll a Complication you can choose to use the **Firing Into Melee** rules to determine a random target to be hit by the Attack. Your target could have grabbed your arm and forced the weapon to face you, or struck your gun with their weapon to redirect the shot at your foot.

Area Effect Weapons

Area effect weapons, such as grenades, missiles, and other explosives, have the Blast (X) Trait. When you fire or throw a Blast weapon, choose any point in range (including another character!), then make a DN 3 Ballistic Skill (A) Test. Apply Range effects as normal (p.184) unless you are using a thrown weapon (p.208) like a grenade. If you fail the Test, the attack misses and Scatters (p,186). If you succeed, the explosion is centered on your target.

If you are measuring distance, the Blast rating determines the radius of the explosion in metres. Anyone inside this radius is hit by the attack.

If you are targeting a Mob, the number of individuals in the Mob hit by the explosion is equal to half of the Blast rating. If you are using a theater of the mind approach, you can use this number as a shorthand to determine how many proximate targets are hit — the GM might decide a Frag Grenade hits 3 Cultists charging through the grand hall of an abbey, rather than applying the radius of the explosion.

Anyone hit by a Blast weapon can attempt to dodge the attack, as detailed in Dodging Area Effect Attacks. You cannot Shift to increase the damage of a Blast weapon. If you inflict a Critical Hit with a Blast weapon, the effects apply to all targets hit by the attack.

BLAST

Blast Rating	Mob Targets	Examples
2	1	Micro Grenade
6	3	Frag Grenade
10	5	Frag Missile
20	10	Battle Cannon Shell
30	15	Quake Cannon Shell

Scattering

If your Ballistic Skill (A) Test for area effect weapon fails, you miss your target, and the weapon lands somewhere other than the intended target area. This is called Scattering.

Consult the Scatter diagram to determine where the weapon lands, orienting it from the origin of the attack. Roll 1d6 to determine the direction of the scatter. Then roll another 1d6 and double the result for the distance in metres that the attack deviates by.

Direction of attack

Dodging Area Effect Attacks

If you are caught in a Blast radius or hit by a Flamer, you may attempt the Full Defence combat option (see p.187), adding 1+ any Icons rolled to your Resilience instead of your Defence. You can dive for cover, but you might not escape the full explosion or shrapnel.

The GM may decide that some area effect attacks can't be dodged or avoided. Area effect attacks with Blast (6) or more, or a radius of over 10m are usually too big to escape in this way.

ATTACK OPTIONS

Below are several extra options for your attacks that give specific effects or bonuses. Some options are available to almost any type of attack, while others are limited to melee or ranged attacks.

Some Talents may expand or modify the following options. Their rules are applied on a case-by-case basis and are found in **Chapter 6: Talents**.

Called Shot

Targeting opponents' weak points often means the difference between success and failure. Firing at a heavily-armoured opponent is often futile, unless you hit the vulnerable joints. Such precise attacks are often very difficult, however.

You can make an attack a called shot by declaring a target, such as a gap in some armour, an eye, or a vulnerable joint. Your attack suffers a DN penalty dependent on the size of your target, based on the Called Shots table on the next page, or determined by the GM. If you hit, you gain Extra Damage dice equal to the DN penalty.

YOU'RE DOING WHAT?

The many combat options available in **Wrath & Glory** can be a bit overwhelming, particularly if you're new to the game. Feel free to use as many or as few as you like at your table, but try to agree what can and can't be used to keep things fair.

CALLED SHOTS

Size	DN Penalty	Extra Damage Dice
Medium (arm or leg)	1	+1ED
Small (hand, head)	2	+2ED
Tiny (eye-slit, armour joint)	3	+3ED

Shot To Disarm

Called shots may be used to disarm an opponent by shooting their weapon or the hand that holds it. If the attack hits, the victim must make a Strength Test against a DN equal to half the attack's total Damage. If they fail, they drop their weapon. Using a called shot to disarm does not award additional ED, and the shot itself does not deal any Damage.

Shot To Bypass Armour

Called shots may also bypass a target's armour. This might include shooting at a target's head who is not wearing a helmet or targeting an area of weaker armour. The GM determines how much armour you bypass when using this called shot.

Full Defence

You can use a Full-Round Action to focus on dodging incoming attacks. Your Speed is reduced by half, and you must make an Initiative Attribute Test. Until the end of your Turn your Defence increases by 1, +1 for every Icon rolled in the Initiative Attribute Test.

You can activate Full Defence as a Reflexive Action. If you do so, you can't perform Movement, Combat Actions or Simple Actions on your next Turn.

Example: *The GM Seizes the Initiative; a Genestealer charges at Vextra the Death Cult Assassin. Vextra uses her Reflexive Action to activate Full Defence. She has an Initiative rating of 4, so she rolls 4 dice with the following results: 2, **4**, 5, **6**. She adds 1, plus the 4 Icons from the roll to her Defence, adding a total of 5.*

Vextra may be a lot harder to hit, but she won't get to do anything on her Turn this Round. She's going to have to count on her allies to bring down the vicious bioform.

Hold Action

You may choose to wait and act later in the Round. To do so, announce you are holding your Combat Action instead of taking it during your Turn. You may announce you are using your held Combat Action at any point later in the Round.

If you wish to Interrupt another character, you must succeed at an opposed Initiative Test. Failure means that the acting character takes their action first before you have the chance to intervene. If you don't use your held Combat Action by the end of the Round it is lost.

Multi-Attack

Multi-Attacks work similarly to Multi-Actions; every additional attack increases the Defence of every target by +2 for the purposes of the Multi-Attack. Each attack of your Multi-Attack must use the same weapon, and you cannot Shift as part of a Multi-Attack. Roll damage once, and apply the result to every target hit.

Example: *Miklos is being assaulted by a Chaos Space Marine, supported by two Cultists. The Cultists each have a Defence of 2, and the Chaos Space Marine has a Defence of 4. Miklos decides to Multi-Attack all 3 targets with his Boltgun.*

As the Multi-Attack has 3 targets, +4 is added to each target's Defence. The Cultists each have an effective Defence of 6, and the Chaos Space Marine has an effective Defence of 8.

Miklos rolls to hit each target in turn, hitting the Chaos Space Marine and one of the Cultists, but not the other. He then rolls for damage once, and applies the damage to the Chaos Space Marine and Cultist that his Multi-Attack hit.

Thrown weapons can only be used in a Multi-Attack at the GM's discretion. It may be possible to Multi-Attack with thrown weapons in some circumstances, such as throwing a spear through two people standing next to each other.

If you Multi-Attack with a melee weapon, you must move into Engagement with all targets. You provoke Reflexive Attacks from any targets you leave Engagement with during this attack. If you cannot reach a target, they are not hit by the Multi-Attack.

Melee Attack Options

All-Out Attack

Embrace ultra-violence, throw caution to the wind, and put all of your effort into aggression. When making an All-Out Attack, you gain +2 bonus dice to your melee attack dice pool, but you also suffer –2 to your Defence until the start of your next Turn.

You can't take a Multi-Action if you All-Out Attack. You can Multi-Attack as part of an All-Out Attack; all of your attacks gain the same bonus.

Charge

You can Charge a target as a Full-Round Action. When you Charge, you move up to double your Speed and make a melee attack Test with +1 bonus dice. You must move at least 4 metres to Charge.

Fall Back

You can use your Combat Action to fall back from close combat with any number of Threats. You may then use your Movement without suffering Reflexive Attacks from Engaged Threats (see Engaged Targets on p.184). Your Movement must take you at least half your Speed in metres away from the enemy, or as far as possible if this is impossible due to the environment.

Grapple

You can use your Combat Action to try to grapple a target you are Engaged with. Make an Opposed Strength Test with the target. If you win, you grapple the target.

Once grappled, a character is *Restrained* and may only use one-handed weapons. To break free from a grapple, a character must succeed an Opposed Strength Test using a Combat Action.

You may attempt to grapple multiple targets using a Multi-Attack, but you must be Engaged with all targets and you can't grapple more targets than you have arms.

Size plays an important role in grappling. A target gains +2 bonus dice to the Opposed Strength Test for every size category it is larger than you.

OPTIONAL RULE: COMBINED ATTACK

The Astra Militarum are known for bringing massed firepower to bear to take down highly armoured or incredibly evasive targets. If your GM agrees, you and your allies can also coordinate to make a Combined Attack.

You can elect to lead a Combined Attack on your Turn as a Combat Action. Any other Agents that have held their Action or have not taken their Turn yet may support the Combined Attack by sacrificing their Combat Action.

Every Agent supporting the Combined Action Attack makes the same Test. For example, if everyone is firing a ranged weapon, everyone makes a Ballistic Skill (A) Test. Any supporting character that rolls more Icons than the target's Defense increases the leader's dice pool by +1 bonus dice.

The leader then makes a Leadership (Wil) Test with the bonus dice from the supporters. If the number of Icons exceeds the target's Defence, the Combined Action Attack is successful, and the leader may choose to Shift for +ED as though this were a normal attack with a weapon.

The leader then chooses one of the supporter's weapons that successfully hit the target to deal damage, plus any Extra Damage Dice from Shifting, +1 ED for each other supporter's weapon that successfully hit the target.

Example: *A disgusting Death Guard confounds a group of Agents with it's high Resilience of 14; so far, none of their shots have penetrated the tainted Power Armour that has fused to the traitor Astartes' flesh. The group's Commissar notices a gap in the enemy's armour with an oozing pustule, and decides to try a Combined Attack.*

The 3 veteran Astra Millitarum Troopers in the party each make a Ballistic Skill (A) Test against the Chaos Space Marine's Defence of 4. Each of them succeed, giving the Commissar 3 bonus dice.

The Commissar makes her Leadership (Wil) Test against the Death Guard's Defence, adding the 3 bonus dice from her comrades to her dice pool. She rolls 10 Icons, including 3 Exalted Icons which she Shifts.

The Commissar chooses a Trooper wielding a Hot-Shot Lasgun to hit the target; as all 3 Agents hit their target and the Commissar made 3 Shifts, the damage roll gets a massive bonus of +6 ED.

RANGED ATTACK OPTIONS

Aim

The Aim option allows you to sacrifice your Movement to focus on aiming a weapon. If you Aim, you cannot make a Movement but gain +1 bonus die to ranged attack Tests you make this Turn. You may also use Aim to ignore the penalty for firing at a target Engaged in melee (p.185) instead of gaining bonus dice.

Brace

You can Brace for firing a weapon with the Heavy trait instead of making a Movement. You must have a suitable surface to Brace against, a tripod, or another means of stabilising your weapon. If you Brace, you negate the Heavy weapon trait (p.209).

Shoot Through Cover

Some weapons are powerful enough that conventional cover is little more than a nuisance. If your target is visible, then you may spend a Combat Action to Shoot Through Cover.

Make an Attack Test as normal and compare the result to the target's Defence, but don't add a Defence bonus for the target's cover. If your attack is successful, calculate damage as normal but add a bonus to the target's Resilience based on the type of cover they were behind, using the Shoot Through Cover table.

SHOOT THROUGH COVER

Cover Type	Resilience Bonus
Ultra-light materials: wooden planking, blast curtains	+1
Light materials: thick wood, aluminium sheeting, interior building doors	+2
Medium materials: steel sheeting, flak board	+4
Heavy materials: plasteel barricade, permacrete walls, security doors	+8
Super-heavy materials: adamant reinforced barricade, blast doors, bunker walls	+16

Pinning Attack

A Pinning Attack allows you to use suppressive fire to pin an enemy behind cover. If you have a ranged weapon with Salvo 1 or more, you can make a Pinning Attack as a Combat Action. A Pinning Attack deals no damage, and you must Reload to fire your weapon again after you make a Pinning Attack.

The DN of a Pinning Attack is equal to the target's Resolve. If you succeed, the target is *Pinned* (p.199) until the start of your next turn. You can Shift Icons to add additional targets on a 1-for-1 basis as long as they are within range and the Icons in your pool exceed the highest Resolve of all of your targets.

INTERACTION ATTACKS

Wily characters can use their Skills to trick, disorient, stun, or otherwise hinder a target, leaving them vulnerable. The DN of an Interaction Attack is the foe's opposing Skill Rating or Resolve, whichever is higher. The DN to use an Intimidate Interaction Attack, for example, is either the foe's Intimidation or Resolve. The following Skills can be used to make Interaction Attacks:

- Athletics to push your enemy.
- Deception to manipulate your enemy into a poor position.
- Intimidate to menace your enemy, cowing them.
- Persuasion to throw your enemy off balance with careful words.
- Tech to use nearby technology to confuse or weaken your enemy.

Interaction Attack Effects

If your Interaction Attack Test equals or exceeds the DN, several effects are possible. You must choose to make the target *Hindered* (p.199) or *Vulnerable* (p.200); this effect lasts until the start of your next turn.

If multiple targets are affected by the same Interaction Attack, all targets suffer the same effect.

Shifts may be used to increase the Defence or DN penalty by 1 for each Shift.

Player's Call

If you Shift 3 or more Exalted Icons on an Interaction Attack, the result is a 'Player's Call'. You can negotiate with the GM to trigger an effect of your choice that is appropriate to the circumstances.

Interaction Attack Range

The target of an Interaction Attack must be within range to be affected. The range required depends on the type of Interaction Attack attempted.

INTERACTION ATTACK RANGE	
Skill	Range
Athletics	You must be Engaged with the target.
Deception, Intimidate, Persuasion	The target must be able to clearly see and hear you.
Tech	The target must be within a number of metres equal to your Intellect Attribute.

COMBAT MODIFIERS

Combat in the 41st Millennium is a mess of rocketing bolt rounds and flying blood, fought to the death in smoky corridors and the dark biomes of hostile planets; the size of your enemy, the visibility in your environment, and plain old human (or xenos) error often come into play.

Size Categories

From the tiniest Servo-Skull to the largest Tyranid Hive Tyrant, the size of characters can vary greatly in the 41st Millennium, and this can make a big difference during combat. Larger creatures are easier to shoot, whereas small and nimble beings are more difficult to hit and detect.

Every character and creature in **Wrath & Glory** has a Size Trait. Size affects how difficult a character is to hit and how stealthy it can be. Sizes range from Tiny all the way to Gargantuan. See the Size Categories table on the next page for details on how Size affects attacks and Stealth.

COMBAT COMPLICATIONS

d66 Roll	Result	Summary
11-26	Out of Ammo	Must Reload to use again
31-33	Weapon Jam	DN2 Tech (Int) Test to use again
34-36	Dropped Weapon	Simple Action to recover weapon
41-43	Weapon Malfunction	DN4 Tech (Int) Test to use again
44-46	Weapon Stuck	DN3 Strength Test to recover weapon
51-53	Dropped Item	Drop an item of Wargear
54-56	Fall Prone	You're *Prone*
61-62	Restrained	You're *Restrained*. DN4 Strength Test to recover
63-64	Blinded	You're *Blinded*
65-66	Inconvenient Target	GM picks a new target for your attack

VISION PENALTIES

Darkness, photon flares, thermal smoke, and much more can impede a character's vision. See the Vision Penalties table at the bottom of the page for specific DN modifiers based on optical conditions. Several pieces of equipment in **Chapter 10: Wargear** can mitigate or overcome these penalties.

COMBAT COMPLICATIONS

A result of 1 on the Wrath Die during an attack results in a Complication as normal. Just like a normal Complication, the result is purely based on the Icons you roll. Complications do not, by themselves, mean that your Test failed, only that something unusual or unfortunate has occurred.

The player and GM should work together to devise a Combat Complication, with the intent of creating an outcome that is narratively appropriate and exciting. If neither player nor GM can come up with a Complication, then roll on the Combat Complications table.

If you roll an inappropriate Combat Complication (i.e., Weapon Stuck when the character is not wielding a melee weapon) ignore it and roll again on the table, or pick the closest applicable option.

SIZE CATEGORIES

Size	Examples	Attack Test Modifier	Score Reduction
Tiny	Servo Skull, Cherub, Tyranid Ripper	+2 Defence	+2 DN to detect
Small	Gun Drone, Grot, Ratling, Gyrinx	+1 Defence	+1 DN to detect
Average	Human, Eldar, T'au, Space Marine	-	-
Large	Space Marine Terminator, Necron Destroyer, Tyranid Warrior, Ogryn	+1 bonus dice to hit	+1 bonus dice to detect
Huge	Dreadnaught, Wraithlord, Hive Tyrant	+2 bonus dice to hit	+2 bonus dice to detect
Gargantuan	Greater Daemon, Land Raider, Baneblade	+3 bonus dice to hit	+3 bonus dice to detect

VISION PENALTIES

Conditions	+DN to Ballistic Skill and Awareness Tests	+DN to Melee Attacks
Twilight, light shadows, heavy mist	+1	+0
Very dim light, heavy rain, fog, drifting smoke	+2	+1
Heavy fog, deployed smoke, torrential storm	+3	+2
Total darkness, thermal smoke	+4	+3

Combat Complication Descriptions

Out of Ammo
Your weapon runs out of ammunition. You must Reload to fire the weapon again. If you have no Ammo, the weapon can't be used until you find more. Roll again if the weapon does not use ammunition.

Weapon Jam
Your weapon has a minor malfunction and ceases to work. You can spend a Combat Action to make a DN 2 Tech (Int) Test; on a success, you repair your weapon. Roll again if the weapon can't malfunction (for example, a knife).

Dropped Weapon
You drop the weapon you are currently wielding. The weapon falls at your feet; spend a Simple Action to pick up your weapon to wield it again. Roll again if you have nothing to drop.

Weapon Malfunction
Your weapon malfunctions spectacularly. You can spend a Combat Action to make a DN 4 Tech (Int) Test; on a success, you repair your weapon. Roll again if the weapon can't malfunction.

Weapon Stuck
Your weapon gets stuck in the environment: a wall, tree, or some other object. Use a Simple Action to make a DN 3 Strength Test; on a success, you recover your weapon. Roll again if you're not using a melee weapon.

Dropped Item
You drop a piece of Wargear: a grenade, a map, a data-slate, survival pack, or something else important you are carrying on your person. Roll again if you have nothing to drop.

Falling Prone
Your attack causes you to slip. You fall *Prone*.

Restrained
Your attack causes you to become *Restrained*. Perhaps your footing is uncertain, or you're entangled in something in the environment. You can make a DN 4 Strength Test as a Simple Action; if you succeed, you recover.

Blinded
Your attack causes you to become temporarily *Blinded*. Perhaps your attack punctured a steam pipe, blasted dust into the air, or caused something similar to obscure your vision. This condition lasts until the end of the Round or until it has been cleared by a DN 2 a Medicae (Int) Test.

Inconvenient Target
Something has gone very wrong. Your strike hits a target that is very inconvenient for the current situation, such as an explosive fuel source, the diplomat you are escorting, or the controls to extend a bridge across a chasm.

DAMAGE & DYING

In the grim darkness of the far future, there is only war. With war comes grisly injuries and — if you're fortunate — death.

If the total damage from an attack exceeds your Resilience, you suffer 1 Wound for every point of damage over your Resilience. If the damage from an attack equals your Resilience, you suffer 1 Shock.

Damage Against Multiple Targets
Whenever a single attack strikes more than one target, make a single damage roll and apply the total result to all affected targets. Some examples include: when attacking a Mob (p.202), using explosive or area effect attacks (p.185), or when using a Multi-Attack (p.187).

OPTIONAL RULE: SHOCKINGLY POWERFUL

Being shot at or charged by machete-wielding marauders is always scary, but some foes (and friends) are more frightening than others. If the damage of an attack is equal to the target's Resilience, you can choose to inflict Rank + 1 Shock instead of 1 Shock.

WOUNDS

Even the most cautious, skilled, or heavily-armoured characters will inevitably suffer Wounds. Your Maximum Wounds represents your damage threshold. It is how much punishment you can endure before you are too injured to fight effectively. You start with zero Wounds, and may suffer Wounds when someone attacks you.

Your Maximum Wounds Trait is equal to your Tier x2, plus your Toughness Rating. When you suffer more Wounds than your Maximum Wounds, you are Dying. If you suffer a huge number of Wounds, you may die outright (see **Annihilation** on p.194).

You can attempt to negate Wounds by rolling Determination (p.196). You can restore Wounds through Medicae (Int) Tests (p.124) or by Resting (p.196).

Mortal Wounds

Mortal Wounds represent damage that is particularly brutal, exotic, or otherwise incredibly dangerous. Mortal Wounds ignore your Resilience, inflicting Wounds directly.

Determination rolls (p.196) can't be made to negate Mortal Wounds unless a Talent, item of Wargear, or the GM states otherwise.

Wounded

If you have suffered any Wounds, you are Wounded. Wounded characters suffer a +1 DN penalty to all Tests.

Example: *Lelith has suffered a Wound during the battle, so she is Wounded. She attacks the Genestealer cultist, who has a Defence of 3.*

After assembling her dice pool, Lelith increases the DN of all Tests by 1 because she is Wounded. To successfully hit the Genestealer cultist, Lelith needs to roll 4 Icons; Defence 3, +1 for being Wounded.

Dying

If you suffer more Wounds than your Maximum Wounds, you are Dying. You are on the verge of expiration, unable to move or fight properly, and will perish if you do not receive medical attention soon.

When you are Dying, you immediately suffer a Memorable Injury (p.194) and fall *Prone*. You cannot stand up while you are Dying.

Whenever you take any amount of damage that would cause you to suffer a Wound While Dying, you suffer a Traumatic Injury (p.195) instead. If you suffer more Traumatic Injuries than your Tier + 1, you die.

You may roll Determination when you take damage while Dying; if you use Determination to reduce any damage you take to 0, you do not suffer a Traumatic Injury.

A Dying character can be moved by another character if they use a Combat Action to drag or lift a fallen comrade.

If you recover any number of Wounds, you are no longer Dying.

Actions While Dying

Whilst Dying, you are Wounded, and may only take one of the following Actions on your Turn:

- Crawl (p.180)
- A basic Combat Action (using no options such as Aim or Multi-Attack)
- Fall Back (p.188)

Whenever you make a Test While Dying, you replace additional dice in your pool with Wrath Dice equal to the number of Traumatic Injuries you are currently suffering (this means that usually you have a number of Wrath Dice in your pool equal to your number of Traumatic Injuries plus one). If you roll a Complication on any of the Wrath Dice, you suffer a Traumatic Injury. You must roll a 6 on every Wrath Die to trigger a Wrath Critical.

OPTIONAL RULE: INGLORIOUS RETREAT

When the going gets tough, the tough get going; sometimes away from the fight as quickly as possible. If you and your group fear for your lives and you all agree, you may Ingloriously Retreat from combat to a place of safety, provided the GM agrees it is narratively appropriate. Each of you immediately move to another location where your lives are not threatened. At the GM's discretion, each conscious character making an Inglorious Retreat can carry one Dying character to safety.

When you Ingloriously Retreat, you sacrifice your entire Glory pool. If there is no Glory in the pool, you may still perform an Inglorious Retreat, but the GM gains Ruin equal to the number of players.

OPTIONAL RULE: LAST STAND

While Dying, you can spend all your Wrath (at least 1) to ignore any and all penalties for the entire Round, including those from being Wounded and Dying. At the end of this Turn you suffer d3 Traumatic Injuries.

Example: *A group of Chaos cultists ambush Adelhardt and his squad of Tier 1 Inquisitorial Acolytes. Adelhardt suffered the worst of the attack and is Dying. He has also suffered a Traumatic Wound.*

Righteous to the end, Adelhardt makes a ranged attack with his Laspistol. His dice pool of 4 includes an additional Wrath Die (a total of 2) due to the Traumatic Injury.

He rolls the Test with the following results: 1, 2, 2, and 3.

The Complication results in another Traumatic Injury as he worsens his wounds. If he suffers 1 more, he will die.

Annihilation

Sometimes an enemy is so powerful or a weapon so destructive that it leaves nothing of its target but a charred crater in the ground. If you suffer damage from a single attack that inflicts more than double your Maximum Wounds, you are dead. This is known as Annihilation.

MEMORABLE INJURY

A permanent reminder of a battle in which you nearly died. Whenever you reveal your Memorable Injury, you gain +1 bonus die on Intimidation (Wil) Tests.

Your Memorable Injury might have additional effects that trigger on a complication or whenever it is narratively appropriate; you might be hard to understand with a Broken Jaw, enforcing a penalty on Persuasion (Fel) Tests, or your Nagging Wound might ache whenever you travel the Warp.

If you roll a result you have already suffered, the Memorable Injury escalates. Any subsequent rolls on this table that indicate a result you have already suffered are ignored — you just got lucky!

MEMORABLE INJURIES

d6 Roll	Result	Escalation
1-2	Battle Scar	Missing Fingers
3	Focused Burn	Severe Burn
4	Broken Jaw	Cut Tongue
5	Twitch	Bad Knee
6	Torn Ear	Nagging Wound

TRAUMATIC INJURY

Death's door is open. These horrific wounds are almost impossible to survive without immediate Medicae attention.

You suffer a Traumatic Injury whenever you would take a Wound while you are Dying. Roll on the Memorable Injuries table to determine which part of your body is affected. If you suffer more Traumatic Injuries than your Tier +1, you die.

Suffering a Traumatic Injury may make any Test more difficult, if that would be narratively appropriate for your game. The Traumatic Injuries table gives some suggestions.

When you suffer a result other than Torso on the table, the injury renders the body part useless, destroys it, or violently separates it from your body. You may choose which of these makes sense for the events that caused the injury.

Traumatic Injury & Replacements

Any penalties for a Traumatic Injury are mitigated entirely by acquiring a replacement; most commonly this is an augmetic limb or eye, or even augmetic innards within the torso (see **Augmetic Reconstruction** on p.242).

OPTIONAL RULE: YOU WILL NOT BE MISSED

Death is a part of nearly every life, and it's worth talking to your group about how everyone would like to treat it — especially the potentially uncomfortable gory parts. Consider the three optional rules below:

- **Grimmer and Darker:** You immediately suffer a Traumatic Injury instead of a Memorable Injury when you are Dying.
- **Lights of Hope:** When you suffer a Traumatic Injury, you do not lose a body part.
- **Knockout Blow:** Whenever any character (Agent or Threat) receives a Memorable or Traumatic Injury, they must make a DN 3 Toughness Test. If they fail, they fall unconscious. Unconscious characters regain consciousness after 24 hours if left unattended, or after 1 hour if they recover any Wounds.

TRAUMATIC INJURIES

d6 Roll	Result	Effect
1	Hand	You suffer a severe hand injury; you can no longer use that hand. Roll 1d6: 1-3 — your left hand is damaged; 4-6 — your right hand is damaged. Losing both hands means you are unable to hold any weapons or similar gear.
2	Arm	You suffer a severe injury to your arm. Roll 1d6: 1-3 — your left arm is damaged; 4-6 — your right arm is damaged. Losing both arms means you are unable to hold any weapons or similar gear.
3	Foot	You suffer a severe foot injury. Roll 1d6: 1-3 — your left foot is damaged; 4-6 — your right foot is damaged. Losing both feet means you are unable to walk, Run, or Sprint, and may only Crawl (p.180).
4	Leg	You suffer a severe leg injury. Roll 1d6: 1-3 — your left leg is damaged; 4-6 — your right leg is damaged. Losing both legs means you are unable to walk, Run, or Sprint, and may only Crawl (p.180).
5	Torso	You suffer a severe injury that impairs your organs, like the heart, lungs, or liver. Any Toughness based Tests may become more difficult, with a minimum +1 DN penalty.
6	Eye	One of your eyes is damaged beyond repair. A single injured eye may add a penalty, such as +2 DN, to any Tests that require sight. Roll 1d6: 1-3 — your left eye is damaged; 4-6 — your right eye is damaged. Losing both eyes leaves you *Blinded* (p.199).

SHOCK

Even the bravest and toughest can be overwhelmed by the horrors of war. Your Maximum Shock represents your mental fortitude in the face of combat and potential death. You start play with 0 Shock, and certain attacks or psychological assaults can cause you to suffer Shock.

If you suffer more Shock than your Maximum Shock, you are *Exhausted* (p.199). If your Shock is reduced, you are no longer *Exhausted* and may take actions normally.

You may use your Combat Action and expend a point of Wrath to restore Shock equal to your Rank + your Tier.

DETERMINATION

You and your allies have that something special — the guts required to snatch glory from the darkness — and can occasionally shrug off blows that would fell others. Maybe the God-Emperor or some darker force has an interest in you.

You can roll Determination whenever you suffer one or more Wounds to convert them into Shock. Roll a number of dice equal to your Toughness. Every Icon you roll reduces the number of Wounds you suffer by 1 and causes you to suffer 1 Shock.

ROLLING DETERMINATION

When you choose to roll Determination, follow these steps:

- **Step 1:** Roll a dice pool equal to your Toughness Attribute.
- **Step 2:** Count the total Icons; each Icon converts 1 Wound into 1 Shock.
- **Step 3:** You suffer any remaining Wounds as normal.

Example: *Yarka the Tempestus Scion has just been hit by the Heavy Stubber of an oddly purple-skinned rebel. The attack deals 12 damage against her Resilience of 8. She chooses to roll Determination instead of suffering 4 Wounds.*

Yarka rolls her Determination pool of 3 dice with the following result: 1, 4, 5. 2 Icons.

Yarka suffers 2 Shock. She reduces the number of Wounds she suffers to 2.

RESTING

You'll spend most of your time in the 41st Millennium exploring, investigating, and surviving brutal ultra-violence, but no matter how mighty, superhuman, or driven you are, eventually you must rest. You need to sleep, eat, heal Wounds, pray, still your mind, repair equipment, and prepare for the challenges to come.

There are two types of rest actions in **Wrath & Glory:** Regroup and Respite.

REGROUP

A Regroup is a short period of downtime lasting approximately 1 hour. Regrouping generally occurs between encounters and affords you time to check ammo, tend injuries, assess the current situation, discuss tactics, and quickly grab something to eat and drink.

If you have a Medicae Rating you can heal a single character during a Regroup. They regain Wounds equal to your Medicae (Int) dice pool.

RESPITE

Seeking a place to rest for a long period of time is often difficult in the war-torn galaxy of the 41st Millennium. No planet is truly safe from the constant threats that lurk within and without. Those that venture into the most dangerous places often seek respite wherever they can find it.

Respite is a long period of downtime lasting at least 6 hours. You can spend 1–2 of the hours performing light activities, such as reading, eating, talking, maintaining Wargear, and standing watch over the group. If a strenuous activity that lasts for 1 hour or more interrupts the Respite, then the Respite must begin again to confer any benefit.

If a Respite goes uninterrupted, your Shock and Wounds are reduced to zero, and your Wrath points reset to 2. Resetting Wrath in this way could increase or decrease your current Wrath. You cannot gain the benefits of a Respite if you are Dying.

CRITICAL HITS

The ultra-violent destruction of your foes is in your near future. If you succeed on an Attack Test, and you roll a 6 on your Wrath Die, you score a Critical Hit. An attack that misses does not trigger a Critical Hit.

Critical Hits & Resilience

If you roll a Critical Hit but your total damage does not exceed the target's Resilience, you still inflict the effects of the Critical Hit.

Critical Hits that don't exceed the target's Resilience inflict 1 Wound, but no other effects.

Critical Hit Table

The table on p.198 provides a series of ultra-violent examples of Critical Hits to inflict on your most unfortunate foes. Roll a d66 and compare the result with the table. Each result on the table has a description of the Critical Hit and the effects generated as a result. These may be Conditions, extra damage, or other narrative effects.

Glorious Criticals

You can improve the effects of a Critical Hit by spending Glory (p.164). Sometimes, you will have more than one effect to choose from.

Example: *Robin rolls a d66 and gets a 64: Appalling Detonation. Appalling Detonation has two possible Glory effects: '+1 bonus target within 10 metres' or '+1 Wound.' Robin chooses to spend one Glory point to add another target for the Critical Effect. Next, she spends a second Glory to inflict an additional Wound to both targets. If Robin wished, she could spend a third Glory to inflict +1 Wound to both targets again.*

Simple Critical Hits

If you don't want to roll on the Critical Hit Table, add +3 ED to your damage and trigger a narrative effect based on a Keyword your weapon has.

Discuss this with your GM; maybe your power weapon strikes the target's ammo bandolier causing an explosive chain reaction, or maybe your Flamer ignites the target's clothing. Weapons with the **CHAIN** Keyword could inflict the *Bleeding* condition.

CONDITIONS

The brutal nature of combat, warfare, and adventure exposes you to a multitude of deadly ailments and painful side effects. Conditions represent the myriad ways you can be hurt outside of Wounds. These effects have an impact on your ability to fight effectively, and many can lead to death if not treated quickly.

Conditions may end at the conclusion of a scene at the GM's discretion. However, some may remain until treated. The GM can increase a condition's duration if it fits the narrative.

You can be subjected to the same Condition more than once. When this happens, the penalties stack:

- If you're *Hindered* (2), you make all Tests at +2DN.
- If you're *Bleeding* (3), you suffer an exsanguinating 3 Mortal Wounds at the end of each of your Turns.
- If you're unlucky enough to suffer more than one Condition at once, all the effects apply, but any similar penalties don't stack — use only the worst Condition. If you're *Blinded* and *Hindered*, you only have a +4DN to spot something, not +5DN — the additional +1 DN from *Hindered* does not stack with the +4DN from *Blinded*.

Some Conditions suggest rules for treating them in their descriptions, while others are up to GM discretion and the needs of the narrative.

Reducing Defence

Defence can be reduced to a minimum of 1 and cannot be further reduced beyond that point. A character can't take an action that would voluntarily reduce their Defence below 1.

Example: *If an Ork Boy has a Defence of 1 due to being rendered Vulnerable by an Interaction Attack, he cannot use the All-Out Attack option in combat. Any further attempts to render the Ork Boy Vulnerable would not change his Defence, since it is already 1.*

CRITICAL HIT TABLE

d66	Critical Hit
11-16	**Headshot:** A well-aimed shot tears ragged chunks of bone and brain from the opponent's skull. The foe reels from such a violent strike, unable to focus. **Effect:** Target suffers +1d3 Wounds and is *Staggered*. **Glory:** +1 Wound for every Glory you spend.
21-23	**Brutal Rupture:** Mangled flesh, crushed bone, and ruptured organs make your foe gasp in wretched pain. **Effect:** Target suffers +1d3 Wounds and is *Hindered* (1). **Glory:** +1 Wound for every Glory you spend.
24-26	**Ferocious Rending:** The attack shreds the opponent's flesh to ribbons, leaving them open to attack. **Effect:** Target suffers +1d3 Wounds and is *Vulnerable* (2). **Glory:** +1 Wound for every Glory you spend.
31-33	**Merciless Strike:** A blow to the foe's body steals the breath from their lungs, pulverising their innards with a nasty crunch. **Effect:** Target suffers a Mortal Wound. **Glory:** +1 Mortal Wound for every Glory you spend.
34-36	**Savage Attack:** The assault leaves the opponent a mangled mess, slashing, burning, breaking or ripping into them with violent force. **Effect:** Target suffers one Mortal Wound. If the target survives they immediately acquire a Memorable Injury. **Glory:** +1 Mortal Wound for every Glory you spend.
41-43	**Vicious Vivisection:** The fury of this blow causes horrific pain, dissecting pieces of the foe's body in a scene of carnage and woe. **Effect:** Target suffers +1d3 Mortal Wounds. **Glory:** +1 Mortal Wound for every Glory you spend.
44-45	**Visceral Blow:** Crimson showers the ground. The battlefield is a gory spectacle of spilled blood and unsure footing. **Effect:** Target suffers one Mortal Wound. Each character Engaged with the target must pass an Agility Test (DN 3) or fall *Prone*. **Glory:** For every Glory you spend the target suffers +1 Mortal Wound and you may choose one of the following additional effects: 💀 The target is *Prone.* 💀 The target suffers 2 Shock.
46	**Murderous Onslaught**: A thunderous blow sends the target sprawling. Shattered ribs pierce organs, jets of blood spew from the wound, and the foe lies writhing in pain. **Effect:** Target suffers 1d3 + 1 Mortal Wounds and is knocked *Prone*. **Glory:** +1 Wound for every Glory you spend.
51-53	**Overpowering Assault:** A stunning blow sends the foe lurching away, senses blurred by the brutal impact. **Effect:** Target suffers 1d6 Shock and is *Staggered*. **Glory:** +2 Shock for every Glory you spend.
54-55	**Crimson Ash:** The attack sears into the foe, fusing flesh into a charred ruin. The assault wreathes the target in burning fury, making a smouldering mess of sinew and bone. **Effect:** Target suffers 1d3 + 1 Wounds and is *On Fire*. **Glory:** +1 Wound for every Glory you spend.
56	**Bone-shattering Impact:** A crippling blow smashes the foe's body, reducing arms, legs, and ribs to fractured splinters. **Effect:** Target suffers 1d3 + 1 Wounds. **Glory:** The target is *Restrained* and takes +1 Wound for every Glory you spend.
61-63	**Unspeakable Carnage:** A truly grievous strike, the attack is a terrifying display of martial prowess. A geyser of gore erupts from the foe's wound and ragged remnants of their body strewn are across the battlefield. **Effect:** Target suffers 1d3 + 3 Mortal Wounds. **Glory:** +1 Mortal Wound for every Glory you spend.
64-65	**Appalling Detonation:** Ill fortune causes the blow to strike the foe's volatile Wargear. A chain of explosions tears their body apart into grisly red mist. **Effect:** Target suffers 1d6 Wounds. If the target carried any explosives (such as grenades or ammunition), they detonate, inflicting 1d3 Mortal Wounds. **Glory:** For every point of Glory you spend, you can choose one of the following effects: 💀 The Critical Hit affects an additional target within 10 metres. 💀 All targets suffer +1 Wound.
66	**Grisly Amputation**: The foe's limb is removed with extreme prejudice, leaving their body in a crimson arc. **Effect:** Target suffers one Mortal Wound and one limb is destroyed. Roll 1d6. On an even result, the activating player may choose the limb. On an odd result, the GM chooses. **Glory:** +1 Mortal Wound for every Glory you spend.

Bleeding

You're bleeding, afflicted with a grievous wound that is difficult to treat. You suffer one Mortal Wound at the end of each of your Turns. *Bleeding* can be stopped with a successful Toughness Test (DN 4), or if another character aids you with the Medicae Skill. You can attempt to use Medicae on yourself (see p,124) but do so at +1DN.

Blinded

You're unable to see properly. Increase the DN for any sight-related task (including all combat Tests) by 4, replacing any lesser vision penalties.

At the GM's discretion you may use a Combat Action to remove the *Blinded* condition, using a narratively appropriate Skill.

Exhausted

You are weary from battle or persistent effort and suffer from fatigue. On your Turn, you can only Walk or Crawl, perform a basic Combat Action (attack with no combat options, such as Aim or Multi-Attack), or Fall Back. Additionally, you may not roll Determination. Any Shock suffered by an *Exhausted* character is immediately converted into Mortal Wounds.

Certain circumstances directly inflict Exhaustion. You are automatically *Exhausted* if your Shock increases beyond your Maximum Shock. Certain weapons, psychic powers, or Ruin Actions can also cause you to become Exhausted even while you are below your Maximum Shock.

If you are *Exhausted* from a source other than exceeding your Maximum Shock, that effect determines how you remove the *Exhausted* condition. Otherwise, the *Exhausted* condition is removed whenever you recover Shock.

Fear

You're scared. Whatever is causing your *Fear* might also make you anxious, or trigger physical reactions like rapid breathing, shaking, and a lack of focus.
When you encounter something that causes *Fear*, you roll your Resolve against a DN dictated by the source of *Fear*. Success allows you to act normally. If you fail, you suffer +2DN to all Tests. The penalty lasts until the end of the scene or until an ally passes a Leadership (Wil) Test of DN 2 + the source's Fear value.

A being that causes *Fear* is immune to *Fear* and Intimidation Interaction Attacks.

Frenzied

Whether whipped into a zealous fury or auto injecting Frenzon combat stims, you're *Frenzied*. You lose all sense of self-preservation and throw yourself into the thick of combat.

When you become *Frenzied*, you may choose to embrace the frenzy or attempt to resist it. If you choose to resist, at the start of your Turn make a DN 3 Willpower Test. If you pass, the rage subsides and you resist the frenzy.

If the effect is triggered, embraced, or otherwise not resisted, you are *Frenzied* and must try to get into close combat as quickly as possible, charging the nearest visible enemy. If you are in cover, you break cover and move towards the nearest enemy.

While *Frenzied,* you are immune to *Fear* and cannot be *Pinned* and must always use the All-Out Attack option, if possible. You gain +1 to your Strength Attribute While *Frenzied*.

Hindered

Something's holding you back. While *Hindered* increase the DN for all Tests by +1, or higher if the rules of whatever is hindering you say so. *Hindered* lasts until the end of the next Turn, unless otherwise stated.

On Fire

You're on fire! You take 1d3 Mortal Wounds at the start of each of your Turns. You may then use your Action to throw yourself *Prone* and roll around in an attempt to extinguish the fire with a DN 3 Athletics (S) Test. If you succeed you are no longer *On Fire*.

Alternatively, you can attempt to ignore the flames and take your Turn as normal. Make a DN 3 Willpower Test; if you fail, you are *Hindered*.

Pinned

You're under heavy fire, and there's a chance your Resolve will break under pressure. If you are targeted with a Pinning Attack, you may be *Pinned*.

If someone uses a Pinning Attack against you, they make a Ballistic Skill (A) Test against your Resolve. If they succeed you are *Pinned* until the start of the attacker's next Turn. If you're behind cover, you hunker down. If you aren't behind cover, you immediately move to the nearest cover, using your Movement for your next Turn. While Pinned, you can't leave cover, but may take other Actions as normal.

You suffer a +2 DN penalty to Ballistic Skill (A) Tests when you target an enemy using a Pinning Attacks against you.

You may attempt to rally *Pinned* comrades on your Turn by making a Leadership (Wil) Test as an Action, with a DN equal to the enemy weapon's Salvo value, adding an extra +1 DN if a *Pinned* character has taken any damage (Shock or Wounds) during the combat. If the Test is successful, you rally any *Pinned* allies within 5 metres, ending the effect.

Poisoned

You've been inflicted with one of the galaxy's countless pathogens, plagues, or viruses. You could be suffering from neurotoxins injected into your system, alien acid splashed on you, or Nurgle's contagions. All of these dangers leave you *Poisoned*.

You suffer a +2 DN penalty to all Tests while *Poisoned*. Some poisons also inflict damage based on the poison. Some poisons may affect your ability to function instead of, or in addition to, causing damage. The *Poisoned* condition ends when you are treated using the Medicae Skill or you succeed on a Toughness Test (DN based on the poison) at the beginning of your Turn.

Prone

You're knocked down on the ground. Your Defence is reduced by 2 against any attack made by a Threat within 5 metres of you. Your Defence is increased by 1 when you're attacked from 6 or more metres away. If you become *Prone* while flying, you fall to the ground and suffer falling damage (p.201).

Standing up when *Prone* is a Free Action on your Turn. If you stand up in this way, you can only use the Standard Movement option; you can't use combat options such as Brace or Aim. An adjacent character may use a Simple Action to help you stand up immediately when you're *Prone*.

Restrained

You're bound, possibly by some form of entangling attack such as an Genestealer Cultist Webber, a Barbed Strangler, or a good old-fashioned net.

While *Restrained* you can't use your Movement and your Defence is reduced by 2.

Staggered

You're off balance; you've run too fast over rough terrain, ordnance has impacted nearby, or you've been clipped by a stray bullet.

When you move While *Staggered*, your Speed is reduced by half. You can't Run or Sprint unless otherwise stated. The *Staggered* condition lasts until the end of your next Tun.

Terror

You're overcome with a sense of intense dread and rational thought becomes impossible: this is all-consuming Terror.

Make a Resolve Test against the DN of the source of *Terror*. If you pass, you may act normally on your Turn. If you fail, you suffer all of the effects of *Fear*, and you must use every action available on each of your Turns to move as far away as possible until you no longer have line of sight to the source of *Terror*.

Terror lasts until the end of the scene or until an ally passes a Leadership (Wil) Test of DN 2 + the Terror value.

Any effect that grants a bonus to *Fear* Tests also applies to *Terror* Tests. Any effect that grants immunity to *Fear* grants one extra Icon on your Resolve Test against *Terror*. A being that causes *Terror* is immune to *Fear, Terror*, and Intimidation Interaction Attacks.

Vulnerable

Your defences are open! While *Vulnerable*, you suffer –1 to your Defence. Certain abilities and effects increase this penalty. Being *Vulnerable* lasts until the end of your next Turn.

ENVIRONMENTAL HAZARDS

The 41st Millennium is hostile to all forms of life. Every world in the galaxy boasts treacherous biomes waiting to kill you. These hazards are as common on uninhabited and alien worlds as they are on crowded Imperial Hive Worlds and Forge Worlds. Most hazards can be grouped into the following core categories.

SUFFOCATION

When deprived of oxygen underwater, in a smoke-filled manufactorum, or in the void outside a Space Hulk, the consequence is the same — you suffocate.

You can attempt to hold your breath to conserve oxygen for a number of minutes equal to your Toughness Attribute. Certain enhancements and equipment can extend this time, such as the Adeptus Astartes Imbiber or multi-lung.

If you attempt to hold your breath during combat or any other Round-based encounter, you can do so for a number of Rounds equal to double your Toughness Attribute. If you reach the end of either of these times without breathing, you fall unconscious.

You must pass a DN 3 Toughness Attribute Test every minute or Round you hold your breath. If you fail the Test, you suffer 1d3 Shock damage. If suffocation causes you to suffer more Shock than your maximum, you fall unconscious. If you do not breathe oxygen before the allotted time runs out, then you automatically fall unconscious, even if you do not exceed your Maximum Shock. If you are deprived of oxygen and unconscious, you die after a number of Rounds equal to your Toughness Attribute.

ELECTRICITY

Nature can be as deadly as any foe imaginable. Weaponised by countless militaries throughout the long and grim history of the galaxy, electrical currents can turn armour against its wearer, reduce a tank to molten slag, and cook an Ork from the inside out.

ELECTRICITY DAMAGE

Electricity Intensity	Damage	Toughness Test DN
Light	7 + 1ED; Agonising	3
Moderate	12 + 2ED; Agonising	5
Intense	17 + 3ED; Agonising	7

Anyone struck by an electrical discharge faces the same devastating effects. First, you suffer damage equal to the intensity of the electricity. All electricity damage is Agonising (p.208).

After resolving the effects of the damage, you must then make a Toughness Attribute Test. If you fail, you are *Restrained* for one Round and knocked *Prone* on a Complication. If you pass, the electrical charge dissipates and you may act normally.

EXTREME HEAT & COLD

Countless planets possess extreme environments that are far too hostile to support life, but the need for resources and defensible positions means there are Imperium colonies on almost every kind of world. Sometimes extreme temperatures occur naturally. Other temperature changes are caused by destructive weaponry, such as the Exterminatus, or the terraforming process of the Tyranid bio-fleets.

When you find yourself exposed to extreme hot or cold temperatures, you must pass a Toughness Attribute Test with a DN determined by the GM. During narrative time, you make a Test every hour. During combat time, you make a Toughness Test after a number of Rounds equal to your Toughness.

If you fail the Toughness Test, you become *Exhausted* (p.199) until you Regroup or seek Respite (p.196).

FALLING

Gravity is inevitable, indiscriminate, and often has painful consequences. When you fall a distance of 5 metres or more you suffer falling damage. You suffer 1 Mortal Wound, plus 1d3 Mortal Wounds for every extra 5 metres you fall.

FIRE

Forge World furnaces, promethium tank explosions, overheating Plasma weaponry; the 41st Millennium is filled with flammable situations. You must make an Athletics (S) Test every Round you are exposed to a hazard that could set you *On Fire* (p.199). The GM determines the DN of this Test. If you fail, you're *On Fire*. If you take a Wound from a weapon with the Inflict (On Fire) Trait, you are *On Fire*.

Anything that doesn't have an Agility Attribute automatically passes Agility Attribute Tests to avoid being ignited or to put out a fire.

RADIATION

Radiation comes in many different forms, and is one of the most lethal and hardest to detect of all environmental hazards. The fuel of a crippled void ship, journeying the irradiated plains of a Death World, or encountering a sabotaged reactor on a Forge World can all lead to radiation exposure. A few weapons in the 41st Millennium even harness this dangerous and volatile power.

Detecting radiation is difficult. Without the correct equipment, a high DN Survival Test (minimum 9) is required to detect any source of radiation.

You must immediately take a Toughness Attribute Test whenever exposed to radiation, which repeats every Turn you are exposed. The GM decides on the DN — it should never be easy. If you fail the Test, the results are severe:

- You take 1d3 Mortal Wounds.
- You take 1d6 Shock damage.
- You are *Staggered* for 1 Round.

Whenever you are exposed to radiation, the GM may also call for a Corruption Test (see p.285).

Rad Poison

If you are exposed to radiation for a significant time, or a particularly abundant source, you may contract rad poisoning. The GM should use the following table to select an intensity and apply the effects listed.

RAD POISON		
Intensity	Damage	Toughness Test DN
Light	1 Mortal Wound	3
Moderate	1d3 Mortal Wounds	5
Intense	1d6 Mortal Wounds	7

TARGETING A MOB

A Mob is a group of near identical Threats, for example a crowd of 10 Ork Boyz. Each individual in the Mob has a single Wound. Shooting at a Mob is like making a regular attack; declare an individual target in the Mob, then make a Test to hit.

If your Icons equal the Mob's Defence, you hit and roll damage as normal. If you do more damage than the Mob's Resilience, your target dies.

If your Icons exceed the Mob's Defence, you hit extra individuals. Every Icon you roll over the Mob's Defence counts as a hit against another target. The extra targets are chosen by the GM — usually whichever unlucky individuals are closest to the target.

Example: *Samantha's character is aiming her Bolter at a Mob of Cultists. She decides that the most important target is the Cultist carrying Plasma Gun, fearing overcharged blasts.*

Samantha's Ballistic Skill Test exceeds the Defence of the Cultist Mob by two Icons. This means her initial target — the Plasma Gun Cultist — and two other members of the Mob are hit by her attack. The GM chooses the other targets; the two closest renegades to the plasma-wielding Cultist.

Mobs & Multi-Attack

You can use the Multi-Attack to target multiple individuals of your choice in a Mob. When you Test to hit as part of a Multi-Attack against a Mob, each Icon over the target's Defence means you hit an additional target in the Mob, as normal.

MOBS & SHOCK

Every individual Threat in a Mob is treated as having the same Maximum Shock. If you deal more Shock damage than the Maximum Shock, one individual in the Mob is removed as a casualty.

When you make an attack that deals Shock damage to a Mob and your Icons exceed the Mob's Defence, additional individuals are removed as casualties. Every Icon you roll over the Mob's Defence counts as an additional casualty.

Example: *An attack hits a Mob of Cultists, equalling their Defence. The attack deals 5 points of Shock. Cultists only have a Shock value of 4, so one Cultist is removed as a casualty.*

Example: *An attack hits a Cultist and exceeds the Cultist's Defence by 2 Icons, so two additional Cultists in the Mob are struck. The attack deals 5 Shock, and each Cultist has 4 Shock. One Cultist is removed due to the Shock damage, and another two Cultists are removed as the attack Test exceeded the Cultists' Defence by 2.*

Interaction Attacks & Mobs

Every individual Threat in a Mob is treated as having the same Skills and Resolve. For every 3 Icons you roll more than the Mob's Skill Rating or Resolve, an additional individual in the Mob is affected by your Interaction Attack.

At the GM's discretion, you can use the Player's Call result to apply a penalty to the entire Mob, but no additional effect is applied.

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WARGEAR

Your character receives some items, tools, and weapons — collectively known as 'Wargear' — from their Archetype, but you can never have too many guns in the war-ravaged 41st Millennium. This chapter arms you with information on Wargear and how to use it so you can select the tools you need to blaze your own trail.

The Imperium depends on advanced technology devised millennia ago. Only the high Tech-Priests understand how to operate these crucial devices, let alone manufacture them. Widespread technological ignorance is common; scientific understanding is the holy right of the Adeptus Mechanicus alone; innovation is a sin to be shunned and shamed.

Defending the Imperium relies on the use of technology; mass produced weaponry: skyscraper-tall warrior mechs, and kilometre-long void-ships are all vital parts of the Emperor's vast war machine. The intricate mechanisms behind their operation have been all but forgotten, passing into myth and becoming akin to magic to the common citizen.

FORGET THE POWER OF TECHNOLOGY AND SCIENCE, FOR SO MUCH HAS BEEN FORGOTTEN, NEVER TO BE RE-LEARNED.

REQUISITIONING WARGEAR

Whenever you are in a civilised location you can make an Influence Test to attempt to acquire a piece of Wargear. The Value of the Wargear determines the base DN of the Influence Test, which is modified by the Rarity of the Wargear (see **Rarity** on p.206).

To make an Influence Test to obtain Wargear, you must share at least one Keyword with the piece of Wargear. For every matching Keyword beyond the first, you gain +1 bonus die to your Influence Test.

If you fail the Influence Test, you may spend Wealth to add Icons to your result. Each point of Wealth you spend earns one Icon. If you roll a Complication on the Influence Test, you lose one Wealth.

You may make one Influence Test to acquire Wargear each session, and one Influence Test to acquire ammunition each session. Whether you choose to roleplay the process of finding a seller and negotiating a price, or just roll and move on, the act of acquiring Wargear takes considerable time.

Example: *Gwyth knows she needs a new gun. Her Plasma Pistol almost blew her arm off on the last mission, and she knows Varonius has an even more dangerous job planned for her group. She's fascinated by Aeldari culture, but as she doesn't have the* ***AELDARI*** *Keyword, so she can't make an Influence Test to get the Fusion Gun she wants.*

Gwyth compromises, and asks the GM if she could find a Hot-Shot Volley Gun. As ex-military, Gwyth has the ***IMPERIUM*** *and* ***ASTRA MILITARUM*** *Keywords; she can roll Influence to try to requisition the weapon, and gets a bonus die for her extra matching Keyword. The GM says the Departmento Munitorum quartermaster for the Tempestus Scions of the Gilead Gravediggers might be willing to part with one of their heavy weapons.*

A Hot-Shot Volley Gun is Value 6, so the base DN of the Influence Test is 6. The Volley Gun is Rare, which adds +2 to the DN for a total of 8.

Gwyth's Fellowship is 6, making her Influence 5; the bonus die from her extra matching Keyword means she's rolling a total of 6 dice, with the following result: 2, ***4, 4, 5, 6, 6****.*

WHERE ARE THE SHOPS?

Imperial society is comparable to feudalism. Planetary nobles assign duties to citizens in their domain, such as processing food or sewing uniforms. The working serfs are either rationed necessities, or paid in credits. These credits are non-transferable currency that can be redeemed only at other facilities owned by the noble; those that sew uniforms spend credits to purchase processed food.

The distribution of Wargear is completely controlled by a subdivision of the Adeptus Administratum, the Departmento Munitorum, even when produced by a noble's workforce. They ensure that the Imperium's defenders are armed and armoured, and keep weapons out of the hands of the common citizen — if propaganda is to be believed.

Luxury goods are traded by the upper classes. Those who profit from the labour of the teeming masses can afford exotic alien meats and hides, or precious Ecclesiastic artworks, sold by pioneering Rogue Traders. Though Nobles must provide for the Imperium, many in the Gilead System skim what they can off the top, sceptical of Humanity enduring beyond the Great Rift.

You usually won't 'shop' for your Wargear. Instead, you'll make requests to your superiors, who may in turn make requests to the Departmento Munitorum. Your Influence — the perceived power of your words and reputation — determines whether the higher-ups agree to your requests. You roleplay your negotiations, modifying the Difficulty or bypassing Tests entirely, or give in to the unpredictable and seemingly random bureaucracy of the Imperium.

A total of 7 Icons; not enough for the Volley Gun. The quartermaster offers Gwyth a Flamer, but that's not her style; she spends 1 Wealth to add 1 Icon to the Influence Test and gets her Hot-Shot Volley Gun.

Ammo is acquired differently to other Wargear, explained fully on p.229. Whenever you requisition a ranged weapon it comes fully loaded, with a single additional Ammo.

[ANY] KEYWORD

You can substitute a Keyword of your choosing for the [ANY] Keyword. If a piece of Wargear has the [ANY] Keyword, it is available to everyone.

Rarity

Some Wargear is mass produced, others are scarce relics of past times, incorporating forgotten or irreplaceable technology.

The Rarity of a piece of Wargear imposes a penalty on any Influence Tests made to acquire it.

RARITY PENALTIES

Rarity	DN Penalty
Common	0
Uncommon	+1
Rare	+2
Very Rare	+3
Unique	+4

Wealth

Whenever you make an Influence Test, you may permanently spend Wealth to gain Icons on the Test. Every point of Wealth you spend earns you an additional Icon on the Influence Test.

MODIFYING RARITY

The Rarity penalties listed assume you are on a relatively typical Imperial planet, like Gilead Primus. If you're in another part of the galaxy, the GM should modify the Rarity to suit the situation. Plasma weapons are more readily available on the Forge World of Avachrus, but most Imperial technology is completely unavailable in the wastes of the Voidmire. However, you might be able to find an Aeldari Corsair willing to trade from their cache of xenos weaponry — if your reputation with their Species is strong enough, of course.

Gaining Wealth

Your starting Wealth is equal to your Tier. The GM may award you Wealth as a reward for completing an adventure, and may decide anything of value you find (or steal) whilst exploring counts as additional Wealth.

Wealth is an abstract currency; a single point of Wealth might represent a cache of credits on Gilead Prime, a chest full of Throne Gelt (the official physical currency of the Imperium), or a sought-after tome of religious significance. Some items you acquire on your adventures might be worth more than one Wealth, at your GM's discretion.

Cunning Acquisitions

Crime thrives in dark times. Across the Gilead System, scavengers and smugglers have stolen and procured Wargear of all kinds. In the absence of the Emperor's light, once-pious citizens trade heretical and unholy goods and Wargear.

You can make a Cunning (Fel) Test to find an underworld contact that has access to any piece of Wargear. The DN for the Test is 3, modified by the Rarity of the Wargear.

Succeeding on a Cunning (Fel) Test earns you an audience with a shady character in possession of the Wargear you're seeking. You don't automatically receive the item of Wargear, but have the opportunity to barter with the individual. They might exchange their Wargear for a piece of your own, put a price on the Wargear in Wealth, or ask that you render a clandestine service for them.

REPAIRING WARGEAR

Broken Wargear can be repaired using the Tech (Int) Skill, with a DN based on how badly the Wargear is broken. If it is unclear how difficult it would be to repair a piece of Wargear, set the DN at 3, then increase it by the weapon's Rarity. You gain +1 bonus die for every Keyword you have in common with the Wargear.

KEYWORD DEVIATION

Chaos

The corruption of Chaos perniciously influences all societies of the Gilead System. Secret worshippers of the Dark Gods walk free in the Imperium, and can easily acquire Wargear for their heretical deeds.

Generally, a character with the **CHAOS** Keyword can requisition any Wargear with the **IMPERIUM** or **SCUM** Keywords as if those Keywords were **CHAOS**. The GM may allow other Keywords to be twisted in this way.

Traitor Astartes

Chaos Space Marines are always treated as having the **ADEPTUS ASTARTES** Keyword, though weapons they acquire twist themselves into grotesque mockeries of their once holy forms. Traitor Astartes can't requisition equipment with the **PRIMARIS** Keyword.

Orks

Greenskins loot equipment and vehicles from other Species, battering and bending them to suit their needs and make them more 'Orky'.

Orks can requisition any Wargear with the **IMPERIUM** at one Rarity higher than normal.

You can use Skills other than Tech to make repairs depending on the situation, such as your Pilot Skill to fix a vehicle or your Weapon Skill to fix a Chainsword. To do so, make a Test using a dice pool composed of the relevant Skill Rating plus your Intellect.

Example: *Naravesh knows next to nothing about Tech, and has a 0 in the Skill. However, he's been firing his rusty Stubber since he could walk, and knows the weapon's machinery like the back of his hand. When his Stubber jams, he chooses to use his Ballistic Skill to try to fix it.*

Naravesh has a Ballistic Skill of 5 and an Intellect of 2. To fire his weapon, he'd use Ballistic Skill plus Agility, but to repair it, he uses Intellect. Naravesh rolls his dice pool of 7 dice and aces the repair.

WEAPONS

All weapons have defining traits and characteristics, collectively known as a weapon's profile. A profile is formatted as follows:

Name: The common name for the weapon.
Armour Penetration (AP): How well a weapon penetrates armour and personal protection. When a weapon with AP hits, the AP rating is subtracted from the target's Total Resilience.

Some armour is Invulnerable, which is designated with an asterisk (*). The Total Resilience of a target wearing Invulnerable armour is immune to AP.
Damage: The weapon's base Damage Value.
Extra Damage Dice (ED): The amount of Extra Damage Dice you roll when you hit with this weapon. (See page 183 for more on Extra Damage Dice.)
Range: The effective distance at which an attack from this weapon can hit a target.

- **Melee Weapon Range:** Unless otherwise listed, a melee weapon has a range of 1 metre. Any Threats within this range are Engaged (p.184) with you.

- **Ranged Weapon Ranges:** The Short, Medium, and Long ranges of a weapon. You gain +1 bonus die when attacking Threats within Short range. When you attack a Threat beyond Medium range, the target gains +2 Defence. You cannot attack targets at or beyond Long range.

- **Thrown Weapon Range:** If a weapon can be thrown, it is listed in the weapon's Range. The thrown Range of a weapon is based on your Strength, such as S x 4; if your Strength is 3, your Range is 12. Instead of selecting a target, you can throw a weapon at any point within Range by succeeding on a DN 3 Ballistic Skill (A) Test. If you fail the Test, see Scattering on p.186. The rules for Short and Medium Range do not apply to Thrown Weapons.

Salvo: A measure of how quickly a weapon can fire and the amount of bullets in it's magazine. Salvo is used to determine bonuses for Salvo Options like Full Auto (see Salvo Rules, p.185). You must use a Simple Action and a point of Ammo to Reload after using a Salvo Option.

Traits: Special features that alter a weapon's use. Each Trait has a specific effect, listed later in this chapter.

Value: How much the weapon costs to acquire, or how much leverage is needed to requisition it. Value determines the base DN of an Influence Test to acquire a piece of Wargear.

Rarity: How easy the weapon is to acquire. Rarity acts as a DN modifier on Influence Tests to acquire Wargear.

Keywords: Descriptors of how the weapon works or is manufactured, and Factions associated with it.

You must share at least one Keyword in common with a piece of Wargear to make an Influence Test to requisition it. For every extra matching Keyword you gain +1 bonus die to your Influence Test.

WEAPON TRAITS

Some weapons have Traits that give them advantages or disadvantages special modes, different ways to attack, and methods of dealing additional damage.

Some of the Traits listed below have (X) in their name, representing a rating. Weapons with this Trait have a number instead of 'X' which is used for any calculations.

Agonising

Designed to inflict maximum pain, these weapons damage mind and morale as much as body.

Every Wound inflicted by an Agonising weapon also inflicts 1 Shock.

Arc (X)

The deadly electrical discharge of Arc weapons scrambles vehicle technology.

Arc weapons gain +ED equal to their rating when you use them to attack a vehicle.

Assault

Optimised for firing whilst rushing righteously towards the enemy.

You can fire an Assault weapon as part of a Sprint (p.180), but take a +2 DN penalty to the attack.

Blast (X)

Explosive weapons can devastate multiple enemies with a single attack.

When you fire or throw a Blast weapon, choose any point in range (including another character!), then make a DN 3 Ballistic Skill (A) Test. Apply Range effects as normal (p.184) unless you are using a thrown weapon like a grenade. If you fail the Test, the attack misses and Scatters (p,186). If you succeed, the explosion is centered on your target.

If you are measuring distance, the Blast rating determines the radius of the explosion in metres. Anyone inside this radius is hit by the attack.

If you are targeting a Mob or using a simplified theater of the mind approach, the number of nearby individuals hit by the explosive is equal to half the Blast rating.

You cannot Shift to increase the damage of a Blast weapon. If you inflict a Critical Hit with a Blast weapon, the effects apply to all targets hit by the attack.

BLAST		
Blast Rating	Mob Targets	Examples
2	1	Micro Grenade
6	3	Frag Grenade
10	5	Frag Missile
20	10	Battle Cannon Shell
30	15	Quake Cannon Shell

Brutal

Brutal weapons inflict appalling, traumatic wounds. When you roll Extra Damage Dice for a Brutal weapon:

- Results of 1 and 2 inflict 0 Damage.
- Results of 3 and 4 inflict 1 Damage.
- Results of 5 and 6 inflict 2 Damage.

Force

Psykers can channel the power of the Warp through the etheric circuit patterns and psycho-reactive materials of these weapons.

If you have the **PSYKER** Keyword, you may add half of your (Wil) Rating to a Force weapon's Damage Value. If you don't have the **PSYKER** Keyword, a Force weapon's damage is decreased by 2.

Flamer

Flamers spew a stream of burning chemical liquid. The flowing torrent of flame can be guided by the wielder of a Flamer to set multiple foes ablaze.

Attacks made with a Flamer ignore cover. If you hit a target with a Flamer, blazing liquid fills the space between you and your target in a straight line. Anything in that line is also hit by the attack.

You can Shift when you make a ranged attack Test with a Flamer to arc the stream of burning chemicals a number of metres equal to your Ballistic Skill Rating. Anything in this arc is hit by the attack.

Whenever you hit multiple targets, roll damage once and apply that damage to all targets. Any target may attempt to reduce the damage using the rules for Dodging Area Effect Attacks on p.186.

A weapon with the Flamer Trait is considered to have the Inflict (*On Fire*) Trait.

Heavy (X)

Large and cumbersome weapons are difficult to wield accurately and effectively.

You must have a Strength equal to the Heavy weapon's rating to fire it normally. All attacks with a Heavy weapon are made with a +2 DN penalty if you do not meet the minimum Strength, and rolling a Complication as part of an attack knocks you *Prone* in addition to any other effects.

Taking the Brace (p.189) Action or securing a Heavy weapon to something like a tripod negates the Heavy Trait.

Inflict (Condition)

These weapons are designed to harm the target in cruel and unusual ways.

Every Inflict weapon has a Condition that it imposes on the target if it deals a Wound. For example, if a weapon with Inflict *(On Fire)* deals a Wound to a target, the target is *On Fire*.

If an Inflict weapon has a number, that number determines the number of any Test made to remove the Condition. For example, if a weapon with Inflict *(Poisoned 4)* Wounds a target, they are *Poisoned*, and the target would need to make a DN 4 Toughness Test to recover at the beginning of their next turn.

Kustom

You can replace this weapon Trait with any other Weapon Trait of your choice when you acquire a weapon with this Trait. If the Trait you select has a Rating (X), roll 1d3 to determine the Rating.

Melta

The sub-atomic bursts that spew from these weapons melt flesh and reduce armour to slag.

When you roll Extra Damage Dice for a Melta weapon fired at Short Range:

- Results of 1 and 2 inflict 0 Damage.
- Results of 3 and 4 inflict 1 Damage.
- Results of 5 and 6 inflict 2 Damage.

When you roll Extra Damage Dice for a Melta weapon fired against a vehicle or fortification at Short range:

- Results of 1, 2 and 3 inflict 1 Damage.
- Results of 4, 5 and 6 inflict 2 Damage.

Parry

You can use these weapons to deflect blows.

You gain +1 Defence against melee attacks while wielding a Parry weapon.

Pistol

Built light to be drawn quickly and used in close quarters.

Pistols can be fired while Engaged (p.184).

Rad (X)

The dangerous radioactive materials fired by these weapons irrevocably damage flesh.

When you roll Extra Damage Dice for a Rad weapon, you add the Rating to the results of the dice.

Example: *Sara fires a Radium Pistol at a Combat Servitor. She hits, and Shifts an Exalted Icon for an additional Extra Damage Die. She rolls the 2 ED with the following results: 2, 4. Just one Icon, so one extra Damage.*

Because the Radium Pistol is Rad (2), she adds 2 to the result of each ED, meaning her final results are: 4, 6. An Icon and an Exalted Icon for 3 extra Damage!

Rapid Fire (X)

These weapons are capable of quickly unleashing a hail of death at close range.

If you hit with a Rapid Fire weapon at Short Range, you gain Extra Damage Dice equal to the weapon's Rapid Fire rating.

Reliable

A rugged and easily maintained weapon.

You can ignore the first Complication related to this weapon per scene. Tests made to repair or maintain Reliable weapons are made with +1 bonus die.

Rending (X)

These powerful weapons punch through armour.

When you Shift an Exalted Icon as part of an attack with a Rending weapon, the weapon's AP improves by the Rending rating for that attack.

Example: *Fian fires his Shuriken Pistol at a Genestealer. Normally, a Shuriken Pistol has AP 0. Fian's shot hits, and he Shifts an Exalted Icon for an additional Extra Damage Die. Because he Shifted an Exalted Icon, the Shuriken Pistol's Rending (3) activates, meaning that for this attack the pistol has AP -3!*

Silent

These stealthy weapons are designed to deal damage as quietly as possible.

When a weapon with this Trait is used as part of an attack, your Stealth Score is only reduced by 2.

Sniper (X)

Weapons optimised for high accuracy over long range.

When you Aim with a Sniper weapon you gain an additional + 1 bonus die to the attack, and gain +ED equal to the weapon's Sniper rating.

Spread

These wide-bore weapons wreak havoc on closely packed combatants.

When fired at Short Range, a Spread weapon can hit any number of targets as long as they are all within 3 metres of one another. When you fire a Spread Weapon at a Mob you gain +3 bonus dice.

Example: *Kira aims her Shotgun, waiting for the two Khornate Cultists charging her to get into Short Range. She fires, and as the two Cultists were close together and her weapon has Spread, the GM rules that both of them are hit by the wide blast of shot.*

Enemies in a Mob are assumed to be close together; if the Khornate Cultists had been in a Mob, Kira would have gained +Rank bonus dice, potentially hitting more targets.

Supercharge

The super-heated matter plasma weapons fire can be overcharged with undeniably deadly results for the target and, occasionally, the wielder.

You can choose to fire a weapon with this Trait in Supercharge mode. If you roll a Complication, you take 1d6 Mortal Wounds. If you hit, the weapon deals an additional +3 ED.

Unwieldy (X)

Whether unbalanced or too large, some weapons are harder to use.

Attacks made with Unwieldy weapons have their DN increased by an amount equal to their Unwieldy rating.

Waaagh!

Ork weapons defy understanding; they break the laws of mechanics and physics, but a Greenskin's beliefs make them all the more deadly.

If you are an Ork, you gain +1 bonus die to attacks with a WAAAGH! weapon. If you are also Wounded (p.193), you deal an extra +1 ED.

Warp Weapons

Powered by psychic energy, xenos technology, or the raw force of Chaos, few can face these ungodly weapons and emerge unharmed.

A Warp Weapon has a Damage value equal to the target's Total Resilience –4, unless the weapon's listed Damage is higher.

MELEE WEAPONS

Knife

From a grox butcher's chopper to an assassin's stiletto, any number of small bladed weapons can qualify as a 'Knife'. This includes any blades that may be affixed to a weapon as a bayonet.

Astartes Combat Knife

This large, exceptionally sharp blade is carried by many Space Marines as part of their standard issue armament. Similar in size to a regular Human's short sword, this knife has a monomolecular edge that never dulls and always cuts true.

Sword

As ancient and varied as the Imperium of Man itself, Swords of all shapes and sizes can be found throughout the war-torn universe.

Mono Knife

These sturdy blades are forged from high quality materials and honed to a monomolecular edge capable of slicing through even thin metals with ease.

Industrial Bludgeon

These weapons are repurposed tools forged for heavy industry such as mining, smelting, or construction. Brutish implements designed to wrench, torque, snap, clamp, or carve through plasteel, they prove quite effective when turned against flesh and bone.

Chain Weapons

Behold! When the roar of the Chainblade fills your heart, the time has come to rise. For that is the cry of good men, standing against the darkness!

—Rellion Sheld, Ministorum Priest

Overt in their savage appearance and the grating roar the emit when activated, chain weapons chew through armour and rend flesh with violently spinning chains of serrated metal teeth.

Chain Bayonet

At the cost of a dramatic increase in a rifle's weight, an underslung Chain Bayonet can offer a swift and gory end to any foes that close upon its wielder.

PSYKANA MERCY BLADE

Sanctioned Psykers are provided with a sharp blade, a last resort for those whose powers go beyond their control. Should the unfortunate face the tragedy of imminent daemonic possession, the blade offers them a last, merciful escape. Vigilante 'Witch Hunters' operating across the Gilead System see these blades as a great prize, and flaunt these spoils of their hunts when in private.

A Psykana Mercy Blade has the same profile as a Knife, but has AP –1 and the ADEPTUS ASTRA TELEPATHICA Keyword.

MELEE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Knife	(S) +2	2	–	Thrown S x 4		2	Common	BLADE, [ANY]
Astartes Combat Knife	(S) +3	2	–1	–	Reliable	3	Uncommon	BLADE, ADEPTUS ASTARTES
Sword	(S) +3	3	–	–	Parry	3	Common	BLADE, [ANY]
Mono Knife	(S) +3	2	–1	–	Rending (1)	3	Uncommon	BLADE, IMPERIUM, SCUM
Industrial Bludgeon	(S) +4	2	–	–	Brutal, Unwieldy (1)	3	Uncommon	[ANY]

CHAIN WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Chain Bayonet	(S) +4	1	–	–	Brutal	3	Rare	CHAIN, IMPERIUM, CHAOS
Chainsword	(S) +5	4	–	–	Brutal, Parry	4	Uncommon	CHAIN, AELDARI, IMPERIUM, CHAOS
Chainaxe	(S) +5	5	–	–	Brutal, Rending (1)	5	Rare	CHAIN, CHAOS
Eviscerator	(S) +6	6	–4	2	Brutal, Unwieldy (2)	6	Rare	CHAIN, 2-HANDED, ADEPTUS ASTARTES, ADEPTUS MINISTORUM, ADEPTA SORORITAS, POWER FIELD
Chain Fist	(S) +7	6	–4	–	Brutal, Unwieldy (3)	10	Very Rare	CHAIN, POWER FIELD, IMPERIUM, CHAOS, ADEPTUS ASTARTES

EXOTIC MELEE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Whip	(S) +1	1	–	4	Agonising	2	Common	PRIMITIVE, [ANY]
Neural Whip	(S) +3	2	–2	4	Agonising	5	Rare	EXOTIC, ADEPTA SORORITAS
Shock Whip	(S) +4	2	–	4	Agonising, Rending (2)	4	Very Rare	EXOTIC, [ANY]
Shock Maul	(S) +4	4	–1	1	Agonising, Brutal	5	Uncommon	EXOTIC, ADEPTUS ARBITES

FORCE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Force Stave	(S) +4	2	–1	2	Brutal, Force	2	Uncommon	FORCE, AELDARI, 2-HANDED, INQUISITION, ADEPTUS ASTARTES, ADEPTUS ASTRA TELEPATHICA
Force Sword	(S) +5	4	–3	–	Force, Parry	6	Rare	FORCE, AELDARI, INQUISITION, ADEPTUS ASTARTES
Force Axe	(S) +5	5	–2	–	Force	6	Very Rare	FORCE, INQUISITION, ADEPTUS ASTARTES
Nemesis Daemon Hammer	(S) +8	6	–3	2	Brutal, Force, Unwieldy (2)	10	Unique	FORCE, 2-HANDED, INQUISITION, ADEPTUS ASTARTES

POWER WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Death Cult Power Blade	(S) +5	4	–2	–	Parry	6	Very Rare	POWER FIELD, IMPERIUM, ADEPTUS MINISTORUM
Power Sword	(S) +5	4	–3	–	Parry	6	Rare	POWER FIELD, IMPERIUM, AELDARI
Omnissian Axe	(S) +5	5	–2	2	–	6	Very Rare	POWER FIELD, 2-HANDED, ADEPTUS MECHANICUS
Power Axe	(S) +5	5	–2	–	Rending (1)	6	Rare	POWER FIELD, IMPERIUM, ADEPTUS ASTARTES ADEPTUS MECHANICUS, AELDARI
Power Fist	(S) +5	5	–3	–	Brutal, Unwieldy (2)	8	Very Rare	POWER FIELD, IMPERIUM, ADEPTUS ASTARTES
Thunder Hammer	(S) +8	6	–3	2	Brutal, Unwieldy (2)	9	Unique	POWER FIELD, 2-HANDED, IMPERIUM, ADEPTUS ASTARTES, INQUISITION

AELDARI MELEE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Singing Spear	(S) +6	5	–	2m Thrown*: S x 5	Assault, Force, Warp Weapon	11	Unique	FORCE, AELDARI, ASURYANI
Witchblade	(S) +6	5	–	–	Force, Parry, Warp Weapon	9	Very Rare	FORCE, AELDARI, ASURYANI
Void Sabre	(S) +5	4	–3	–	Brutal, Parry	6	Very Rare	POWER FIELD, AELDARI, ANHRATHE

ORK MELEE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Choppa	(S) +3	3	–	–	Reliable, Waaagh!	2	Common	BLADE, ORK
Weirdboy Staff	(S) +4	1	–1	2	Force, Waaagh!	5	Very Rare	FORCE, 2-HANDED, ORK
Chain Choppa	(S) +5	4	–	–	Brutal, Waaagh!	5	Very Rare	CHAIN, ORK
Big Choppa	(S) +5	5	–1	–	Waaagh!	4	Rare	BLADE, 2-HANDED, ORK
Power Klaw	(S) +6	5	–3	1	Brutal, Unwieldy (3), Waaagh!	8	Very Rare	POWER FIELD, ORK

Chainsword
Despite their brutal appearance and distinctive rasping roar, Chainswords — sometimes referred to as 'Chainblades' — require training to be most effective. A duel between two trained Chainsword wielders is a sight to behold, as they alter the speed and direction of the spinning teeth to counter, parry, and ultimately overcome their opponent with savage grace.

Chainaxe
Combining the tearing action of a Chainsword with the force of an axe swing, Chainaxes can be found in the hands of the most brutal warriors, cutting swathes of grizzly carnage through screaming victims.

Eviscerator
Carried into battle by fanatics and repentants, an Eviscerator is a Chainsword writ large and installed with a primitive power field. A single swing can cut through mobs of the wicked and the damned in a spraying fountain of serrated, screaming teeth.

Chain Fist
Designed for use in void ship boarding actions, these upgraded Power Fists sport an underslung Chainblade that proves just as capable of tearing through reinforced fortifications and vehicles as void ship bulkheads.

Exotic Melee Weapons
Those whips, those Emperor damned whips! I'll take a shiv to the stomach any day over another lashing from the warden. I know strong lads lost to madness by the touch of those damned whips!

—Karl 'The Tooth' Hylec, Skaelas Penal Colony Militia

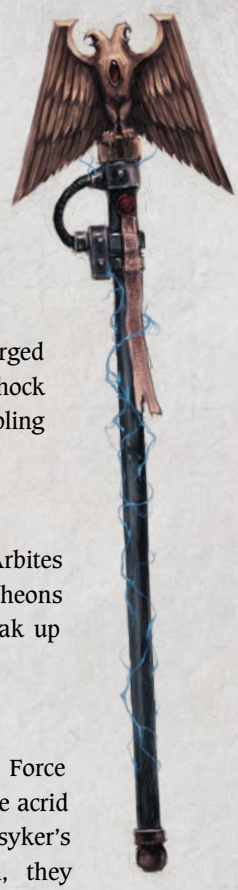
Unusual weapons that require specific training to master or are notably rare, these weapons turn heads and mark the wielder out.

Whip
Made from all manner of hide, rope, or other exotic materials, the primitive Whip can be found across the universe in the hands of animal handlers and slave drivers alike.

Neural Whip
Made of psycho-conductive materials, these lengthy crackling whips send agonising neuronic feedback coursing through flesh, right into the pain centre of the brain.

Shock Whip
A length of conductive material charged by a power cell in the hilt makes a shock whip spark and crack with muscle-crippling electricity.

Shock Maul
The judges and enforcers of the Adeptus Arbites use these electrified bone-breaking truncheons to render suspects unconscious and break up unlawful gatherings.



Force Weapons
In the hands of an attuned Psyker, Force weapons crackle with power and emit the acrid stench of the Warp. Drawing upon a Psyker's intimate connection to the Empyrean, they channel devastating immaterial energies directly into their target, shattering minds and sundering flesh with every blow.

You must have the **PSYKER** Keyword to optimally wield a force weapon. If you don't have the **PSYKER** Keyword, a weapon's Force Trait doesn't function and its Damage is reduced by 2.

Force Stave
Force Staves are laced with a complex psy-matrix that allows them to act as a psychic battery, storing psychic energy that can be released with brutal efficiency.

Force Sword
Combine the elegance of a well-forged blade with the psy-enhancing circuitry and immaterially-powered destruction of other force weapons and you have a Force Sword; an item of truly spectacular power in the hands of a trained Psyker.

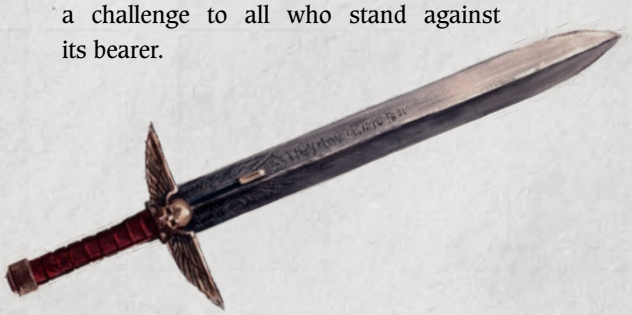
Force Axe
These alloyed axe blades incorporate a serpentine pattern known as a psi-matrix that directs concentrated psychic energy, magnifying the power of its wielder's blows.

Nemesis Daemon Hammer
Wielded amongst the psychically-gifted Inquisitors of the enigmatic Grey Knights, these slow but mighty weapons smite with both physical and psychic energies.

Power Weapons
Rare and revered, power weapons resemble mundane but well-crafted weapons when dormant. When ignited, a crackling field of pale-blue energy is projected along the weapon's edge, emitting a sinister hum and the sharp smell of burning ozone as it rips apart matter on impact.

Death Cult Power Blade
Carried by Death Cult assassins, these slender blades may lack the reach and weight of other power weapons, but the energy fields they project are just as capable of scything through matter.

Power Sword
Rare weapons reserved for heroes of renown and officers of great endeavour, the energy arcing along the edge of a Power Sword is both a warning and a challenge to all who stand against its bearer.



Omnissian Axe
Symbolic of the power of the Machine God, the Omnissian Axe is emblazoned with Mechanicus icons and cogwheel iconography.

Power Axe
A Power Axe cuts with the force of a lightning bolt, cleaving through armour and sundering limb from body like a woodcutter splitting logs.

Power Fist
The power field generator within this heavy, mechanised gauntlet wreathes it in energy, granting the wearer the tactile sensation of ripping through ceramite and adamantium plate as if they were paper.

Thunder Hammer
The supreme close combat weapon of the Adeptus Astartes, a blow from a Thunder Hammer shatters armour and liquefies the flesh beneath.

Aeldari Melee Weapons
I will bleed many times in service to my temple. You will bleed but once.
—Ullian Veyz, Aspect Warrior of Craftworld Iyanden

Carved from bone or grown from crystal, Aeldari melee weapons are elegant instruments that facilitate the inhumane dance of death the Aeldari are renown for.

Singing Spear
Singing Spears are jewel-encrusted lengths of gleaming silver metal that hum and vibrate in the hands of an Eldar Psyker. When hurled, they fly and strike with shocking precision before snapping back to the thrower's hand in a glimmering flash.

Void Sabre
Crafted from tainted spars of wraithbone, plucked from the carcass of a fallen Craftworld or stolen from one that yet endures, these blades project a cutting field of compacted anguish that carves apart plasteel with ease. Amongst the more brutal Corsair bands, the wielder of such an accursed weapon is held in great esteem, but is forever damned in the eyes of their Craftworld kin. Any Tests made as part of social interactions with an individual with the ASURYANI Keyword suffer a +4 DN penalty.

Witchblade
Carried by Warlocks and Farseers, Witchblades channel their wielder's psychic energies to slice through physical and Warp-born matter easily.

Ork Melee Weapons
I made dis one outta some spare Gorkanaut bitz. The Mekboy wasn't happy 'bout it but I crumped him till he let me 'ave a piece.
—Gazgut 'Toe Smasher', Freebooter Minder

Ork melee weapons are as brutal and effective as their Greenskin owners. Custom built, heavily modified, and hand painted, many Orks have a downright unhealthy obsession with their favourite blood spiller, to the point where warbands have fought battles over the theft of a prized Choppa.

Choppa
Often the first weapon a young Ork ever wields, Choppas are simple weighty blades that combine with an Ork's natural strength to reduce enemy infantry to a grizzly pulp.

Weirdboy Staff
Strange assemblages of copper pipes, glass bulbs, and jangling fetish objects, Weirdboy Staffs grant Ork Psykers a modicum of control over their legendarily unpredictable powers.

Chain Choppa
A crude approximation of Imperial weapons, Chain Choppas are poorly maintained, fuel guzzling weapons that emit a grating roar and chew through targets in a staggering display of industrialised brutality.

Big Choppa
Massive lumps of metal swung with both hands, Big Choppas are impossibly varied in appearance and material construction, but the end result of their use in the hands of an angry Ork are always dramatic.

Power Klaw
These bulky pincers use hydraulic motors to force a set of brutish claws, each shrouded by a sizzling power field, around the unfortunate target, crushing and scything through them with unrelenting force.

RANGED WEAPONS

The first step to winning a knife fight is buying a big gun.
—Yulik Kar, Underhive Scum

Bolt Weapons
Thundering with the righteous fury of the God-Emperor himself, bolt weapons promise a swift and bloody end to the enemies of the Imperium. Firing armour piercing micro-missiles the size of ration cans, these fearsome firearms are synonymous with the Adeptus Astartes, who have wielded them for millennia.

Bolt Pistol
All the shock and awe of a fully fledged bolt weapon within a compact casing. Assault specialists facing off against dangerous foes or officers looking to make a fearsome statement favour these powerful and compact weapons.

Heavy Bolt Pistol
These huge handguns were forged to fit the prodigious palms of the Primaris Astartes, dwarfing other pistols in terms of size and destructive potential.

Boltgun
Though cumbersome in the hands of lesser mortals, Boltguns — sometimes simply called 'Bolters' — were built for Astartes. These all-purpose rifles are extensions of a Space Marine's body.

Bolt Rifle
Crafted by Archmagos Dominus Belisarius Cawl, the Mark II Bolt Rifle is the warforged evolution of the Astartes' most iconic armament. Firing high calibre bolts with enhanced range and armour penetration, these oversized Boltguns are already birthing legends that compete with their long-venerated ancestors.

Storm Bolter
A double-barrelled Bolter, with all the ammo reserves and prodigious weight that entails. Storm Bolters bring to bear a torrent of bellowing bolts capable of rending annihilation.

Assault Bolter
Mag-shielded and auto-loading for maximum destructive potential, the Assault Bolter is an unrelenting instrument of ultraviolent death found at the spearhead of Primaris Astartes formations.

BOLT WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Bolt Pistol	10	1	–	6	12	18	1	Brutal, Pistol	4	Uncommon	BOLT, IMPERIUM
Heavy Bolt Pistol	10	1	–1	6	12	18	1	Brutal, Pistol	7	Very Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Boltgun	10	1	–	12	24	36	2	Brutal, Rapid Fire (2)	6	Uncommon	BOLT, IMPERIUM
Bolt Rifle	10	1	–1	15	30	45	2	Brutal, Rapid Fire (2)	7	Very Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Storm Bolter	10	1	–	12	24	36	4	Brutal, Heavy (3), Rapid Fire (3)	6	Rare	BOLT, IMPERIUM
Assault Bolter	12	2	–1	9	18	27	3	Assault, Brutal, Rapid Fire (2)	8	Very Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Heavy Bolter	12	2	–1	18	36	54	3	Brutal, Heavy (4), Rapid Fire (4)	6	Uncommon	BOLT, IMPERIUM

LAS WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Laspistol	7	1	–	6	12	18	1	Pistol, Reliable	3	Common	LAS, IMPERIUM
Hot-Shot Laspistol	7	1	–2	3	6	9	1	Pistol, Reliable	6	Rare	LAS, IMPERIUM, ASTRA MILITARUM
Master-Crafted Laspistol	10	1	–	6	12	18	1	Pistol, Reliable	6	Very Rare	LAS, IMPERIUM
Lasgun	7	1	–	12	24	36	2	Rapid Fire (1), Reliable	3	Common	LAS, IMPERIUM
Hot-Shot Lasgun	7	1	–2	9	18	27	2	Rapid Fire (1), Reliable	6	Rare	LAS, IMPERIUM, ASTRA MILITARUM
Hot-Shot Volley Gun	10	1	–2	12	24	36	4	Heavy (4), Reliable	6	Rare	LAS, IMPERIUM, ASTRA MILITARUM
Long Las	10	1	–	18	36	54	0	Sniper (1), Reliable	6	Uncommon	LAS, IMPERIUM, ASTRA MILITARUM
Lascannon	18	3	–3	24	48	72	1	Heavy (8), Reliable	9	Uncommon	LAS, IMPERIUM

PLASMA WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Plasma Pistol	15	1	–3	6	12	18	1	Pistol, Supercharge	6	Rare	PLASMA, IMPERIUM
Plasma Gun	15	1	–3	12	24	36	2	Rapid Fire (1), Supercharge	6	Rare	PLASMA, IMPERIUM
Plasma Cannon	15	2	–3	18	36	54	3	Heavy (8), Supercharge	7	Very Rare	PLASMA, IMPERIUM

MELTA WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Inferno Pistol	16	1	–4	3	6	9	1	Melta, Pistol	6	Very Rare	MELTA, IMPERIUM, ADEPTUS ASTARTES, ADEPTA SORORITAS
Meltagun	16	2	–4	6	12	18	1	Asault, Melta	6	Uncommon	MELTA, IMPERIUM
Multi-Melta	16	3	–4	12	24	36	1	Heavy (8), Melta	7	Rare	MELTA, IMPERIUM

PROJECTILE WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Autopistol	7	1	-	6	12	18	2	Pistol	3	Common	PROJECTILE, IMPERIUM, SCUM
Hand Cannon	9	1	-	6	12	18	1	Pistol	4	Common	PROJECTILE, IMPERIUM, SCUM
Autogun	7	1	-	12	24	36	3	Rapid Fire (1)	3	Common	PROJECTILE, IMPERIUM, SCUM
Stubber	7	1	-	6	12	18	1	Pistol	2	Common	PROJECTILE, IMPERIUM, SCUM
Needle Pistol	8	2	-	6	12	18	1	Agonising, Inflict (*Poisoned 4*) Pistol, Silent	6	Very Rare	NEEDLE, IMPERIUM
Stubcannon	9	1	-	9	18	27	1	Brutal	3	Common	PROJECTILE, IMPERIUM, SCUM
Shotgun	8	1	-	6	12	18	1	Assault, Spread	3	Common	PROJECTILE, IMPERIUM, SCUM
Combat Shotgun	9	1	-	6	12	18	2	Assault, Rapid Fire (1), Spread	3	Uncommon	PROJECTILE, IMPERIUM,
Astartes Shotgun	10	1	-	6	12	18	2	Assault, Spread, Reliable	6	Rare	PROJECTILE, IMPERIUM, ADEPTUS ASTARTES
Needle Rifle	8	2	-	14	28	42	2	Agonising, Silent, Inflict (*Poisoned 4*)	6	Very Rare	NEEDLE, IMPERIUM

PROJECTILE WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Heavy Stubber	10	2	-	18	36	54	3	Heavy (4)	5	Uncommon	PROJECTILE, IMPERIUM, SCUM
Astartes Sniper Rifle	10	1	–	18	36	54	0	Sniper (2), Silent	6	Uncommon	PROJECTILE, IMPERIUM, ADEPTUS ASTARTES
Assault Cannon	14	2	–1	12	24	36	6	Heavy (8)	6	Uncommon	PROJECTILE, IMPERIUM, ADEPTUS ASTARTES
Autocannon	16	1	–1	24	48	72	3	Heavy (8)	5	Common	PROJECTILE, IMPERIUM

FLAME WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Hand Flamer	7	1	–	3	6	9	1	Flamer, Pistol	5	Uncommon	FIRE, IMPERIUM
Flamer	10	1	–	4	8	12	1	Assault, Flamer	5	Uncommon	FIRE, IMPERIUM
Heavy Flamer	12	2	–1	4	8	12	2	Flamer, Heavy (6)	5	Uncommon	FIRE, IMPERIUM

ADEPTUS MECHANICUS RANGED WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Arc Pistol	14	1	–1	6	12	18	1	Arc (2), Pistol	5	Rare	ARC, ADEPTUS MECHANICUS
Radium Pistol	7	1	–	6	12	18	1	Pistol Rad (2)	6	Rare	PROJECTILE, ADEPTUS MECHANICUS
Galvanic Rifle	10	1	–	15	30	45	2	Rapid Fire (1), Rending (1)	5	Rare	PROJECTILE, ADEPTUS MECHANICUS
Arc Rifle	14	1	–1	12	24	36	2	Arc (2), Rapid Fire (1)	6	Rare	ARC, ADEPTUS MECHANICUS
Radium Carbine	7	1	–	9	18	27	3	Assault, Rad (2)	6	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Volkite Blaster	14	2	–	12	24	48	2	Blast (2) Heavy (4), Inflict (*On Fire*), Rapid Fire (2)	11	Unique	ADEPTUS MECHANICUS, FIRE

GRENADE & MISSILE WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Frag Grenade	10	4	-	(S) x4m or as Launcher			-	Blast (6)	2	Common	EXPLOSIVE, IMPERIUM
Plasma Grenade	10	5	–1	(S) x4m or as Launcher			-	Blast (6)	5	Very Rare	EXPLOSIVE, AELDARI
Krak Grenade	14	5	–2	(S) x4m or as Launcher			-	Blast (4)	4	Uncommon	EXPLOSIVE, IMPERIUM
Militarum Tempestus Grenade Launcher	Uses the profile of the Grenade fired			14	28	42	-	Assault	6	Uncommon	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Frag Missile	12	5	-	-	-	-	-	Blast (10)	4	Common	EXPLOSIVE, IMPERIUM
Krak Missile	16	6	–2	-	-	-	-	Blast (4)	6	Common	EXPLOSIVE, IMPERIUM
Missile Launcher	Uses the profile of the Missile fired			24	48	72	-	Heavy (6)	4	Common	EXPLOSIVE, IMPERIUM
Cyclone Missile Launcher	Uses the profile of the Missile fired			18	36	54	-	Heavy (8)	11	Very Rare	EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES

AELDARI RANGED WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Lasblaster	7	1	–	12	24	36	4	Assault	5	Very Rare	LAS, AELDARI
Shuriken Catapult	10	1	–	6	12	18	3	Assault, Rending (3)	6	Rare	SHURIKEN, AELDARI, ASURYANI
Shuriken Pistol	10	1	–	6	12	18	2	Pistol, Rending (3)	6	Rare	SHURIKEN, AELDARI, ASURYANI
Ranger Long Rifle	10	1	–	18	36	54	0	Sniper (4)	7	Very Rare	LAS, AELDARI
Fusion Gun	16	2	–4	6	12	18	1	Assault, Melta	6	Very Rare	MELTA, AELDARI

ORK RANGED WEAPONS

Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Slugga	10	1	-	6	12	18	1	Pistol, Waaagh!	3	Common	PROJECTILE, ORK
Shoota	10	1	-	9	18	27	2	Assault, Waaagh!	4	Uncommon	PROJECTILE, ORK
Burna	10	1	-	4	8	12	1	Assault, Flamer	5	Uncommon	FIRE, ORK
Big Shoota	12	2	-	18	36	54	3	Assault, Waaagh!	5	Uncommon	PROJECTILE, ORK
Snazzgun	12	2	-2	12	24	36	3	Heavy (4), Kustom	8	Unique	ORK

ORK RANGED WEAPONS											
Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Rokkit Launcha	16	1d3	–2	12	24	36	-	Assault, Blast (4)	7	Rare	EXPLOSIVE, ORK
Stikkbomb	9	5	-	(S) x 4m or as Launcher			-	Blast (6)	2	Uncommon	EXPLOSIVE, ORK

Heavy Bolter

The outsized brother of the cousin, these heavy weapons are as terrifying as one would expect. With sustained fire these huge guns can reduce heavily armoured infantry and light vehicles to naught but unrecognizable chunks of smouldering ruin.

BOLTS OF LIGHT

As appropriate for weapons designed by the God-Emperor and wielded by his Angels of Death, bolt weapons are often viewed with reverence and awe by Imperial citizens. Many Bolters have long and storied histories, meticulously recorded by obsessive zealots. Discarded bolt casings were once sold as sacred relics to the pilgrims of Enoch, and are still a valuable currency. As such, any warrior wielding a bolt weapon should be prepared for the envious glances and pointed questions of their peers.

CHARGE PACKS

One of the unique strengths of Las weaponry is their versatile charging. Las Charge Packs can be refilled by connecting to most Imperial Standard power sockets; a blessing during the Gilead System's ammo drought. In addition, the pack's thermal cells can be exposed to light, heat, and even naked flame to charge, though doing so shortens the pack's lifespan and risks upsetting a weapon's machine spirit.

Las Weapons

Firing focused beams of searing light across even the darkest battlefield, the ubiquitous Las weaponry of the Imperium embodies the self-righteous spirit of Humanity. Like their wielders, what Las weapons lack in individual might, they more than make up for in durability, variety, and overwhelming numbers.

Laspistol

Small, easy to handle and reliable, Laspistols are the go-to sidearm for countless souls. The snapping retort of the humble Laspistol can be heard echoing across the battlefields and back alleys of the Imperium, often serving as the final holdout for the great and small. One final spark to fight back the darkness.

Hot-Shot Laspistol

Also called 'Hellpistols', these upgraded Las weapons trade superior firepower for range and bulk. Crucially, the battery pack for a Hellpistol can be worn in a sling or belt rig. Their compact size leaving one hand free makes Hellpistols popular among officers and warriors who prefer to see the fear in their enemies eyes up close and personal.

Master-Crafted Laspistol

Boasting baroque carvings, rare materials, and poetic names, these upgraded Laspistols are as much about beauty as stopping power, and they have both in spades. Specially commissioned by status conscious nobles and success-blessed gunslingers alike, these weapons are designed to silence matters of personal dispute, in a quick, civilised, and decisive manner.

Lasgun

Lasguns are the most widely manufactured and modified of Humanity's weapons. While the standard issue Mars Pattern Lasgun can be found all across the Imperium, near countless other patterns exist. Despite their unique eccentricities, all of these doughty rifles share a common ancestry.

Hot-Shot Lasgun

By removing several safety mechanisms and forcing a more intense stream of light through a reinforced barrel, the Hot-Shot Lasgun or 'Hellgun' is born. Hot-Shot Lasguns spout searing beams of blinding light that punch through reinforced plasteel and flesh. Yet this increased power reduces the weapon's effective range and necessitates bulky power packs. Hot-Shot Lasguns are often carried by heavily armoured shock troops, specifically tasked with storming fortified positions.

Hot-Shot Volley Gun

Two Hellguns twin-linked with an alternating fire system, the Hot-Shot Volley Gun is a weighty, deadly weapon designed to unleash a staggering stream of unrelenting firepower. A Hot-Shot Volley Gun produces a keening howl when unleashed, ionising the air as they punch through their targets. Savvy wielders of these devastating weapons often wear photovisors to protect their eyesight from permanent retinal scarring.

Long Las

Manufactured for enhanced range, meticulously fine tuned for accuracy, and powered by single-fire hot-shot magazines, a Long Las is the preferred sniper of the trained Imperial hunter. In the right hands and with the right target, a single Long Las can silence the corrupting demagogue, break an entrenched frontline, or halt a planet-wide uprising before it begins.

Lascannon

Unwieldy cannons powered by oversized charge packs that thrum with destructive potential, Lascannons are the Imperium's mass produced answer to the armoured terrors of the galaxy. Most often mounted to vehicles or in static defensive positions, they can nonetheless be mobilised by a trained fireteam of two Humans, or one exceptional individual, such as a Space Marine.

Projectile Weapons

You can toss all that fancy tech in the chemspill. All a real man needs to get the job done are eight cylinders and enough slugs to fill 'em.
—Cyrus Abbot, Bounty Hunter of Hive Tuturo

Primitive in design and principle, slug-throwers predate even the Dark Age of Technology. Using chemical accelerants to fire metallic slugs of all shapes and sizes, solid projectile weapons are effective implements of destruction despite their simplicity.

Autopistol

The distinctive rattling bark of an Autopistol fired in anger is an all-too-common sound in the back alleys of Imperial society. Firing smaller calibre rounds than an Autogun, one squeeze of the trigger can spray an entire magazine at an unsuspecting foe.

Hand Cannon

Various patterns for heavy, high-calibre pistols exist throughout the Imperium. Many scum refer to such weapons as 'hand cannons', due to the deafening report and devastating brute force damage they cause.

Autogun

Easy to make and simple to use, Autoguns are the weapon of choice on countless Imperial worlds. Their ruggedness and abundant ammunition make them ideal for hive gangs and other lowlife scum who delight in the noise and carnage of slinging hot lead.

Stubber

These oversized cylinder-fed revolvers have existed since as early as M2. They are easy to acquire and praised by traditionalists as reliable sidearms incapable of jamming.

Needle Pistol

Using elegant but rare and complex mechanisms, these easily concealed dart throwers combine baneful toxicants with laser technology to silently and discreetly dispatch foes.

Stubcannon

Taking the oversized Stubber to its logical conclusion, these outsized weapons fire large, readily available slugs that make their recipients feel distinctly unlucky.

Shotgun

Primitive even by the standards set by other slugthrowers, Shotguns provide significant and reliable stopping power at short range.

Combat Shotgun
Popular among Enforcers and Navy personnel, these automatic, magazine-fed shotguns are capable of laying down a suppressing wall of rending shot to subdue opponents.

Heavy Stubber
This large, belt-fed slugthrower is equally capable of laying down a formidable hail of suppressive fire and cutting through ranks of infantry.

Astartes Shotgun
Clip-fed, multi-action shotguns issued to Astartes Scouts, these weapons fire oversized shotgun shells and are capable of ripping doors from hinges and limbs from foes.

Needle Rifle
With extended barrels for greater range, these rare rifles deliver the same deadly poisons as Needle Pistols.

Astartes Sniper Rifle
Firing tiny darts of frozen neuro-toxin along a guiding beam of invisible laser-light, Astartes Sniper Rifles are nearly whisper quiet weapons that drop key targets with stealth and efficiency.

Assault Cannon
An Assault Cannon is a devastating anti-infantry weapon. With multiple rotating barrels, its astonishing rate of fire can decimate foes, but undisciplined use often leads to inopportune jamming.

Autocannon
The Autocannon is a widely-used heavy weapon, often pressed into service for anti-infantry or anti-aircraft purposes. Its heavy shells, long range, and high rate of fire makes it a versatile weapon in conflicts across the galaxy.

Plasma Weapons
Twice Vindictus here has taken offence to my orders. First was just a warning, she ruined my favourite Flak Coat. Second time she made her point, and liberated my favourite arm. I don't plan on offending her a third time.
—Elaine Mandrake, Enforcer

Barely understood, notoriously unstable, and yet widely used, plasma weapons are some of the most potent and dangerous weapons any dare to carry. Projecting pulses of superheated matter, they vaporise targets on impact — provided they don't misfire and do the same to their wielder first.

Plasma Pistol
Small enough to be used at close quarters, but with all the destructive capability of a fully fledged Plasma Gun, these rare weapons are normally seen in the hands of officers and close combat specialists who are willing to risk loss of limb for decisive firepower.

Plasma Gun
These hefty rifles sport distinctive heat sinks along their barrels that sizzle and glow distressingly with every punishing shot.

Plasma Cannon
Heavy, dangerous, and stretching the destructive limits of man portable weaponry. Each crackling blast burns brighter than the sun, igniting all in its path and cutting through flesh and steel like they were naught but air.

Melta Weapons
Ancient weapons that utilise sub-atomic reactions to generate tight beams of concentrated heat that rival the fury of a star, Melta weapons are rare and highly coveted weapons of absolute annihilation.

Inferno Pistol
The archeotech pattern of the Inferno Pistol is thought lost to time, making these handheld Melta weapons exceptionally prized. Most are heirlooms with storied pasts, handed down through generations.

Meltagun
Also known as a 'cooker' or 'Fusion Gun', this bulky, rifle-sized Melta weapon finds its use on the frontlines, cracking open fortifications and heavy vehicles with ease. The distinctive hiss of boiling air and the follow uproar of immolating plasteel has been the final obituary for countless tank crews.

Multi-Melta
The Multi-Melta is the largest infantry mobile Melta weapon in service. Its dual barrels birth a wider and longer-ranged beam of devastation that reduces targets to pools of smouldering slag.

Flame Weapons
You ever notice Orks smell different when they're burnin'? Must be cause they're made of different stuff, ya know? I swear, sets my stomach rumblin' every damned time.
—Lt Hal 'Kisses' Silo, Gilead Gravediggers, Weapon Specialist

Hand Flamer
Common among acolytes of the Inquisition and Redemptionist adherents, this is a pocket-sized inferno just waiting to be unleashed, with its only limit on potential carnage being its shallow fuel reservoirs.

Flamer
A brutally simple mechanism; sticky, liquid Promethium is propelled down the barrel and across a steady pilot light. The stream of ignited liquid adheres to any surface it touches, melting flesh and plasteel.

Heavy Flamer
Often sporting multiple barrels and hefty tanks to fuel them, Heavy Flamers cast streaming arcs of liquid flame across the battlefield. They specialise in flooding trenches and buildings in an all-consuming nightmare of hellfire.

Adeptus Mechanicus Ranged Weapons
The arcane technological mysteries known only to the most pious of the Omnissiah's devout worshippers are manifest in these holy tools of war. The technology of Arc weapons has been almost entirely lost to time, and only few relics remain.

Arc Pistol
A miniaturised Arc weapon favoured by Skitarii Rangers, this handgun is capable of discharging violent outbursts of concentrated energy at close range.

Radium Pistol
As beautiful and ruinous as other Radium weapons, Radium Pistols are used almost exclusively by the Skitarii forces, to whom the cancerous touch of radiation is just another of the Omnissiah's blessings.

Galvanic Rifle
Harkening to ancient flintlock weapons, Galvanic Rifles fire electromagnetic, servitor-guided projectiles, each endowed with a savage machine spirit obsessed with inflicting maximum devastation to their target.

Arc Rifle
Powered by energy capacitors built in the dawn of the Imperium, these rifles fire crackling bolts of iridescent lightning that scorch flesh, overload neural impulses, and fry machinery with a single blast.

Radium Carbine
These baroque weapons fire a torrent of solid projectiles so hyper-irradiated that they birth horrifying radiation storms upon use, ripping apart the genetic structure of target and wielder alike.

Volkite Blaster
Archaic relics of past eras, Volkite weapons direct focused beams of inferno-strength heat over range to melt enemies from the inside out.

Grenade & Missile Weapons
Look, I don't care what blasted armour they have or how dug in they are. Give me and the boys the right explosives and we'll have that pass clear by dawn.
—Lieutenant Karah 'Boomstick' Korbec

Sometimes all the precision and skill in the universe simply cannot halt the overwhelming hoards of the heretic and xenos. At times like this, desperate warriors turn to more explosive methods.

Frag Grenade
Compact, easily manufactured, and so simple even the most disconnected feral worlder can use them; frag grenades are the anti-personnel explosive of choice across the Imperium.

Plasma Grenade
Terrifying potential in a small package, a Plasma Grenade is little more than a miniaturised plasma manifold rigged to violently overheat on command. The resulting ball of untethered annihilation is enough to make anyone think twice about even carrying these unstable grenades.

Krak Grenade
Comparable to Frag Grenades, but stuffed with excessive explosive agents and encased in a shaped charge casing. Designed to crack open fortifications and vehicles, they are most often affixed to their targets and detonated via timer or remote, though it is not unheard of for desperate soldiers to use them in a more traditional manner.

Militarum Tempestus Grenade Launcher
This drum-fed grenade launcher can lob explosives at a distance and rate that transforms a lowly soldier into a terrifying deathbringer. Powerful recoil may leave them bruised, their hearing may be permanently damaged, and lugging its hazardous ammunition causes other soldiers to give them a wide berth, but none deny wielding these destructive weapons is often intoxicating.

Frag Missile
At the core of this missile lies a bundle of concentrated anti-personnel explosives that detonate on impact, casting ragged flesh-shredding shrapnel across a wide area.

Krak Missile
These missiles are crowned with powerful shaped charges that punch through armoured targets with an ear-rupturing implosive force.

Missile Launcher
Simple in design, Missile Launchers are often little more than plasteel tubes with foolproof trigger mechanisms rigged to send their self-propelled payloads streaking towards their unfortunate targets.

Cyclone Missile Launcher
Equipped with fast-loading twin ammunition racks, this missile launcher was designed for Tactical Dreadnaught armour-clad Astartes, known as Terminators, to lay down an unrelenting barrage of explosive ruin upon enemies of the Imperium.

You load this weapon with 2 missile Ammo of the same type, and fire them both as one attack. Make the Ballistic Skill (A) Test as normal against a point in range. When calculating damage, treat this as a single attack with double the Damage value and ED of a single missile.

Weapon Patterns

Developed in aeons past or recovered from the hallowed recordings of Standard Template Constructs, weapon patterns are blueprints for building machines of war. Almost every Imperial weapon has several distinct patterns manufactured by the Adeptus Mechanicus, each changing core mechanisms to afford some advantage.

For example, the Voss Pattern Grenade Launcher has an identical profile to the Militarum Tempestus Pattern but has Range 12/24/36 and Value 5.

Aeldari Ranged Weapons

That is a weapon only by virtue of assaulting my senses. It is a misshapen lump of metal, twisted and bent against its will into a disrespectful abomination. I would never wish death at the hands of your Mon-keigh 'weapons' upon my greatest rival.

—Isengil, Craftworld Bonesinger

The Aeldari favour lightweight weapons of elegant design, whose form and function make even the finest Imperial weapon seem primitive and cumbersome.

Lasblaster
These laser-powered assault weapons use psychically attuned crystal prisms to focus brilliant beams of punishing light along their reflective barrels. When discharged, they lance clean through their targets in blood speckled display of chromatic beauty and annihilation.

Shuriken Catapult
These elegant rifles shear and fire hundreds of molecule-thick disks from their solid ammunition core in the blink of an eye, overwhelming foes in a storm of impossibly sharp projectiles that scythe through flesh and bone with ease.

Shuriken Pistol
With their ease of use and almost non-existent recoil, Shuriken Pistols are often seen in the hands of Aeldari for whom a precision burst of close range shurikens could guarantee victory.

Ranger Long Rifle
Laboriously grown and hand-sculpted by Aeldar Bonesingers, every Long Rifle is a work of exquisite art, perfectly designed for a sole Aeldari Ranger. Gyrostatic stabilisers eliminate any recoil, and enigmatic crystal technology casts coherent beams of deadly light across the battlefield with pinpoint accuracy.

Fusion Gun
Similar in function to Melta weapons, Fusion Guns hyper-agitate their target's molecules to terrifying effect. The resulting heat and energy causes instant immolation and the vaporisation of everything around the target.

Ork Ranged Weapons
'Dat is... da best... most nastiest... most flashy Shoota I've ever seen! It's shootin' SO MUCH DAKKA! I bet it's cuz da trigger is a Toof!
—Graznak, Ork Nob

I have concluded that Xenotech artefact Xl-Gamma-III is little more than a length of industrial piping, a plasteel drum containing loose ammunition, and a large Ork incisor in place of a trigger. As such, all reports of its effective use by the Greenskin menace have been labelled as combat induced hysteria.
—Andrass Tellion, Adeptus Mechanicus Explorator

Slugga
These large pistols are loud and crude. They fire ammunition so overstuffed with gunpowder they are nearly useless at all but point-blank range.

Shoota
The most common class of Ork firearm, these cumbersome scrap-built rifles are part club, part machinegun. They vomit walls of inaccurate, high-calibre rounds with a deafening retort often referred to as 'Dakka' by their Greenskin owners.

CUTTIN' FLAME
Burnas can be used in close combat as a melee weapon instead of as a ranged weapon, using the following profile:

DAMAGE	ED	AP	TRAITS
(S) +3	1	–2	Inflict (*On Fire*)

Burna
Leaking flame weapons that spew any mix of flammable liquids their owner can find, Burnas are dangerous and unpredictable weapons that can even be used as impromptu welding torches should the need arise.

Big Shoota
These massive, fully-automatic weapons are essentially scaled up Shootas, belching a cacophonous stream of oversized ammunition that bring a toothed smile to nearby Orks.

Snazzgun
Tweaked for ramped-up rates of fire, loading ridiculous calibre rounds, or even discharging unpredictable blasts of wild energy, each Snazzgun is a unique beast created for the image-obsessed Flash Gitz and decorated with prized shiny bitz and trophies.

Rokkit Launcha
Rokkit Launchas fire crude explosives with wildly inconsistent payloads.

Stikkbomb
A crude explosive with a convenient handle, Orks overtaken by a 'WAAAGH!' have been known to use these hefty grenades as clubs, to varying degrees of success.

WEAPON UPGRADES

Do us a favour, kid. Pocket the piece before you hurt yourself. A half-blind Ogryn can see you're as green as that off-the-rack flashlight you're waving around.
—Seline Murdok, Underhive Bartender

Many warriors grow close to particular pieces of Wargear. New weapons are hard to come by in the Gilead System, those that people own have likely saved their life on more than one occasion. Some upgrade their weapons to preserve the power of their armaments in a galaxy that grows more dangerous every day.

Upgrades are ways to improve and customise your weapons. Whenever you acquire an upgrade the GM determines how long it would take to attach or apply to your weapon (usually instantly). A weapon may have a maximum of three upgrades, and only one of each type — you can't attach two grips or two scopes to the same weapon.

Ammo Drum
A large drum of ammunition replacing the typical magazine.
Effect: You can carry one additional Ammo.
Value: 3
Rarity: Common
Keywords: IMPERIUM, SCUM

Autoloader
A miracle of the Machine God, pressing an Autoloader's activation rune triggers a mechanism that automatically reloads your weapon.
Effect: You can Reload your weapon as a Free Action.
Value: 5
Rarity: Rare
Keywords: IMPERIUM

Bayonet Lug
A simple device that allows you to mount a blade on a firearm.
Effect: You can use this weapon as a Knife (p.210).
Value: 1
Rarity: Common
Keywords: [ANY]

Chain Bayonet
A whirring, rending bayonet mechanically attached to a firearm.
Effect: You can use this weapon as a Chain Bayonet (p.211).
Value: 4
Rarity: Rare
Keywords: IMPERIUM, CHAOS

Combi Weapon
Whether hastily welded together or meticulously linked during the forging process, two ranged weapons are combined into one versatile death bringer.
Effect: A combi-weapon may be fired as either or both of its component weapons each round. Firing both component weapons is treated as a Multi-Attack.
You must own the two ranged weapons you want to combine when you purchase this upgrade. Pistols can only be combined with other Pistols, and weapons with the Heavy Trait cannot take this upgrade.
Value: 6
Rarity: Rare
Keywords: IMPERIUM, CHAOS, ORK, SCUM

Distinction

Some weapons garner infamy as deadly tools of destruction, while others simply look the part. Through custom paint jobs, grizzly additions, or a storied history, a weapon with distinction can speak a thousand words without uttering a sound.

Effect: +1 bonus die to Intimidation (Wil) Tests when you brandish this weapon. Distinction does not count toward a weapon's maximum number of upgrades.

Value: 5

Rarity: Uncommon

Keywords: [ANY]

Duelling Grip

Finely crafted for a specific user, duelling grips are highly sought after alterations that grant finer control and accuracy, aiming to eliminate the gap between warrior and weapon.

Effect: +1 bonus die on Attack Tests using this weapon. This upgrade can only be applied to Pistols or one-handed melee weapons.

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Gene-Grip Bio-Verator

Popular among law enforcement and paranoid gunslingers, these custom grips check the bio-signature of the wielder every time they are held, ensuring that only authorised personnel can activate the weapon.

Effect: Any mechanisms your weapon has (triggers, chain engines, etc.) will not activate for anyone but you.

Value: 5

Rarity: Rare

Keywords: IMPERIUM

Mastercrafted

Some weapons are simply made better; forged from high quality materials or by unparalleled artisans.

Effect: The weapon gains the Reliable Trait.

You gain +2 bonus dice to any Attack Test made with this weapon.

Value: 7

Rarity: Very Rare

Keywords: [ANY]

Megathoule Accelerator (Lucius Pattern)

Based on a design used by the Death Korps of Krieg, this upgrade drastically increases a Las weapon's rate of fire. Extensive additional heat-sink rings along the length of the barrel aim to prevent overheating.

Effect: The weapon gains +2 Damage.

The weapon loses the Reliable Trait. This upgrade can only be applied to a Las weapon.

Value: 6

Rarity: Very Rare

Keywords: IMPERIUM, ASTRA MILITARUM

Magnocular Scope

This advanced arrangement of lenses and prisms functions as both a rangefinder and visual aid, and can be easily attatched and detatched from most firearms.

Effect: Awareness (Int) Tests made with a Magnocular Scope suffer no penalties due to distance. When a Magnocular Scope is attached to a weapon, all Range penalties are reduced by –2.

Value: 2

Rarity: Uncommon

Keywords: [ANY]

Percussive Muzzle Brake

These recoil absorbing muzzle brakes help the wielder keep targets in their sights while firing on full-auto.

Effect: The weapon gains +1 Salvo.

This upgrade can only be applied to a weapon that does not have the Heavy Trait.

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Preysense Sight

Preysense sights utilise precision thermal optics, allowing the wearer to see targets in low light or even total darkness.

Effect: This weapon upgrade allows the wielder to detect targets via ambient heat, even in total darkness.

Value: 6

Rarity: Rare

Keywords: IMPERIUM, SCUM, [ANY]

Red-Dot Sight

An integrated low-power laser emitter that highlights the weapon's target with a tell-tale crimson dot. Often this light is the last thing a target notices before their death.

Effect: +1 bonus die to ranged attacks made with this weapon.

Value: 5

Rarity: Uncommon

Keywords: IMPERIUM, SCUM

Silencer

This barrel extension is specifically designed to conceal muzzle flash and muffle the sound of gunfire.
Effect: The weapon gains the Silent Trait.
This upgrade can only be applied to a weapon with the **BOLT** or **PROJECTILE** Keywords.
Value: 3
Rarity: Uncommon
Keywords: **IMPERIUM, SCUM, [ANY]**

AMMO

Whether it is a fistful of loose cartridges or a fully juiced charge pack, a single point of Ammo represents an abstract amount of ammunition.

In **Wrath & Glory** you don't need to keep track of every round you fire; Ammo is only depleted when you Reload (p.185) or suffer a specific Combat Complication (p.191).

Weapons with a Salvo Rating of '–', such as Grenades and Missile Launchers, use a Grenade or a Missile every time they are fired or thrown.

At character creation all of your weapons are fully loaded and you have 3 additional Ammo of any type. If you run out of Ammo for your weapon, you can't Reload it. You can carry a maximum of 3 Ammo, or a number of Ammo equal to half your Strength, whichever is higher. You can carry as many Grenades and Missiles as your GM agrees is appropriate.

Acquiring Ammo

Ammo can be acquired using Influence Tests in the same way as other Wargear. If you succeed on an Influence Test to acquire Ammo, you receive 3 Ammo of that type. Whenever you return to a location where you've made a successful Influence Test to acquire Ammo, you can acquire the same Ammo again without making an Influence Test — provided your source hasn't run out.

Grenades and Missiles are acquired in the same way as Ammo. You receive a number of Grenades or Missiles equal to 5, minus the Grenade or Missile's Rarity modifier.

Example: *Plasma Grenades are Very Rare, which has a Rarity modifier of 3. If you sucsessfully requisition Plasma Grenades, you receive 2 Plasma Grenades.*

AMMO		
Ammo	Value	Rarity
Projectile	1	Common
Las	2	Common
Flame	2	Common
Bolt	2	Uncommon
Plasma	2	Rare
Melta	2	Rare
Shuriken	2	Very Rare

Specific Ammo

All kinds of Ammo are considered to weigh the same amount, so you could carry 2 Las Ammo, a Flame Ammo, and a Melta Ammo if you had Strength 8.

Each Ammo only works with a weapon of the same type; you can't use Projectile Ammo or Shuriken Ammo to Reload a Bolt weapon. You may share ammo with your group; your Bolt Ammo will work just as well with their Boltgun as your Heavy Bolt Pistol.

Special Ammo

The Value listed for each type of special ammo is for a single point of Ammo. As long as you have special Ammo loaded in your weapon you gain all of the benefits listed for that special Ammo.

Ammo Containers

Everyone who fires a gun understands the value of carrying more ammo. Bulging cloth sacks of spare magazines can be found on the same battlefield as baroque portable generators with auto-loading servo-armatures.

An ammo container comes stocked with 3 available Ammo.

Ammo Backpack

Effect: You can carry 10 additional Ammo.
Value: 5
Rarity: Uncommon
Keywords: **[ANY]**

Bandolier

Effect: You can carry 2 additional Ammo.
Value: 2
Rarity: Common
Keywords: **[ANY]**

Special Bolt Ammo

These ammunition types can only be used with weapons that have the **BOLT** Keyword.

Dragonfire Bolt Rounds

Special issue Bolt rounds sporting hollow cores that explode in gouts of superheated gas. The results ignite flesh and make a mockery of cover and fortifications with engulfing flames.

Effect: The weapon gains the Spread Trait.
The weapon ignores Defence bonuses from cover.
Value: 6
Rarity: Very Rare
Keywords: IMPERIUM, ADEPTUS ASTARTES

Hellfire Bolt Rounds

Developed to combat Tyranids, a vial of mutagenic acid replaces the core and tip of these rounds. As the round strikes, thousands of tiny needles splinter and rip through the vial, injecting the accumulated acid directly into exposed flesh.

Effect: +3 ED against organic targets.
+2 ED against inorganic targets.
Value: 6
Rarity: Very Rare
Keywords: IMPERIUM, ADEPTUS ASTARTES

ADEPTUS MECHANICUS AMMO

The Adepts of Avachrus can provide irradiated rounds for Radium weapons at the cost of standard Projectile Ammo if you can't find a method of irradiating your own.

Arc weapons are powered by Perma-Capacitors, relics of the reverent repositorium of Mars. These artefacts imprison electricity to power the lethal Arc-thunder that spews from the weapons of the Adeptus Mechanicus.

A Perma-Capacitor recharges 3 Ammo every 24 hours unless broken. New Perma-Capacitors are almost impossible to acquire in the Gilead System

WHO'S GOT A LAS-PACK?

Cut off from the monolithic bureaucracy of the Imperium, the military forces of the Gilead System suffer an ammunition drought, relying on the resources of Avachrus and the Departmento Munitorum spread thinly across the Heartworlds.

Below are some examples of places you might acquire ammunition, as well as potential modifiers to the Tests, representing the specific requests of who you might be trading with.

AMMO IN THE GILEAD SYSTEM

Source	Ammunition	Test Modifier
Avachrus	The vast forges and Munitorums work tirelessly beneath the surface of this resource-rich Forge World, though its Adeptus Mechanicus masters are loathe to trade with outsiders. All types of Ammo are available except Shuriken.	+2 DN if you don't have the **ADEPTUS MECHANICUS** Keyword.
Gilead Primus	Each of the towering Hive Cities is run by an intricate web of conniving, money-grubbing nobles and merchant houses. Many see the imminent threat of the Great Rift as a chance to make their fortune, producing surplus ammunition unknown to Taleria Fylamon and selling it to the highest bidder. All types of Ammo are available except Plasma, Melta, and Shuriken.	Always demands at least 1 Wealth.
The Varonius Flotilla	Projectile, Las, Bolt, Plasma, and Shuriken Ammo are available.	Offers free Ammo whenever you complete or accept a mission.

Kraken Bolt Rounds

These powerful armour-piercing Bolt shells possess a solid adamantium core delivered by a powerful propellant. Upon impact, the outer casing peels away, allowing the high-velocity adamantium penetrator to accelerate further into the target before its payload detonates.

Effect: AP -2
Value: 6
Rarity: Very Rare
Keywords: IMPERIUM, ADEPTUS ASTARTES

Special Projectile Ammo

These ammunition types can only be used with weapons that have the **PROJECTILE** Keyword and do not have the Heavy Trait.

Bleeder Rounds

Shattering into shrapnel on impact and coated with potent anti-coagulants, these bullets are disgustingly effective, if unimaginatively named.

Effect: You can Shift an Exalted Icon when you make an Attack Test with this weapon to inflict the *Bleeding* Condition.
Value: 5
Rarity: Uncommon
Keywords: IMPERIUM, SCUM

Dumdum Bullets

Compressed through complex but cheap technology, these bullets widen on impact to penetrate through armour and pummel flesh.

Effect: +1 ED
Value: 4
Rarity: Uncommon
Keywords: IMPERIUM, SCUM

Manstopper Rounds

Popular with bounty and big game hunters, these hefty rounds are overstuffed with propellant and tipped with dense bullets to grant a projectile weapon the maximum stopping power possible without increasing the calibre.

Effect: AP –1
Value: 5
Rarity: Uncommon
Keywords: IMPERIUM, SCUM

ARMOUR

Trust in the Emperor to guard your soul.
Trust in your armour to guard your flesh.
—Sergeant Geleer of the 98th Gilead Gravediggers

Like weapons, each set of armour has a profile. Armour profiles are formatted as follows:

Armour Rating (AR): How well the armour protects the wearer. AR is added to your Toughness to determine your Resilience (see p.36).
Traits: Special features that alter how a set of armour protects you. Each Trait has a specific effect, listed later in this chapter.
Value: How much the armour costs to acquire, or how much leverage is needed to requisition it. Value determines the base DN of an Influence Test to acquire the armour.
Rarity: How easy the armour is to find. Rarity acts as a DN modifier on Influence Tests to acquire Wargear.
Keywords: Descriptors of how the armour works or is manufactured, and Factions associated with it.

LAYERING PROTECTION

If you are wearing more than one set of armour, only the highest AR is applied to your Resilience. You gain the Armour Traits of every piece of armour you are wearing, even if you do not add its AR.

Armour with the Shield Trait is not limited in this way.

Example: *Blood-bride Carniata the Death Cult Assassin wears a Bodyglove (AR 2) underneath her Flak Coat (AR 3). She only adds the AR from her Flak Coat to her Base Resilience of 2, for a Total Resilience of 5.*

Carniata puts on a Refractor Shield (AR 3). Her Resilience doesn't change, but she still gains the benefits of the Power Field Trait of the Refractor Field.

Carniata picks up a Storm Shield. As it has the Shield Trait, she adds the AR of 2 to her Resilience, making it 7.

INVULNERABLE

Any Armour Rating marked with an asterisk (*) is Invulnerable. If you are wearing Invulnerable Armour, AP does not affect your Resilience.

ARMOUR TRAITS

Some pieces of armour have Traits that give them advantages or disadvantages over others. Some of the Traits listed below have (X) in their name, representing a rating. The pieces of armour with this Trait will have a number instead of 'X' which is used for any calculations.

OPTIONAL RULE: ADVANCED ARMOUR

If you prefer a more complex approach to Armour and Armour Penetration (AP), you can use this optional rule.

AP can only reduce your Armour Rating (AR), and cannot affect your Base Resilience.

Example: *Harlocke has a Base Resilience of 3 and is wearing a Flak Coat, which gives them an AR of 3. They are hit by a blast from a Meltagun, which deals 16 Damage and has -4 AP. The -4 AP cuts through the Flak Coat's AR of 3 entirely, with -1 AP left over. The extra -1 AP has no effect, and Harlocke's Base Resilience of 3 is subtracted from the 16 Damage, meaning Harlocke takes 13 Wounds.*

Invulnerable armour is not affected by AP if you are using this optional rule.

Example: *Harlocke has discarded their Flak Coat in favor of an AR *2 Storm Shield. Harlocke moves towards a Meltagun wielder with their Storm Shield held high. They are hit the same 16 Damage -4 AP blast. The -4 AP is completely ineffective against the Invulnerable Storm Shield. The Storm Shield's AR *2 is subtracted from the 16 Damage, as is Harlocke's Base Resilience of 3, meaning Harlocke takes 11 Wounds.*

Bulk (X)

Heavy and restrictive armour possesses the Bulk trait.

Bulk reduces the Speed of the wearer by a number of metres equal to its rating.

Cumbersome

Large suits of armour can severely restrict movement.

You cannot Run or Sprint in Cumbersome armour.

'Ere We Go!

The latent psychic power of an Ork empowers their armour, allowing them to fight harder when harmed.

An Ork wearing armour with this Trait ignores the Bulk and Cumbersome Traits when Wounded.

Power Field

Wonders of archeotech, personal Power Fields envelope their user in a protective barrier of energy.

Armour with this Trait allows you to roll Determination against attacks that deal Mortal Wounds.

Powered (X)

This armour is designed to augment the wearer's might through the marvels of mechanisation.

Whilst wearing armour with this Trait you gain a Strength bonus equal to the rating. Additionally, you are not knocked *Prone* when you roll a Complication while firing an unsecured Heavy weapon.

Shield

Wielded like a defensive weapon, shields are carried instead of worn, and used to deflect incoming attacks.

Armour with this Trait adds its AR to your Defence and Resilience, provided the GM agrees you can manoeuvre the shield to block the attack.

Primitive Armour

Rarely capable of withstanding the horrors of the 41st Millennium, this can encompass anything from thick beast pelts to scaly xenos leathers to full suits of roughly hammered metal plates.

Bodyglove

Woven from impact-resistant micro fibres, bodygloves offer discreet protection and can be concealed under clothing or layered under heavier armour.

ARMOUR

Name	AR	Traits	Value	Rarity	Keywords
Primitive Armour	2	Bulk (2)	2	Common	HEAVY, PRIMITIVE
Bodyglove	2	-	3	Rare	LIGHT, IMPERIUM, ADEPTUS MINISTORUM
Mesh Armour	3	-	3	Rare	LIGHT, IMPERIUM, [ANY]
Flak Armour	3	-	4	Common	FLAK, IMPERIUM, ASTRA MILITARUM
Flak Coat	3	-	4	Uncommon	FLAK, IMPERIUM, ASTRA MILITARUM
Skitarii Auto-Cuirass	4	-	5	Rare	HEAVY, IMPERIUM, ADEPTUS MECHANICUS, SKITARII
Carapace Armour	4	Bulk (1)	5	Uncommon	IMPERIUM, ADEPTUS ASTARTES, ASTRA MILITARUM
Tempestus Carapace	4	-	6	Rare	HEAVY, IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

POWERED ARMOUR

Name	AR	Traits	Value	Rarity	Keywords
Light Power Armour	4	Powered (1)	6	Very Rare	POWERED, IMPERIUM
Sororitas Power Armour	5	Powered (2)	6	Very Rare	POWERED, IMPERIUM, ADEPTA SORORITAS
Ignatus Power Armour	5	Powered (2)	7	Very Rare	POWERED, IMPERIUM, INQUISITION
Heavy Power Armour	6	Bulk (1), Cumbersome, Powered (3)	8	Very Rare	HEAVY, POWERED, IMPERIUM, INQUISITION

POWER FIELDS

Name	AR	Traits	Value	Rarity	Keywords
Storm Shield	*2	Bulk (1), Power Field, Shield	8	Unique	FORCE FIELD, IMPERIUM, ADEPTUS ASTARTES, ADEPTUS MINISTORUM, INQUISITION
Refractor Field	*3	Power Field	5	Rare	FORCE FIELD, IMPERIUM, ASTRA MILITARUM
Rosarius	*4	Power Field	7	Very Rare	FORCE FIELD, IMPERIUM, ADEPTUS ASTARTES, ADEPTUS MINISTORUM

ASTARTES ARMOUR

Name	AR	Traits	Value	Rarity	Keywords
Scout Armour	4	-	5	Rare	IMPERIUM, ADEPTUS ASTARTES
Aquila Mk VII	5	Powered (3)	8	Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES
Tacticus Mk X	5	Powered (4)	9	Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Terminator Armour	7	Cumbersome, Powered (4)	10	Unique	POWERED, IMPERIUM, ADEPTUS ASTARTES

AELDARI ARMOUR

Name	AR	Traits	Value	Rarity	Keywords
Corsair Armour	3	-	4	Rare	LIGHT, AELDARI, ANHRATHE
Aeldari Mesh Armour	3	-	4	Very Rare	LIGHT, AELDARI, ASURYANI
Rune Armour	*4	Power Field	6	Unique	FORCE FIELD, AELDARI, ASURYANI
Heavy Mesh Armour	4	-	6	Very Rare	AELDARI, ANHRATHE
Voidplate Harness	5	Bulk (1)	7	Rare	AELDARI, ANHRATHE
Shimmershield	*2	Power Field, Shield	7	Unique	FORCE FIELD, AELDARI, ASURYANI

ORK ARMOUR

Name	AR	Traits	Value	Rarity	Keywords
Ork Flak	2	-	2	Uncommon	PRIMITIVE, ORK
'Eavy Armour	4	'Ere We Go, Bulk (1)	3	Uncommon	HEAVY, PRIMITIVE, ORK
Mega Armour	7	'Ere We Go, Cumbersome, Powered (4)	9	Very Rare	POWERED, ORK

OPTIONAL RULE: BUILT-IN TECH

Some armour incorporates built-in technology for ease of use. Though most armour has been stripped of parts for use wherever most needed in the Gilead System, the GM may use this optional rule as a starting point or guideline to incoporate equipment into your armour.

Eligible Armour	Built In Equipment
Powered Armour, Astartes Armour, Aeldari Armour, and Tempestus Carapace.	Mag-Boots, Preysense Goggles, Respirator, Vox Bead, Void Suit.

Mesh Armour
Made from microscopic thermoplas scales, Mesh Armour is as flexible as cloth under normal circumstances, but reacts instantly to impact and heat, rigidifying and distributing the incoming force across its surface.

Flak Armour
Fabricated from layers of impact-absorbent materials, the ablative surface of Flak Armour is particularly resilient to shrapnel and blast damage.

Flak Coat
Commissars and other ranking officers of the Imperial Guard favour these lightweight alternatives to standard Flak Armour.

Skitarii Auto-Cuirass
Consisting of solid plates of radiation shielded armaplas, an Auto-Cuirass protects its wearer from both their foes and the flesh-degrading corruption of their own radioactive weapons.

Carapace Armour
Made from layered plates of rigid armaplas, Carapace Armour offers excellent protection from direct impacts at the cost of mobility and flexibility.

Tempestus Carapace
Favoured by the elite soldiers of the Militarum Tempestus, the hulking silhouette of Tempestus Carapace is both physically imposing and highly resistant to incoming damage.

Powered Armour
The pinnacle of Imperial personal defence, Power Armour is an all-encompassing exoskeleton of thick ceramite plates that empowers the user to inhuman strength via a rig of fusion-powered servo actuators.

Light Power Armour
By reducing the bulk of the ceramite plating, Light Power Armour offers the benefits of servo-boosted strength and a shell of durable ceramite, without sacrificing mobility or nimbleness.

Sororitas Powered Armour
Manufactured for the exclusive use of the Sisters of Battle, Sororitas Power Armour is blessed and purified with religious fervour to protect its wearer from the heretic and daemon alike.

Ignatus Power Armour
Prized by safety conscious Inquisitors, this highly-prized masterwork armour is effective at turning aside countless blows that would endanger the life of the high-ranking individual encased in its engraved and emblazoned shell.

Heavy Power Armour
Sacrificing mobility for thicker plating and industrial grade actuators, Heavy Power Armour turns its wearer into a walking tank, capable of striding through a storm of small arms fire without so much as flinching.

Power Fields
Almost invisible until needed, these powerful devices project protective fields that have turned aside blade and blast for centuries, succeeding where ceramite and armaplas have failed.

Storm Shield
A Storm Shield is a heavy, slab-like shield of reinforced ceramite and armaplas, augmented by an integrated field projector that wreaths it in crackling force. They are most often wielded by designated bodyguards of high priority individuals, or Astartes close combat specialists of renown.

Refractor Field
Often concealed in ornate jewellery, these small field emitters remain dormant until activated, whereupon they erect a short range protective field around an individual. The Refractor Field dissipates incoming attacks with telltale dazzling bursts of multispectral light.

Rosarius
A symbol of office for the Adeptus Ministorum and Chaplains of the Space Marines, the Rosarius takes the form of an Imperial Aquila or a gothic cross with a jewel or skull emblazoned at its centre. The Rosarius houses a powerful conversion field emitter, protecting the wearer from attack by converting all incoming energy into sparkling flashes of light.

Astartes Armour
Towering suits of battle-hardened Power Armour, Astartes armour is specifically designed to interface with the enhanced physique and genetically engineered organs of the transhuman warriors of the Adeptus Astartes, that no other mortal could hope to utilise it.

Scout Armour
Thick ceramite plates combine with exceptionally tough carbon-weave fatigues to provide unparalleled protection on the battlefield without sacrificing mobility.

Aquila Mk VII
Perfectly fitted to its wearer, Aquila Armour is one of the longest serving patterns of Astartes armour in circulation, having proven its worth time and again in a galaxy eternally at war.

Tacticus Mk X
The staggering proportions of the Primaris Astartes demand their own pattern of Power Armour. The Tacticus Mark X takes inspiration from ancient armour while utilising 41st Millennium advancements in ballistic deflection to forge a suit that represents the pinnacle of Astartes glory.

Terminator Armour
Tactical Dreadnought Armour was originally designed for void ship boarding actions. These relics from the early centuries of the Imperium boast incredibly thick armour plates and oversized actuators that raise the already massive Space Marines to giant-like stature. Whilst wearing this armour you are considered Large.

Aeldari Armour
Keep me from death. Keep me from the chill of the void. Keep my soul from She Who Thirsts.
—Contested translation of the 73rd stanza of Reflections of a Clouded Eye, an epic poem of Aeldari origin

Aeldari armour perfectly melds the Species' sense of form and function. Fitted to the wearer and allowing for maximum range of motion, suits of Aeldari armour are true works of art.

Embedded in the chest of every suit of Aeldari armour is a Spirit Stone, an egg-sized gem that absorbs and protects a warrior's soul upon death. This prevents them from falling into the Warp and the hungry maw of the great enemy Slaanesh.

Corsair Armour
A combination of shimmering mesh and polished wraithbone plate, the cut of this armour is as varied, intimidating, and regal as the corsairs who wear it.

Aeldari Mesh Armour
Woven from microscopic wraithbone scales, this armour is similar in function but superior in action to the crude imitation that is Human-made mesh.

Rune Armour
This breastplate of specially crafted wraithbone psychically moulds itself to its wearer. Drawing upon the etheric vibrations of the psychically attuned Aeldari, this armour turns away blows before they connect.

Heavy Mesh Armour
Based on standard Aeldari armour, this suit adds stiffened psycho-active plates to vulnerable areas. The resulting armour provides increased protection while only minimally limiting the wearer's agility.

Voidplate Harness
This enhanced suit of mesh features reinforced plating across vulnerable areas, a system of energy fields to screen against harmful radiation and extreme temperatures, and a gravity distortion matrix allowing the wearer to operate efficiently in zero gravity environments. It is most often employed in Corsair boarding actions, but rarely distributed widely due to the complexity of its maintenance.

Shimmershield

A triumph of Aeldari artisanry, the glimmering force field projected by a Shimmershield protects not only the wearer, but also their nearby allies.

Allies within 5 metres of a Shimmershield gain its Power Field Trait and are able to roll Determination against Mortal Wounds.

Ork Armour

C'mon! Try ta 'urt me! I dares ya! See? I didn't feel nothin'! Try again!

—Final words of Gorbaz Grotstomp, mercenary Warboss of Gorbaz's Gunnas

Often bizarre and brutal in appearance, Ork armour is hammered and welded together from whatever scrap the Ork can get their hands on. While their armour may be simple, Orks carry a lot of it.

Ork Flak

Though a crude imitation of Imperial flak, Ork armour makes up for its primitive design with thick slabs of ablative material and heavy leather padding.

'Eavy Armour

This armour may consist of heavy plates of scrap plasteel bolted together, or even simply screwed into an Ork's tough flesh. Named for its weight, the thickness of this armour makes it more durable, with a bulk that reassures its wearer and barely impinges on their combat ability.

Mega Armour

Worn by Meganobz, Mekz, and Warbosses, Mega Armour is about as sophisticated as Ork armour gets. Consisting of heavy metal plates powered by hissing salvaged hydraulics systems, Mega Armour is almost as loud and fearsome as those who wear it.

Whilst wearing this armour you are considered Large.

TOOLS & EQUIPMENT

For every task, a tool. For every goal, a gadget. For every desire, a device.

—Fabricator Garamond

Weapons and armour only make up a part of a soldier's kit. These items represent the tools and gadgets used to interact with the world of the 41st Millennium.

IMPERIAL EQUIPMENT

9-70 Entrenching Tool

More than a simple trowel, the composite edge of this tool can break up even the hardest packed earth.

Effect: A 9-70 entrenching tool halves the time needed to dig trenches, foxholes, and other earthen fortifications. It also makes for a sturdy improvised weapon, as many a Guardsman can attest.

Value: 2

Rarity: Common

Keywords: IMPERIUM, ASTRA MILITARUM

Auspex

An Auspex is a versatile handheld scanner that can detect numerous phenomena with a high degree of accuracy.

Effect: Activated as a Combat Action to detect energy emissions, motion, and other life signs within 50 metres.

Value: 5

Rarity: Rare

Keywords: IMPERIUM, ADEPTUS MECHANICUS

Auto-Quill

Often said to be the true weapon of the scribe, the arcane inner workings of an Auto-Quill can quickly and accurately copy, produce, or forge documents.

Effect: +2 bonus dice to Tests to forge or alter documents.

Value: 3

Rarity: Uncommon

Keywords: IMPERIUM, ADMINISTRATUM

Ballistic Appeasement Auto-Reliquary (Absolutis Pattern)

Issued to the Primaris Space Marines, this device contains sophisticated machine-spirits that interface with and enact the Omnissiah's blessings upon a weapon. This auto-reliquary helps restore a jammed weapon to function and appeases the weapon's war-spirit.

Effect: Clear a jammed weapon as a Free Action.

Value: 6

Rarity: Very Rare

Keywords: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS

Clothing

Common clothing consists of religious vestments, uniforms, or protective worker's overalls. It is unusual for an individual to have a choice in their clothing, tied as it is to their purpose in serving the Imperium.

Effect: Clothing of a higher Rarity is a sign of status, and may grant small situational bonuses when making social Skill Tests (+1 bonus die to Persuasion or Influence, for example).
Value: 1
Rarity: Variable
Keywords: [ANY]

Combi-Tool

Ubiquitous among the Adeptus Mechanicus, these versatile devices are the right tool for virtually every technical job.
Effect: You ignore DN penalties to build, repair, maintain, and sabotage Imperial technology.
Value: 3
Rarity: Uncommon
Keywords: [ANY]

Cameleoline Cloak

Woven from photo-reactive mimic fibres, the shifting colours of a cameleoline cloak blur the outline of the wearer.
Effect: +1 bonus die to Stealth (A) Tests and +1 to Defence when in shadow or cover.
Value: 5
Rarity: Rare
Keywords: [ANY]

Chaplet Ecclesiasticus

This religious symbol is an Adeptus Ministorum icon hung upon a cord of adamantine beads. Some orders of the Adepta Sororitas place each bead on the cord as a representation of acts of penance.
Effect: The Chaplet can be used as a Symbol of Authority (p.240) or, if necessary, a garrote.
Value: 3
Rarity: Uncommon
Keywords: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS

Chrono

This small timepiece can be worn strapped to the wrist or held comfortably in the hand.
Effect: Settings on the chrono's display allow for the accurate tracking of Imperial standard, shipboard, and local planetary time.
Value: 2
Rarity: Common
Keywords: [ANY]

Data-Slate

Common throughout the Imperium, the simple cogitation engine within a Data-Slate can hold a wealth of information, from personal journals to heretical texts to the collected tech patterns of Archmagos Dominus Belisarius Cawl.
Effect: You can record any information transferable from a cogitator, such as local maps, familial records, or manufactorum outputs, onto your Data-Slate.
Value: 2
Rarity: Common
Keywords: [ANY]

Diagnostor

This sensitive medical cogitator monitors a patient's health and biorhythms and aids in the diagnosis of virtually any physical ailment.
Effect: +1 bonus die to Medicae (Int) Tests to detect and diagnose diseases, injuries, and ailments, and to determine cause of death.
Value: 5
Rarity: Very Rare
Keywords: [ANY]

Grav-Chute

A backpack sized anti-gravitic device that can control a fall from nearly any height, including sub-orbital altitudes. It allows Imperial troops to float safely to a landing on a column of anti-gravitic force. A grav-chute emits a suspensor field that counters the force of gravity at the particle level, and two small promethium-fuelled thrusters to provide some directional control.
Effect: You can hover or control a fall for up to one hour. You can recharge the Grav-Chute's solar battery by leaving it in sunlight for one hour.
Value: 5
Rarity: Rare
Keywords: IMPERIUM, ASTRA MILITARUM

Jump Pack

The gyro-stabilised rockets of a Jump Pack blast the user high into the air with enough forward momentum to swoop down upon an unwary target.
Effect: **Using your Movement**, you can fly at double your Speed by making a DN3 Pilot (A) Test, ignoring any terrain. If you fail the Pilot (A) Test, your movement deviates according to the Scattering (p.186) rules. A Complication triggers a crash, which deals a minimum of 1d3 Shock, plus falling damage(p.201).
Value: 7
Rarity: Rare
Keywords: [ANY]

Mag-Boots

Built into the feet of most Void Suits and the armour of elite Imperial troops, these bulky boots can be highly magnetized at the wearer's whim to secure them to a metallic surface. Mag-Boots are used by technicians of the Imperial Navy to perform maintenance on voiships while in space, and by the Adeptus Astartes and Tempestus Scions during ship-to-ship combat engagements.

Effect: When activated with a Simple Action, the wearer's feet are fully secured to any metallic surface. The wearer's feet cannot be removed from the metallic surface by any means, other than their own volition. The wearer can walk and move on the metallic surface whilst the boots are on, but their Speed is reduced by 3.

Value: 4

Rarity: Uncommon

Keywords: [ANY], NAVIS IMPERIALIS

Medikit

Packed with an assortment of analgesics, cataplasm patches, and cauterisers, Medikits contain just enough medical accoutrements to mean the difference between life and death on the battlefield.

Effect: You can make Medicae (Int) Tests to perform surgeries and heal others without suffering a DN penalty, including taking the Restore Shock option (p.124).

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Chirurgeon's Tools

This kit contains sacred unguents, surgical tools, sterilisers, and analgesic alembics. Issued to the Sisters Hospitaller, these tools can mean the difference between life and death for her patients.

Effect: Functions as a Medikit. +2 bonus dice to Medicae (Int) Tests when a character is Dying.

Value: 5

Rarity: Rare

Keywords: IMPERIUM, ADEPTA SORORITAS

Martyr's Gift Medikit

This upgraded kit is a superior version of the standard Astra Militarum Medikit. Loaded with combat stimms, auto-cauterising thermic gel, and single-use disposable bionics, this medikit ensures that wounded Tempestus Scions rapidly and efficiently get back into the fight. The Martyr's Gift even features a belt of subcutaneous frag charges that can be used to booby-trap a terminally wounded Scion's body.

Effect: Functions as a Medikit. Includes a standard augmetic replacement for any lost limb or eye (p.242); the augmetic is temporary, and becomes useless after 24 hours. The subcutaneous frag charge has the same damage profile as a Frag Missile (p.220).

Value: 6

Rarity: Rare

Keywords: IMPERIUM, ASTRA MILITARUM

Missionary Kit

These travel-ready kits identify the bearer as a member of the Missionarus Galaxia, and contains:

- Sacred texts of the Imperial Creed
- Holy icon
- Incense
- Portable hymn-caster
- Liturgical pamphlets translated into several derivations of Low Gothic

Effect: +1 bonus die to Persuasion (Fel) Tests made involving converts to the Imperial Creed and those seeking redemption through the grace of the God-Emperor.

Value: 2

Rarity: Uncommon

Keywords: IMPERIUM, ADEPTUS MINISTORUM

Monoscope

Though it can be used to project a beam of light, a monoscope's primary purpose is to record and upload visual data. If authorised and in possession of the correct command runes, an individual can connect their data-slate to the monoscope and see through the device's lens.

Effect: Can act as a light source and show live footage if connected wirelessly to a data-slate.

Value: 4

Rarity: Rare

Keywords: IMPERIUM, MILITARUM TEMPESTUS

Munitorum-Issue Mess Kit

This compact kit unpacks into a bowl, plate, micro-stove, canteen, and full set of utensils, allowing the user to reheat ration packs or cook simple meals from ingredients scavenged in the field. A mess kit also contains a week's worth of ration packs and water purification tablets.

Effect: +1 bonus die to Survival (Wil) tests made to find food and water.

Value: 2

Rarity: Common

Keywords: IMPERIUM, ASTRA MILITARUM

Periculum Kit

Assembled for agents of the Varonius Flotilla, these sturdy grox-hide satchels contain what supplies they can spare for those capable few able and willing to assist in the defence of the Gilead System.

A Periculum Kit contains:

- Chrono
- Data-Slate
- Magnocular Scope
- 2 Ration Packs
- Respirator
- Vox-bead

Value: 5
Rarity: Rare
Keywords: IMPERIUM, [ANY]

Preysense Goggles

The thermo-sensitive technology within these goggles grants the wearer the ability to see heat signatures even in the dark.
Effect: You ignore any penalties to Tests due to visual conditions.
Value: 5
Rarity: Rare
Keywords: [ANY]

SALVAGED WARGEAR

It is possible to salvage or scavenge all of the Wargear in this chapter, and indeed may be necessary in the ammo drought of the Gilead System. In these cases, the GM might decide to change the item's effects to resemble its state of repair.

The space hulk *Persephone's Regret* might hide all manner of used or damaged Void Suits, missing 1d3 hours of oxygen and with a damaged Vox Caster that only operates at half range. Or, if you roll low on your Influence Test, you might be able to secure a copy of the *Uplifting Primer* with half the pages missing.

Psychic Focus

These items vary wildly in appearance. Some may take the form of a rod or staff, while others may simply appear to be a 'lucky charm' or a special deck of the Emperor's Tarot.
Effect: +1 bonus die to Psychic Mastery (Wil) Tests.
Value: 3
Rarity: Rare
Keywords: [ANY]

Ration Packs

Filling if unappetising, the bars, bricks, powders, and pastes in a standard Ration Pack contain enough nutriment to feed an adult Human for one day.
Value: 1
Rarity: Common
Keywords: [ANY]

Respirator

Respirators take many forms: a flexible polyplas hood, a visored helmet, or a sophisticated face-mask. They use replaceable oxygen canisters and internal breath recyclers to protect the wearer from hostile atmospheres and toxic gasses.
Effect: A Respirator canister lasts for 2 hours of continuous breathing. Whilst breathing through the Respirator, you are immune to breathable poisons and toxic atmospheres.
Value: 2
Rarity: Uncommon
Keywords: [ANY]

Rule of The Sororitas

This small book details the traditions and beliefs of the Adepta Sororitas. Many customise the books to reflect the individual nature of their Sororitas Order.
Effect: If you have the ADEPTA SORORITAS Keyword, you can read the Rule of Sororitas as part of a Regroup to recover 1d3 Shock.
Value: 2
Rarity: Uncommon
Keywords: [ANY]

Sacred Machine Oil

Blessed by the Omnissiah, this oil has considerable value to the Adeptus Mechanicus. It is said that this oil has properties to soothe an agitated machine spirit.
Effect: You can choose to ignore a single Complication involving Imperial technology in any scene.
Value: 3
Rarity: Uncommon
Keywords: IMPERIUM, ADEPTUS MECHANICUS

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Slate Monitron

This Data-Slate is typically incorporated into an armoured forearm bracer or gauntlet. It monitors the wearer's vital signs, showing the pulse rate and health matrix of the wearer.

Effect: +2 bonus dice to Medicae (Int) Tests made to heal your Wounds.

Value: 5

Rarity: Rare

Keywords: IMPERIUM, ASTRA MILITARUM

Stimm

A cocktail of high-tech combat drugs, often stored in a single-use injector.

Effect: Can be used as part of a Medicae (Int) Test to restore 1d3 + 3 Shock.

Value: 3

Rarity: Uncommon

Keywords: IMPERIUM, SCUM

Survival Kit

This collection of tools helps keep the owner alive in a hostile environment. The kit includes:

- Compass
- Rope
- Water
- Purification Filters
- Chemical Testing Strips

Effect: +1 bonus die to all Survival (Wil) Tests.

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Symbol of Authority

A badge, ring, seal, rosette, amulet or otherwise to indicate that the bearer should be taken seriously by those familiar with the hierarchy of their culture.

Effect: +1 bonus die to Leadership (Wil) and Intimidation (Wil) Tests versus targets who would respect your position.

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Uplifting Primer

The *Imperial Infantryman's Uplifting Primer* has proven a stalwart mandatory companion for every member of the Astra Militarum. The book covers diverse topics such as arms and equipment maintenance, personal hygiene, rules and regulations of the Astra Militarum, and enemy recognition. Updated when possible as new information is discovered or corrected by frantic margin-scribbling, each Primer is a living document and a part of its owner.

Effect: +1 bonus die to Scholar (Int) Test. A Complication on the Test means that the user learns potentially dangerous misinformation as determined by the GM.

Value: 2

Rarity: Common

Keywords: IMPERIUM, ASTRA MILITARUM

Void Suit

Found in various styles and states of disrepair in void ship storage compartments, a Void Suit protects the wearer from the rigors of low atmospheric pressure, solar radiation, and hard vacuum.

Effect: Protects the wearer from the vacuum of space, with enough oxygen for five hours of continuous use. Includes a Vox Caster.

Value: 5

Rarity: Rare

Keywords: [ANY]

Vox

Portable wireless communications technology is often a necessity for operatives that split up or report to a higher power.

Vox Bead

Small enough to fit comfortably in an ear canal and sensitive enough to pick up the wearer's voice, operatives often use these devices to communicate in whispers over distances to coordinate actions.

Effect: You can communicate with anyone within 1,000 metres (one kilometre) that has a vox unit tuned to the same frequency.

Value: 3

Rarity: Uncommon

Keywords: [ANY]

Vox Caster

A bulging backpack of wireless and radio technologies, these vox units operate over large distances and on multiple wave bands simultaneously, and as such are favoured by battlefield commanders and assistants to large Imperial retinues.

Effect: You can communicate with anyone within 100,000 metres (100 kilometres) that has a vox unit.

Value: 3

Rarity: Rare

Keywords: [ANY]

Writing Kit
This satchel contains inks, quills, parchment, and other tools necessary to craft a missive on scrolls.
Value: 2
Rarity: Common
Keywords: IMPERIUM

AELDARI EQUIPMENT

Finely crafted and esoteric, the following devices are unique to the Aeldari. The ancient xenos created more elegant and advanced versions of all Imperial Equipment with the [ANY] Keyword millenia ago.

Bonesinger Shard
Functioning as both a living tool and raw material, these ivory-coloured shards of pure wraithbone are the foundation of most Aeldari technology. An Aeldari with the proper discipline can psychically 'sing' the shard into the desired shape.
Effect: You ignore DN penalties to build, repair, maintain, and sabotage Aeldari technology.
Value: 4
Rarity: Rare
Keywords: AELDARI

Spirit Stone
These egg-sized psycho-reactive stones are central to Aeldari history and culture. At the moment of death, the stone absorbs and protects an Aeldari's psychic essence from the ever-hungry Slaanesh. The spirit within the stone can be tapped for wisdom by an Infinity Circuit or used to animate the imposing Wraithguard and Wraithlord constructs.
Effect: If an Aeldari dies while wearing a Spirit Stone, the Stone immediately absorbs the soul and stores it safely and secretly inside.
Value: 7
Rarity: Very Rare
Keywords: AELDARI

Webway Keystone
This triangular wraithbone amulet is all too easily mistaken for jewellery by lesser Species. The psychic micro circuitry woven into its core allows the wearer to interface with Webway portals.
Effect: You can make a DN 5 Tech (Int) Test to activate either of the following effects:

- Detect the distance and orientation of the nearest Webway portal.
- Open or close a Webway portal within 30 metres. Large or complex gates have higher DNs.

Value: 7
Rarity: Unique
Keywords: AELDARI

ORK EQUIPMENT

While Orks are not known for fine craftsmanship, they still utilise a number of regular tools to maximise their ability to crump. Orks are known for stealing, salvaing, and 'kustomizing' the simple equipment of other Species, and have ramshackle versions of all Imperial Equipment with the [ANY] Keyword.

Ammo Runt
An Orkoid lackey that crafts and manages the ammunition of its designated master with a snivelling fastidiousness.
Effect: The Ammo Runt has the profile of a Grot (p.358) and follows all the owner's commands more or less loyally. You ignore all Complications related to your ranged weapons and gain +2 Ammo, which the Ammo Runt carries.
Value: 5
Rarity: Uncommon
Keywords: ORK

Dok's Toolz
Little more than a bloodstained satchel stuffed with sharp implements and homebrewed painkillers, a Dok Bag contains everything a Painboy needs to keep his Boyz in the fight and dabble in some elective surgery on the side.
Effect: Functions as a Medikit (p.238) for Ork biology. Whenever you roll a Complication whilst using a Dok Bag, the target suffers either 1 Wound or 1 Shock, whichever is funnier.
Value: 2
Rarity: Very Rare
Keywords: ORK

Mek Toolz

Steered by the mad inspiration of Ork Mekboyz, these collections of oversized hammers and spanners can bend or break existing technology to make it 'Orky'.

Effect: Functions as a Combi-Tool (p.236) for Ork technology. Mek Toolz can be used to dismantle technology and reassemble it into Ork Wargear of an equal or lesser Value and Rarity. This re-assembly requires a Tech (Int) Test with a DN equal to the Value of the Ork Wargear you are creating, and takes a number of hours equal to the Value of the Wargear you are creating.

Value: 5

Rarity: Uncommon

Keywords: ORK

AUGMETICS

With every pound of flesh we shed, with every length of cable we attach, we grow closer to the divine.

—Enginseer Falovas Rell

The mortal races of the galaxy long ago realised the weakness of flesh. In attempts to overcome this weakness, each Species has developed unique technologies to repair, restore, and enhance their biology

Intense surgery and arcane technological expertise are required to install or remove an augmetic. Reconstruction and enhancement are complex and potentially deadly, yet tens of thousands go under a chirurgeon's Combi-Tool daily to replace atrophied limbs and failing organs. The shattered bodies of heroes pulled bleeding from warzones are given no respite, rebuilt stronger than before and sent back unto the breach.

If you cannot see the reconstructed parts of a citizen of the Gilead System, they are either incredibly lucky or amongst the few able to afford the exorbitant costs of subtle augmetics. Eventually, even the higher echelons of Imperial society cannot hide the telltale cabling and graft sutures of augmetically extended life.

There are three types of augmetics:

- Augmetic Reconstructions: replacements for body parts that work identically to missing biology.
- Augmetic Enhancements: enhancements of body parts that offer advantages over the original biology.
- Augmetic Implants: additions that go above and beyond biology.

INSTALLATION & REMOVAL

You can requisition an augmetic like any other piece of Wargear, using the Value and Rarity from its profile. If you make an Influence Test to acquire an augmetic enhancement and don't roll enough Icons, you may be able to find a dealer of reconstructions with a lower Value using the same roll.

Safely and successfully performing surgery to install any augmetic requires a Tech (Int) Test with a DN equal to the augmetic's Value. An unsuccessful surgery causes a Traumatic Injury, unless a successful Medicae (Int) Test is immediately made at the same DN. Depending on the augmetic dealer, the implantation surgery may be included in the price, or may request 1 Wealth or a service to perform the Test.

An augmetic can be safely removed with a Tech (Int) Test at half the DN of installation. All augmetic surgery takes a number of hours equal to the DN of the Tech (Int) Test. The Augmetic Talent (p.129) includes a successful installation.

The DN of a surgery can be modified as follows:

Substandard Materials	+1 DN
Field Surgery	+2 DN

AUGMETIC RECONSTRUCTION

Limbs and organs lost in service of the Emperor's war machine can be replaced at a reasonable cost, extending your service to the Imperium. The details of each particular reconstruction are for you and the GM to decide, from mechanical prosthesis to vat-grown tissue grafts, but all augmetic reconstructions are obvious to any observer unless you pay for a subtle reconstruction — usually double the Value.

GLORIOUS ENHANCEMENT

Though few fully understand the sacred particulars of the technology behind augmetic installation, it is practised hourly, a necessity of dangerous daily life in the Gilead System.

Thousands of practitioners of augmetic installation ply their trade in the colossal Hive Cities of Gilead Primus. In the upper Hives, Tech Adepts offer their holy services to other Adepta to spread piety to the Machine God, whilst greedy manufactorum barons trade fortunes for dwindling supplies of rejuvenating drugs and the latest trends in customised beauty. Deep in the lower levels of the Hive, back alley chop-docs return injured workers to some semblance of functionality, using scrap scavenged from the Sump to forge grotesque facsimiles of barely working limbs.

Long rituals bind the receiver to their perfectly formed implants, parts retrieved from the many vaults buried deeper than the Immortal Engines on Avachrus. The Tech-Priests of the Forge World constantly turn away pilgrims, and furiously manufacture more holy mechanisms to replace their scant and ever-decreasing collections.

Even primitive Ostians practice augmetic reconstruction when possible, trading rations for whatever technology the Gilead Gravediggers stationed planetside can afford to give. Many make do with false limbs crafted from farming tools.

A successful augmetic reconstruction restores the missing body part, removing any penalties and restrictions caused by the injury.

AUGMETIC ENHANCEMENTS

Improvements over the mortal form, augmetics enhancements bless the recipient with abilities that elevate them above the weakness of flesh.

Augmetic Arm

Joints and muscles are replaced with flexible cables and servomotors for greater speed and strength.
Effect: You gain +1 Strength per Augmetic Arm.
Value: 4
Rarity: Rare
Keywords: [ANY]

Augmetic Eye

Several patterns of Augmetic Eye are available, all able to vastly expand your visual perception.
Effect: Select 1 per Augmetic Eye:

- Auger: +1 bonus die to sight-based Awareness (Int) Tests.
- Night: Acts as Preysense Goggles (p.238).
- Pict Recorder: Can record up to 1 hour of video or 86,400 still images.
- Reticule: +1 bonus die to ranged Attack Tests.
- Telescopic: You ignore any penalties related to visual distance.

Having two eyes of the same type doubles the benefits (if applicable).
Value: 6
Rarity: Uncommon
Keywords: [ANY]

Augmetic Legs

Metal supports and hydraulic actuators replace bone and sinew, empowering jumps and running.
Note: The Value, Rarity, and Effect is for a pair of Augmetic Legs. If you want to replace a single leg, check Augmetic Reconstruction.
Effect: You gain +2 Speed and add 2 metres to any jump.
Value: 4
Rarity: Rare
Keywords: [ANY]

Augmetic Respirator

Oxygen pumps, molecular gas filters, and rebreathing ducts replace the fleshy bellows of your lungs.

Effect: You gain +1 bonus die to Toughness Tests to resist toxic gasses and airborne poisons or diseases. You can hold your breath for twice as long, which doubles how long the air in a Void Suit or similar equipment lasts.

Value: 5

Rarity: Rare

Keywords: [ANY]

Augmetic Viscera

Colloquially known as a 'gut-job', this augmetic reroutes blood vessels, bypasses lymph ducts, and replaces tissues with superior vat-grown or mechanical substitutes.

Effect: You gain +1 Toughness.

Value: 5

Rarity: Very Rare

Keywords: [ANY]

AUGMETIC IMPLANTS

The supremely logical minds of the Adeptus Mechanicus look beyond the limitations of the Human form, crafting technology that goes far beyond enhancement to grant new senses and capabilities.

Unless otherwise noted, each augmetic implant can only be taken once.

Auger Array

A collection of sub-dermal micro-cogitators and protruding sensory clusters wired directly into the recipient's visual cortex grant a sixth sense.

Effect: You have either an Auspex (p.236) or a Diagnostor (p.237) permanently implanted in your brain. You can take this implant twice, choosing the Auspex or Diagnostor each time.

Value: 4

Rarity: Rare

Keywords: IMPERIUM, ADEPTUS MECHANICUS

Autodogmatic Cortex

A small cogitator mounted on the inside of the skull feeds a constant stream of hymns, prayers, and catechisms directly into the brain to bolster faith and resolve.

Effect: You gain +1 Willpower.

Value: 6

Rarity: Very Rare

Keywords: IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM

Cardioproxy

A biorhythmic pump and metres of sanguinary tubing replaces most of the circulatory system.

Effect: You gain +1 Toughness.

Value: 6

Rarity: Unique

Keywords: [ANY]

Cortex Implant

A network of micro-cogitators and neural catalysts replaces a portion of the brain, correcting damage and refining thought processes.

Effect: You gain +1 Intellect.

Value: 7

Rarity: Very Rare

Keywords: [ANY]

Mechadendrite

Mechadendrites are artificial limbs protruding from a mount grafted to the spine. The Adeptus Mechanicus make extensive use of these substantial augmetics. Each limb is controlled by the mind and purpose-built; it takes decades of discipline and training to coordinate more than one. When you acquire a Mechadendrite, choose a single option from the list below.

Value: 5

Rarity: Very Rare

Keywords: ADEPTUS MECHANICUS

Ballistic Mechadendrite

Functions as a Laspistol (p.217) powered by your biolofy. It doesn't use Ammo or need to be Reloaded.

Exploration Mechadendrite

Functions as an Auspex (p.236). +1 bonus die to Survival (Wil) Tests to navigate or track.

Medicae Mechadendrites

Functions as a Medikit and a Diagnostor (p.238 & p.237). +1 bonus die to Medicae (Int) Tests. Can be used to inject toxins, sedatives, and stimulants in combat as a Simple Action. Injecting an unwilling target requires an Opposed Initiative Test.

Optical Mechadendrite
Functions as a Magnocular Scope (p.228) abd Preysense Goggles (239). +1 bonus die to Awareness (Int) Tests; allows you to make microscopic examinations.

Servo-Arm
A massive claw designed for heavy lifting and manipulation. You gain +4 Strength when using the arm. In combat, the arm allows you to Brace (p.189) as a Free Action. You can use the arm as a melee weapon with the following profile:

Damage	ED	AP	Traits
(S) +4	2	–3	Unwieldy (2)

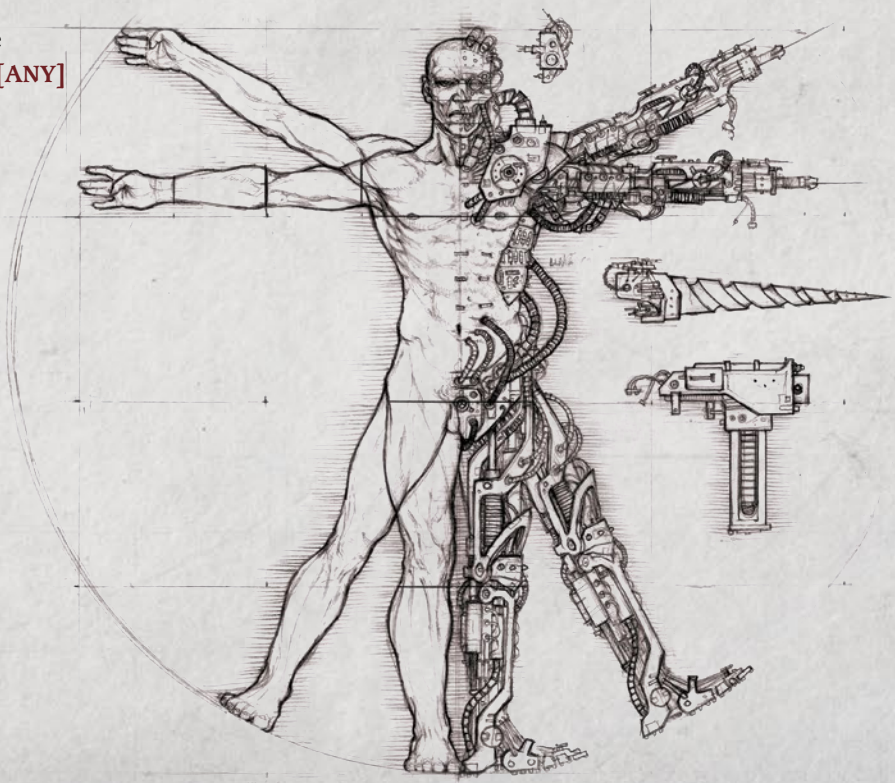
Utility Mechadendrite
Functions as a Combi-Tool (p.236).
+1 bonus die to Tech (Int) Tests.

Mind Impulse Unit
Used for divine communion by adherents of the Machine Cult and to implement sabotage by sordid criminals, this augmetic allows a mortal mind to directly interface with a machine spirit.
Effect: You can converse with a machine spirit as an Action; this may require a Tech (Int) Test for unruly spirits. If you succeed, you gain +Double Rank bonus dice to all Tests to operate the machine.
Value: 6
Rarity: Rare
Keywords: [ANY]

Neuroplastic Psychosectemy
Equal parts surgery and sacred ritual, the emotional and illogical parts of the patient's brain are excised, replaced by cogitators hardwired to the cerebral cortex.
Effect: You gain +1 Intellect and +1 Willpower but suffer –2 Fellowship.
Value: 7
Rarity: Unique
Keywords: [ANY]

Reflex Catalyst
Conductive cabling and synaptic triggers enhance the speed of the autonomic nervous system.
Effect: You gain +1 Initiative.
Value: 6
Rarity: Very Rare
Keywords: [ANY]

Sinew Armature
Joints and major muscles are replaced with actuators, tensor cables, and vat-grown tissue.
Effect: You gain +1 Strength.
Value: 6
Rarity: Very Rare
Keywords: [ANY]



Subdermal Armour

Rigid metal plates and resistant fibre weaves distort and harden skin.

Effect: You gain +1 Base Resilience.
Value: 4
Rarity: Rare
Keywords: [ANY]

Weapon Implant

Some weapons can be incorporated into augmetic replacements.

Augmetic Arm Weapon Implant

You may implant a weapon with the Pistol Trait into an augmetic arm. Alternatively, you may choose to implant a knife or a melee weapon of a similar size into an augmetic arm.

You can extract or retract the implanted weapon as an Action. Your limb functions normally until you extract it. The limb can only be used as a weapon while the weapon is extracted. You can't drop an implanted weapon and you can't be disarmed without amputating the limb.

Value: 3 + Weapon Value
Rarity: Rare
Keywords: [ANY]

AELDARI AUGMETICS

Your body is as crude as your attempts to improve upon it. I would not dare complicate my symmetry with such unsightly angles.
—Corsair Tir-Hoval, captain of the *Threefold Talon*

Focusing on ritual discipline to develop their minds and bodies to avoid She Who Thirsts, the Aeldari usually eschew technology as a path to physical enhancement.

To ensure the survival of their ever-dwindling Species, the Aeldari utilise augmetics for reconstruction, replacing damaged flesh with wraithbone prosthetics of unparalleled sophistication and beauty, each component psychically attuned to their bearer.

Eyes Of The Crone

These complex augmetic eyes grant Aeldari precise perception beyond the material realm, allowing them to peer through the skein of fate.

Effect: A single Eye of the Crone can have two different Augmetic Eye effects (p.243).
Value: 5
Rarity: Very Rare
Keywords: AELDARI

Heart of Vaul

Implanted just above the heart, this augmetics projects a nearly invisible refractive force field perfectly contoured to the body.

Effect: You gain +1 to Defence and Armour in addition to any armour or shield you have.
Value: 7
Rarity: Unique
Keywords: AELDARI

ORK BIONIKS

Oi, boss! Wake up! I done fixed yer stump up a treat! Now you can punch, shoot, chop, and burn all at once!
—Dok Gurk Bludstitch

Orks do not bother with augmetic reconstruction, following mad instincts that drive them to replace every lost limb with something bigger, badder, and deadlier. The resulting augmentations are brutal affairs of hissing hydraulics and exposed wires that no sane person would desire.

In many cases, bionik implantation is involuntary, with the mad whims of a Painboy overriding any bodily autonomy the patient might claim.

In addition to the Orkish creations listed, there are bionik equivalents for all Imperial Augmetic Enhancements. These augmetics have the same Value and Rarity of their Imperial counterparts, but are much more prone to malfunction whenever you roll a Complication.

Iron Gob

Curved slabs of jagged ceramite are crudely bolted to an Ork's jaw, providing additional protection and an intimidating profile to an already fearsome face.

Effect: You gain +1 Armour (this stacks with worn Armour) and +1 bonus die to Intimidation (Wil) Tests. You can make a melee bite attack with a Damage of 6 +2 ED.
Value: 3
Rarity: Rare
Keywords: ORK

Iron Gutz

Some Orks have appetites best described as suicidal. This implant replaces the recipient's digestive system with industrial tubing and linked chemical reaction chambers that allow the recipient to eat even the corrupted flesh of daemons.

Effect: You gain +2 bonus dice to Tests to resist ingested poisons.

You can automatically find food to subsist you in any environment.

Value: 5

Rarity: Very Rare

Keywords: ORK

Rebuilt Cranium

The effects of a rebuilt cranium are impossible to predict, as the Ork's skull and brain is replaceeed with adamantine plates and assorted scrap circuitry or xenos tech.

Effect: Roll 1d3 at the start of each session. Your Intellect Attribute increases by the result.

You may spend a point of Wrath to reroll the 1d3 at any time.

The GM may force a reroll of the 1d3 under circumstances that could cause the bionik to malfunction.

Value: 6

Rarity: Very Rare

Keywords: ORK

TRINKETS & CHARMS

In all the years I've known you, not once have you turned down an opportunity to boast about your collection. Just between the two of us, how did you acquire an Æonic Orb?

—Isembard Shoal, undercover Inquisitorial Acolyte

Good luck charms, trophies, or clues to your destiny; trinkets are (seemingly) harmless curiosities picked up in your past life or on an earlier adventure. You can work with your GM to come up with a suitably mysterious trinket or a charm with sentimental value, or you can decide randomly.

Roll a d3 to select one of the three Trinket Tables on the following pages, then roll a d66 for a random trinket.

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TRINKET TABLE ONE

d66	Trinket Table One
11	An Ork tooth. A string of numbers is etched into the enamel.
12	A phial of soil from your home world.
13	A bent spanner from a Hive World manufactorum.
14	A small effigy of a Jokaero made from spare parts.
15	A book of ribald poetry bound into the cover of a chronicle of Saint Julyana Gilead.
16	Three pieces of dried alien fruit wrapped in wax paper.
21	The hilt of a combat knife, the blade dissolved by acid.
22	A canteen of rotgut brewed from corpse starches and thruster coolant.
23	An icon of Saint Julyana Gilead covering her face as if weeping.
24	A shard of wraithbone. When unobserved, the shard orients itself to point towards Ostia.
25	The milky eye of an Astropath suspended in a vial of preservative fluid.
26	A power cell incompatible with all known Imperium technology.
31	A pack of thick Astra Militarum issue socks, never opened.
32	A bottle of finest amasec brewed in Imperium Sanctus.
33	A leather pouch containing 1d6 seeds.
34	A book of confounding riddles with a blue and yellow cover and 81 pages.
35	A boot polish tin containing 1d6 lho sticks.
36	A necklace made of five regicide playing pieces on a silver chain.
41	A doll in the form of a Space Marine made from an old shirt.
42	A decagon carved roughly from bone with strange symbols on each face.
43	A Data-Slate containing fragmentary maps of an ancient vessel lost in the Warp.
44	A thick tome of the Imperial Creed, its cover sealed closed by an archaic lock.
45	The ident tags of a long-dead soldier of the Astra Militarum.
46	A counterfeit Administratum notary seal carved from a starchy tuber.
51	A bucket of foul smelling red paint that cannot be washed off.
52	A sheaf of Astra Militarum enlistment papers, never filled out.
53	The severed finger of a Space Marine Power Fist, its markings inconsistent with any known Chapter.
54	An ornate child's puzzle box. When solved, the box opens to reveal a disquieting symbol.
55	A pict of a distant relation. Their face shows signs of subtle mutation.

TRINKET TABLE ONE

d66	Trinket Table One
56	An Explorator's journal with strange plant clippings and insects pressed between the pages.
61	A single card of the Emperor's Tarot bearing a name hastily written in blood.
62	A magnetised piece of scrap metal showing an Ork glyph. It takes great force to remove the chit once attached.
63	A copy of the *Imperial Infantryman's Uplifting Primer*. The book is bloodstained and charred from the impact of an energy weapon.
64	An unread message from someone important to you.
65	A fur hat made from the tufted crest of an Eldar Exarch's helmet.
66	A pilgrim's token from Holy Terra.

TRINKET TABLE TWO

d66	Trinket
11	A cheap copy of a Ministorum seal made from moulded resin covered in a patina of metal.
12	A polymorphine ampoule jury-rigged to hold a preserved blood sample.
13	The dedication plaque of a Dauntless-class Light Cruiser thought lost during the Gilead Crusade.
14	A faint vox-recording of a parent's last words.
15	A page torn from a sacred text of the Imperial Creed bearing a black smudge in the centre.
16	A diadem from a feudal world, its perimeter decorated with xenos claws.
21	An antique Chrono that always runs 15 minutes fast.
22	A jawbone, supposedly from a saint, with High Gothic script worked into its surface in delicate scrimshaw.
23	An unfired Bolt round, initials carved into its surface.
24	A necklace of Imperial coins from various worlds strung on silver wire. The coins are worth just enough to pay for a funeral.
25	A wind instrument made from meteoric iron that requires six fingers on each hand to play properly.
26	A purity seal stamped with a grinning skull.
31	A book of dirty Limericks and bawdy verse written in Low Gothic.
32	A sealed translucent box containing a metallic liquid. The liquid splits and moves to avoid your direct gaze.
33	A tiny servitor made from the remains of an avian believed native to Holy Terra. It sings sweetly, never repeating a tune.
34	A gauzy crimson sash woven from mono-fibre once used to garrotte a treasonous Sub-Sector governor.
35	A marble hand broken off an Imperial monument, its surface stained with Ork blood.
36	Three corroded, magnetised ball bearings. Each is engraved with markings mimicking the continents of alien worlds.
41	A lighter in the shape of a compact laspistol. Pulling the trigger produces a tiny, steady chemical flame from the barrel.

TRINKET TABLE TWO

d66	Trinket
42	A sheaf of grave rubbings taken from multiple headstones bearing the same name but different dates of birth and death
43	A shard of stained glass from a fallen cathedral.
44	The spent power cell of a T'au Pulse Pistol.
45	The command codes for a highly specific class of Cherub Servitors.
46	A signet ring bearing the seal of a Nethreun Questor Imperialis unheard of since the opening of the Great Rift.
51	A battered Astra Militarum survival kit. Its contents spent except for three water purification tablets.
52	A crystal bottle of intoxicating perfume made from gyrinx musk glands.
53	A tattered flag showing an Ork emblem of infamous Freebooter Kaptin Mag Galluz.
54	A sealed bottle of red corrective ink bearing the label of the Adeptus Administratum.
55	A braided lock of synthetic hair.
56	A signed second volume of the memoirs of an Imperial hero.
61	A burned-out memetic coil from a Servitor Skull.
62	Sealed orders meant for a long-dead Lord Marshal of the Gilead Gravediggers.
63	A battle damaged ID chip from a T'au Fire Warrior.
64	A stale wafer of hard tack from a Militarum commissary, thick enough to stop a slug round — as the dent in it may prove.
65	A diamantine tuning fork engraved with the seal of a Choir Master of the Adeptus Ministorum.
66	A deck of playing cards. Each card bears the image of an enemy of the Imperium.

TRINKET TABLE THREE

d66	Trinket
11	A vox recording of haunting xenos music from a species long thought extinct.
12	A death mask in the image of a Canoness of the Adepta Sororitas.
13	A reliquary containing a shard of gleaming ice. The ice never melts.
14	A wafer-thin sheet of wraithbone covered in interconnected Aeldari glyphs.
15	An improvised pendulum made from a length of optic cable and an autogun slug.
16	A portable Auto-Quill modified to print Ork glyphs.
21	A shrill whistle carved from a preserved horn.
22	An Imperial noble's commissioning scroll, signed and notarised, dated in M43.
23	A rockcrete brick pried from the defensive wall of a fallen Imperial bastion.

TRINKET TABLE THREE

d66	Trinket
24	A forged promissory note from the Upstanding Starch Guild on Gilead Primus.
25	A ring of keys, each one encoded to a stasis vault on a different world.
26	A list of seemingly unrelated machine components written in blocky, crabbed handwriting.
31	An ornate silver snuffbox. The snuff within is fortified with trace amounts of xenos pollen.
32	A fetish carved from volcanic glass depicting a skull-faced god sitting on a gothic throne.
33	A ticket stub for a performance of an opera proscribed by the Ecclesiarchy.
34	A dog-eared, lavishly illustrated children's primer of Imperial history.
35	A classified document, redacted so that every word is blacked out except for one. It could read 'crucible' or 'cubicle'.
36	Coded data-slate of a significant Human bloodline showing possible mutation and xenos gene-grafting.
41	A notched hourglass filled with the ruddy sand of Mars.
42	Half of a shattered mask depicting a face distorted with fear.
43	A smooth river stone with an Aeldari glyph carved into its surface.
44	An eight-spoked cogwheel.
45	A small triptych of the God-Emperor ascendant, martyred, and interred upon the Golden Throne. The hinges are rusted shut.
46	The remote detonator to a Penal Legionnaire's explosive collar.
51	A xenohide pouch containing the mummified heart of an unknown organism.
52	A radiation-damaged design template for a plasma reactor with a single fatal design flaw.
53	An exhaustive phrase book translating common phrases between multiple dialects of Low Gothic.
54	The knob from the end of a Weirdboy's channelling rod.
55	A clockwork replica of an attack bike that sparks and runs in circles when wound.
56	A sash made from the interlocking scales of a Maiden World reptile.
61	An illuminated book of hours. Many of the prayers within are edited in red ink.
62	A prism-like mirror shard. Staring at one's own reflection in the shard causes vivid hallucinations.
63	A piece of ceramite marked with the emblem of the Absolvers Chapter.
64	Several lengths of ribbed cable meant to be worn around the head and neck, giving the wearer the appearance of possessing several high-quality augmetics.
65	A bottle of sacramental wine blessed by Arch-Deacon Merramar Clade.
66	A cheap replica of an Arbitrator's badge of office.

PSYCHIC POWERS

Psychic powers inspire awe and horror throughout the galaxy. Mortal minds capable of channelling power from another dimension wreak havoc with what some call magic, while constantly battling to keep control of these reality-bending abilities. Whether known as Psykers, witches, or sorcerers, all who harness the limitless power of the Warp's raw energies put themselves and those around them at terrible risk. Malignant and ravenous things dwell in the realm Immaterium, waiting to twist any Psyker into a gateway to enter our reality.

THE WARP

Psykers draw their power from this separate dimension of pure psychic energy. The Warp underlies reality, and is the home of the Chaos Gods and their daemonic minions. Profane scholars claim that the thoughts and emotions of the living shape the Warp, and the daemons and Chaos Gods themselves are manifestations of the wandering minds and vile desires of mortal souls. A place without location, this unreal realm thrives on the faiths and beliefs of every sentient mind.

WARP TRAVEL

Arcane archeotech engines allow void-ships to travel through the Warp. Their mechanisms are unknown to all but the most prestigious of the Adeptus Mechanicus. A Warp Drive allows a ship to enter the empyrean and ride its unreal waves, then slip back into realspace. As time and distance are malleable in the Warp, a voidship can jaunt light years incredibly quickly compared to real-space travel — if it survives.

Those who travel the Warp are exposed to its maddening dangers; shifting realities, nightmarish manifestations, and daemonic incursions. Ships are shielded by esoteric Geller Fields, and the mysterious Navigators steer vessels on the tides of psychic energy using the lighthouse of the Astronomican, a central beacon on Terra. Neither protection is perfect, and many ships are lost in the Warp. Some are merely destroyed, while others arrive centuries after they set out, others before they departed.

Though the process is dangerous and strange, the benefits of Warp Travel are undeniable. An interstellar monolith like the Imperium can only survive with the communications, trade, and military transport afforded by travel within the Warp.

The border between Materium and Immaterium is blurred through portals, rifts, or storms like Cicatrix Maledictum, allowing the denizens of either realm to cross into the other. The ultimate goal of all daemons is to make this crossing. As a Psyker channels the extra-sensory energies of the Warp, they expose themselves to the Ruinous Powers and their daemonic kin. Their will may accidentally manifest strange, terrifying, or even deadly psychic phenomena, and they must also resist the Warp's denizens as they attempt to force themselves into the Psyker's body and invade reality.

HUMAN PSYKERS

The axiom spread across the Imperium holds true for many in the Gilead System: Psykers are to be shunned and feared. No Species in the galaxy shares Humanity's potential for channelling raw Warp power, and none are more vulnerable to its lure. Any hint of 'Warp-craft' is met with brutal prejudice or fearful reports to Imperial authorities.

Yet it is because of Psykers that the Imperium exists at all. The Emperor is the greatest Psyker ever known — his psionic might affects the entirety of his dominion. His Astronomican is fuelled by Psykers, without which faster-than-light travel would be impossible. Likewise, communication between worlds flows through the Astropaths. Chaotic sorcerers are hunted by the Inquisition's gifted Psykers, and daemons destroyed by the power of psionically empowered force weapons. Yet many of these labours go unsung, ignored, or unrecorded — for the Imperium's safety, everyone must remember: 'Beware the Psyker!'

Legal Status

Psykers are mutants, and as such are deemed heretical by Imperial law. The only way a Psyker can legally exist in the Imperium is if they are sanctioned; whereby they must submit to ruthless and unforgiving testing by the Inquisition and Adeptus Astra Telepathica. Resistance results in capture, censure, and often death.

The Black Ships

The fleet of the Adeptus Astra Telepathica roams the galaxy to collect the Emperor's Tithe of Psykers from planets across the Imperium. Tens of thousands of Psykers are interred in Black Ships and ferried to Holy Terra every day. There they face testing, trial, and potential sanction. Without these ships' draconian efforts in conjunction with the Inquisition, Humanity would have fallen into the mire of daemonic possession and the despotism of Warp-fuelled witch tyrants millennia ago.

The number of Psykers born in the Imperium increases each year, exacerbating the Black Ships' already monumental task. These numbers have spiked since the emergence of the Great Rift.

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The Scholastia Psykana

An arcane institution that examines and tutors Psykers, the sages of the Scholastia Psykana evaluate those interred on the Black Ships. Those they deem worthy — strong of will and potential — are indoctrinated and trained to control their unholy powers. The majority fail this examination, and are sacrificed to the ever-hungry maw of the Astronomican Choir.

The few that survive the Scholastia's gruelling regime become Sanctioned, capable of serving the Imperium safely by controlling their Warped gifts. Some undergo the ritual of Soul-Binding; standing before the blessed Emperor, sharing in his immense psychic power for a brief, agonising moment to reinforce their minds against the predation of daemons. These blessed souls emerge from their suffering as Astropaths.

The Astronomican Choir

The Emperor's unfailing, holy light shines out into the Warp to guide His children. The Astronomican is the beacon by which the Navigators of the Navis Nobilite steer every voidship through the empyrean. A psychic star visible in the Warp, guiding the Imperium's voidships.

GILEAD LOST

The light of the Astronomican cannot penetrate the darkness of the Great Rift. Without it, the Gilead System has no safe method of traveling the Warp, and Astropathic communication cannot stretch far beyond the Heartworlds.

Warp-shielded cells on every planet overflow with Psykers as they are born in increasing numbers and interred. Even Varonius cannot say when the next Black Ship will arrive. The Inquisition's remaining members are already overworked, and more Psykers are escaping their clutches than ever. Many streets are filled with fear, suspicion, and violence, whilst others find a pragmatic — and certainly heretical — acceptance of low-powered Psykers to be the only solution. Lord-Governor Fylamon constantly denies rumours she has accepted additional 'Sanctioned' Psykers into the ranks of the Gilead Gravediggers.

Without its 'choir', even the Emperor's light would have dimmed in the last ten thousand years. The Astronomican Choir consists of Psykers whose lives and psionic energy are absorbed by the Golden Throne. Innumerable Psykers are sacrificed to fuel the Imperium, their collective death scream focusing the Emperor's own psychic might into the Warp's roiling madness, creating one true, fragile star to sail by.

Astropaths

Astropaths are second only to Navigators in the essential entities required for the Imperium to exist. Without Astropaths, the Imperium would fall silent forever. An Astropath's mind can reach across the vast span of empty void between worlds, delivering messages and encoded thought imprints to other Astropaths sectors away. Thoughts can be broadcast even further, although such astro-telepathic communication is less secure and carries far more risk. This is how information vital to Imperial survival passes across the galaxy in moments.

Rogue Psykers

The Scholastia Psykana tests are brutal, savage, and utterly unforgiving. As a result, many Psykers run or hide when they discover what they are — or worse, when someone else does. Some live out the rest of their lives unbothered. Most do not. Those who don't succumb to their own perilous powers or become possessed by daemons heed the whispers of the Ruinous Powers and become Rogue Psykers. Without the protection of the soul-binding ritual and all-consuming discipline of Scholastia Psykana training, all Rogue Psykers are doomed to a fate worse than death.

XENOS PSYKERS

Though many were exterminated during the Emperor's Great Crusade across the stars, some sentient Species still utilise the terrifying might of the Psyker, the mutable nature of the Warp expressing itself differently through each.

Aeldari Psykers

A Species of natural Psykers, the once star-spanning empire of the Aeldari inexorably weaves psychic power and technology. They manipulate the psychoactive substance known as wraithbone with their minds, shaping and moulding it to create their war machines and planet-sized starships known as Craftworlds.

Each Aeldari wears a Spirit Stone, a device that collects and safeguards their soul at the moment of death. The Aeldari's psychic mind lives on in this stone; they are harvested from the battlefields and installed into a Craftworld, the soul mingling with its dead fellows in an Infinity Circuit. Those still living can psychically communicate with their dead, calling on them when the need arises. By shaping wraithbone into humanoid form, the soul of a departed Aeldari can take to the field of battle once more. The mystical material responds to a Psyker's powers like a musical instrument, Wraithlords and Wraithguards moving as though alive. Bonesingers tend groves of psychoreactive wraithbone on every Craftworld, preserving the crux of their technology and way of life.

Beyond technology, the unique Aeldari psyche curses them with vast ranges of deep emotions and the ability to peer into the future. They are highly attuned to the strands of fate, seeing the Warp as a vast lattice linking all possibilities. In days long fallen, every Aeldari could feel and manipulate these strands, predicting and changing the future; those that still strive to master this practice are said to follow the Path of the Seer.

Farseers and Warlocks guide the massive Craftworlds, following threads of doom and fate that form patterns across the centuries. As these Craftworlds pass, they often shape and reshape entire destinies in their wake. The Warlock weaves the flow of battle, unleashing devastating psychic attacks that rend flesh as well as futures. At the twilight of their days the Aeldari still remain masters of the art of the Psyker. But every Aeldari must maintain a tight discipline over their extreme emotions and psychic ability — Slaanesh is ever watchful, ravenous for their souls, ready to strike and devour the xenos at any moment of weakness.

Ork Psykers

The collective Ork consciousness is a latent pool of Warp energy. Ork emotions — almost exclusively the desire, anticipation, or excitement for war — whip this energy into a storm that expresses itself ultimately in the WAAAGH!; a raging whirlwind of hyper-rage screaming for release. Weirdboyz are the literal lightning rod for this psionic overflow of nearby Orkish psyches, soaking up the uncontrolled and unfocused psychic energy like a sponge, often with unpredictable and explosive results.

Orks unwittingly alter the laws of logic in their local area with their collective psychic energy. Ork technology functions purely on the unconscious, undirected psychic power of their war-hungry beliefs. If an Ork believes in something hard enough, it becomes true; taping an extra magazine to a gun improves the fire rate by giving it 'more dakka', sticking spikey bits on a voidship stops daemons from attacking during Warp travel, and painting a trukk red really does make it go faster. Indeed, those few brave or foolish enough to study the greenskin menace have found that their ramshackle weaponry often literally falls apart when wielded outside of an Ork WAAAGH!.

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WARP STORMS & CICATRIX MALEDICTUM

Wrap Rifts are gateways to the dwelling place of daemons. A Warp Rift forms where the barrier between the Materium and the Warp weakens and cracks. These tears in reality seep with raw power too great for many mortals to even look upon. The Eye of Terror was the greatest of these rifts caused by the psychic shock of the birth of the Chaos God Slaanesh. Reality and unreality mixed across the almost twenty-thousand light-year span of the Eye, fraying the laws of time and physics, and releasing the Ruinous Powers' servants.

The Eye of Terror was but a predecessor to the greatest calamity the Imperium has faced since the Horus Heresy. Tearing through half of the known galaxy, the Great Rift is a colossal Warp storm that has distorted the laws of physics and bisected the Imperium. Time fluctuated on thousands of worlds when this catastrophe ripped through the galaxy. The Imperium's worlds in proximity to the Sol System suffered from incursions from Chaos forces and mass rioting, and lost communication with the many planets beyond the abominable Cicatrix Maledictum. Those lost worlds on the far side of the Great Rift experienced far worse.

Those in the relative safety of the Sol System dubbed the region of space beyond Cicatrix Maledictum 'Imperium Nihilus'. The Astronomican's holy flame has been extinguished for the planets in Imperium Nihilus. The Emperor's guiding light is entirely obscured by the colossal Warp Storm. Astropathic messages and faster-than-light travel are almost impossible without the Astronomicon's lighthouse, and the Great Rift itself is impassable. Each planetary system is isolated from the rest of the Imperium, unsure even that humanity has survived the calamity that plagues them on a daily basis.

Daemons walk freely from Cicatrix Maledictum onto the defenceless worlds of Imperium Nihilus. Psyker numbers have increased, due to unreality seeping through the Great Rift on an unprecedented scale. This accursed age needs heroes more than ever before.

The Gilead System is but one of the surviving bastions of Imperial order in Imperium Nihilus. Its citizens toil beneath a sky torn by the Great Rift, praying a Black Ship will emerge before they are overrun by Warp-tainted Psykers. Those few who understand the depth of the System's predicament pray for empty skies instead, knowing nothing good will emerge from the galaxy-spanning portal to the realm of daemons.

GAINING PSYCHIC POWERS

If you have the **PSYKER** Keyword, you are a Psyker. All Psykers begin their careers knowing the Universal Psyker Abilities. You can learn additional psychic powers by spending Experience Points equal to the power's XP cost.

PSYCHIC DISCIPLINES	
Discipline	Description
Biomancy	Manipulating a biological form
Divination	Predicting or reading the future
Pyromancy	Manipulating or producing fire
Telekinesis	Exerting kinetic force through thought
Telepathy	Manipulating a mind
Maleficarum	Unleashing the unholy powers of Chaos
Runes of Battle	Empowering allies or weakening foes
Minor Psychic Powers	Less powerful psychic phenomena outside of any discipline
Species	**Disciplines Known**
Aeldari	You can learn Psychic Powers from the Divination Discipline, the Runes of Battle Discipline, and one other Discipline of your choice.
All other Species	You can learn Psychic Powers from a single Discipline of your choice.

STARTING PSYKERS

If your character is a Psyker — or has just become one — it might not be clear where to start. Add your Universal Psyker Abilities (p.267), then pick a few Minor Psychic Powers to learn. After you've gotten a feel for how Warp-craft works, you can purchase a few more powers, or even choose a Psychic Discipline.

There is no maximum number of psychic powers you can learn. Each Psyker studies a Discipline, a method of controlling the unpredictability of the Warp to produce consistent desired effects. All Psykers can learn Minor Psychic Powers and Smite (p.272), but you can only learn psychic powers from a single Discipline unless you are an Aeldari or have taken the Warped Mind Talent (p.141).

OTHER XENOS PSYKERS

Psykers exist in almost every sapient species in the galaxy and in more than a few non-sapients too.

The patriarchal Genestealers that lead hidden cults on Hive Worlds exert a psychic control over their blasphemous minions, connecting them through its horrific Broodmind. Every disillusioned xenos rebel can communicate through thought alone, receiving orders from their Warped Patriarch through this subconscious link. Each individual acts in the interests of the group, sacrificing themselves if the need arises in a perversion of the Imperial ideal. Some of the impure xenos hybrids develop their own psychic powers, deforming the Telepathy discipline to their own twisted ends.

The enigmatic Hrud are reported to have shamans among their numbers who perform techno-heretical Warpcraft. Psychneuein, wasplike Psyker insects originally from Prospero, terrorise worlds across the galaxy. Even the Old Earth myths of Vampires have been attributed to certain breeds of psionic predators that lurk in the edges of awareness, and some are said to still inhabit Terra today.

Whispers in the Gilead speak of strange shrouded figures appearing on Trollius and, more recently, on Ostia. Only observed at great distances, they seem to announce their arrival with strange psychic ripples that repeat rhythmically like pebbles dropped into a still pond.

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OPTIONAL RULE: EXCHANGING POWERS

Manifestations of the Warp are by their very nature strange and unpredictable. Though Psykers can control these wild energies to some extent, they are often more at their mercy, and the Empyrean is fickle — the incantations and focuses that work for a Psyker one day may have completely different results another.

If you use this optional rule you can exchange one psychic power you know for another power of the same Discipline. This might result in a randomly determined net loss or gain in XP — if that sounds like a bad thing to you, don't use this rule.

At the start of a session, pick the power you want to exchange, then roll on the table of powers for that Discipline. If you roll a different power, it replaces your original power. If you roll the same power, you can choose which new power you learn.

Exchange Consequences

Psykers do not alter their powers lightly. Learning to control their abilities in a different fashion can be quite dangerous, and the Psyker must re-learn to precisely exert their will.

Whenever you exchange psychic powers, you must add one Wrath Dice to all of your Psychic Mastery Tests for the entirety of the game session. In addition, you must roll a Wrath Dice at the beginning of the session; on a result of 1, you gain 1 Corruption.

MINOR PSYCHIC POWER EXCHANGE

d66 Roll	Psychic Power	XP Cost
11-13	Chameleon	8
14-16	Compel	10
21-23	Conceal Phenomena	5
24-26	Conjure Flame	10
31-33	Dull Pain	8
34-36	Flash Bang	8
41-43	Invoke Luck	10
44-46	Inflict Pain	8
51-52	Subvert Machine	10
53-54	Hover	7
55-56	Psychic Torch	5
61-62	Phantom Grip	8
63-64	Mental Force	8
65-66	Otherworldly Voices	5

BIOMANCY DISCIPLINE EXCHANGE

d6 Roll	Psychic Power	XP Cost
1	Enfeeble	15
2	Life Leech	15
3	Phantom Form	15
4	Regeneration	15
5	Shape Flesh	20
6	Warp Speed	15

DIVINATION DISCIPLINE EXCHANGE

d6 Roll	Psychic Power	XP Cost
1-2	Forewarning	15
3	Prescience	15
4	Scryer's Gaze	5
5	Misfortune	15
6	Psychometry	15

PYROMANCY DISCIPLINE EXCHANGE		
d6 Roll	Psychic Power	XP Cost
1	Fiery Form	15
2	Flame Breath	5
3	Molten Beam	20
4	Spontaneous Combustion	10
5	Wall of Flame	15
6	Mindfire	15

TELEKINESIS DISCIPLINE EXCHANGE		
d6 Roll	Psychic Power	XP Cost
1	Assail	10
2	Crush	10
3	Levitation	8
4	Telekinetic Dome	15
5	Shockwave	15
6	Grav-Warp	20

TELEPATHY DISCIPLINE EXCHANGE		
d6 Roll	Psychic Power	XP Cost
1	Fog the Mind	15
2	Mind Probe	15
3	Psychic Shriek	10
4	Telepathy	5
5	Terrify	15
6	Erasure	15

MALEFICARUM DISCIPLINE EXCHANGE		
d6 Roll	Psychic Power	XP Cost
1-2	Dark Flame	15
3	Possession	20
4	Soul Shrivel	20
5	Touch of Corruption	15
6	Infernal Gaze	10

RUNES OF BATTLE DISCIPLINE EXCHANGE		
d6 Roll	Psychic Power	XP Cost
1	Conceal/Reveal	20
2	Embolden/Horrify	20
3	Empower/Enervate	30
4	Enhance/Drain	30
5	Protect/Jinx	20
6	Quicken/Restrain	20

USING PSYCHIC POWERS

Step 1: Declare

Declare which psychic power you want to use, how you want to use it, and which power level you're using (see Power Levels on the next page).

You can only activate one psychic power per Round.

Step 2: Assemble Dice Pool

Gather a dice pool for your Psychic Mastery (Wil) Skill, plus any applicable bonus dice from your wargear or other sources.

The number of Wrath Dice in your dice pool is determined by the power level. You might have to add extra Wrath Dice from another source.

Step 3: Roll The Test

Roll the dice pool and count the Icons, then compare the result to the psychic power's DN. If the number of Icons equals or exceeds the psychic power's DN, you've successfully cast the power.

Any result of 1 on any Wrath Dice triggers a Perils of the Warp Complication, regardless of success or failure. Roll on the table on p.263 and trigger any effects immediately.

Any results of 6 on a Wrath Dice count as Exalted Icons, but don't trigger Critical Hits or award Glory. You can shift any Exalted Icons to enhance the power's effect as described in the Potency part of each psychic power, as long as you still have enough Icons in the dice pool after Shifting to trigger the power.

Step 4: Activate Psychic Power

You unleash the power! Depending on the effects of the power and your intentions, any manner of Warp-born sorcery could take place.

Example: *Rachael's character Jiao is undercover, investigating a Tzeentchian Cult in the hive city Anterium on Gilead Primus. Her party suspects the cult has penetrated some of the noble houses that rule the hive, creating a problem; the party needs a highborn signature on Administratum records to legally continue their investigation. Rachael decides that Jiao will meet with a suspect noble, and use her psychic powers to influence the situation.*

After the noble refuses to sign the documents, Jiao attempts to activate Compel, a DN 5 power. Jiao casts it at the Bound level, so no additional Wrath Dice are added. Jiao has a Willpower of 3 and a Psychic Mastery of 4, meaning her dice pool is 7, including 1 Wrath Dice.

Rachael rolls the pool of 7 dice and gets the following result: 1, 2, 2, 4, 5, 5, 6.
3 Icons and 1 Exalted Icon = 5 successes; just enough to activate Compel! Luckily, Rachael didn't roll a 1 on the Wrath Dice, so she doesn't have to roll on the Perils of the Warp table.

Now that the power is activated, Jiao says, 'Sign the form.' Her psychic abilities are influencing the Imperial noble, but he has a chance to resist with a Willpower test (DN 4). Unfortunately, with a Willpower of 3, the highborn only rolls a 3, a 4, and a 6; 3 Icons. The GM describes as the noble's eyes glaze over and his hand scrawls a signature on the Administratum forms. A moment later, he snaps back into full consciousness, shaking with Warp sickness as Jiao proceeds with her investigation.

POWER LEVELS

A Psyker can open themselves to the Warp and channel more of their latent power into their psychic powers. Casting at a higher power level adds extra Wrath Dice to the dice pool, increasing your chance of success at the risk of potentially triggering the Perils of the Warp.

Whenever you make a Test to activate a psychic power, choose a Power Level:

POWER LEVELS EFFECTS

Power Level	Bonus Wrath Dice	Effects
Bound	0	N/A
Unbound	+1	You may only make Unbound or Transcendent Psychic Mastery tests for the rest of the scene.
Transcendent	+2 or more	You suffer Shock damage equal to the amount of Wrath Dice in the dice pool. You may only make Transcendent Psychic Mastery tests for the rest of the scene.

Bound

A trained Psyker can control the Warp as it flows through them — to an extent.
Roll your Psychic Mastery Test with a single Wrath Dice, unless you are required to roll with additional Wrath Dice from another source.

Unbound

Psykers can unshackle the natural barriers in their minds, drawing upon more Warp energy to generate their powers.

Roll your Psychic Mastery (Wil) Test with one bonus Wrath Dice in your pool. Any other Psychic Mastery tests you make in this scene must be made at the Unbound or Transcendent Power Level.

Transcendent

Reckless Psykers can open their minds fully, surrendering themselves and channelling the raw power of the Warp, despite the extreme risks.

Roll your Psychic Mastery (Wil) Test with bonus Wrath Dice equal to your Rank or Tier, whichever is higher, plus one. Any other Psychic Mastery tests you make in this scene must be made at the Transcendent Power Level. Whenever you make a Transcendent Psychic Mastery (Wil) Test, you suffer Shock equal to the number of Wrath Dice in your dice pool.

Example: *Johan's Psyker Zaire is out of ammo, he's wounded, and a gang of Ork Boyz are charging towards him — if he holds back now to keep his powers a secret, he's a goner. He attempts to activate his Telekinetic Dome psychic power, and choses to roll at the Unbound power level to make sure it works.*

Johan assembles a dice pool, adding Zaire's Willpower (4) to his Psychic Mastery (3) for a total of 7, including 1 Wrath Dice. Using the power Unbound adds an additional Wrath Dice, making a dice pool of 8, including 2 Wrath Dice.

Johan rolls the test with the following result: 1, 2, 4, 4, 4, 5, 6, 6.

A total of 8 icons, including 2 Exalted Icons. The DN of Telekinetic Dome is 5, so it goes off without a hitch. The Orks pile in, but none of them can penetrate the wall of psychic force Zaire has raised.

On his next turn, Johan has decided that Zaire wants to use his burgeoning psychic powers to take revenge. He stops sustaining the Telekinetic Dome and attempts to activate the Shock Wave psychic power, but as he used the Unbound power level last round he can only choose Unbound or Transcendent. He decides to go all out, and chooses Transcendent. As Zaire is Tier 1, Rank 1, +2 Wrath Dice are adDded through choosing Transcendent. The dice pool is now 9.

Johan rolls the test with the following result: 1, 1, 4, 4, 5, 5, 6, 6, 6.

A total of 10 Icons, including 3 Exalted Icons! The DN of Shock Wave is 7, so the power activates and Johan can spend 1 Exalted Icon to improve the Potency, improving the power's range by 5 m to hit all of the Ork Boyz. However, 2 Wrath Dice rolled a result of 1, so Johan has to roll on the Perils of the Warp table. He rolls a 63, but must add another 10 due to rolling a 1 on the second Wrath Dice, meaning the result is 73 'The Crawling'. As he blasts the Boyz, Zaire falls to the ground in a panic as he feels the bites of uncountable illusory insects.

OPTIONAL RULE: HORRIFIC RESULTS

The Gamemaster may elect that Troop-threat NPCs and bystanders always fail any specific Test required by a result on the Perils of the Warp table. This option makes Psykers that much more dangerous and frightening. Grotesque consequences lie in wait for any common being who lingers too close to a Psyker opening themselves to the Warp.

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PERILS OF THE WARP

Whenever the unpredictable power of the Warp is channelled into realspace, there is a chance the chaotic force will cause misfortune. The Perils of the Warp table represents a small sample of the myriad nightmarish manifestations the Empyrean can take when drawn into the Materium.

Whenever you roll a 1 on a Wrath Dice as part of a Psychic Mastery (Wil) Test you must roll on the Perils of the Warp table on the next page.

Example: *While battling Aeldari Corsairs, Marina's Sanctioned Psyker Arabael tries to activate Forewarning (DN 6). Marina assembles a dice pool equal to her character's Psychic Mastery (Wil), a total of 6 dice. She chooses to activate the power at the Bound level, meaning she adds no additional Wrath Dice.*

Marina rolls the test with the following result: 1, 2, 3, 4, 5, 5

Unfortunately, this is only 3 Icons, so the Psychic test fails and the power does not activate. Even worse, Marina rolled a 1 on the Wrath Dice, so Arabael suffers an adverse effect. Marina rolls a d66 and gets a 62.

Consulting the Perils of the Warp table, Marina gets the result 'The Veil Thins'. In addition to thinning the atmosphere locally and causing everyone around to suffer penalties to their actions, this result also means that any character attempting to activate a psychic power in the vicinity must add an additional Wrath Dice to their Psychic Mastery (Wil) Tests for the remainder of the scene.

Wrath Dice & The Warp

Your dice pool may contain extra Wrath Dice from multiple sources, including the Power Level of the Psychic Mastery test. If you roll a 1 on any Wrath Dice as part of a Psychic Mastery test you must roll on the Perils of the Warp table. For every additional 1 you roll on a Wrath Dice you must add +10 to your d66 roll. The results from 71 to 106 on the Perils of the Warp table can only be triggered in this way.

OTHER PERILS

The Perils of the Warp are myriad; feel free to come up with your own inspired by the immeasurable darkness of the 41st Millennium. The insectile Psychneuein lay their loathsome eggs in the brains of the incautious, and the vile xenos Enslavers transform Psykers into grotesque living Warp gates through which they emerge to prey on humanity. Perhaps worst of all are the hushed tales of daemonic incursions, creatures spewing forth from tormented minds to inflict the will of those true rulers of the Warp, the Ruinous Powers.

PERILS OF THE WARP

Roll	Result
11-12	**FLICKERING LIGHTS:** For a brief moment, all light sources flicker and go out.
13-14	**HOARFROST:** The temperature instantly drops 20 degrees, and all surfaces within 25 m of you are coated with a thin rime of frost. The temperature returns to normal over the course of a minute. The frost is treated as Difficult Terrain. Anyone who rolls a Complication whilst on the frost falls *Prone*.
15-16	**ROILING MIST:** A clammy mist roils up from the ground, surrounding you in a 25 m radius. The mist obscures vision and distorts sounds with weird echoes for 1 Round. All Tests made inside the mist that rely on sight or hearing are made at +2 DN.
21-22	**WHISPERS IN THE DARK:** All light sources within 25 m of you grow dim and shadows pool thickly. Sinister whispers echo, and anyone who can hear them must make a successful DN 3 Corruption Test. Any who fail the Corruption roll are *Vulnerable* [2] for 1 Round.
23-24	**WARP SPECTRES:** For roughly a minute, ethereal images of strange creatures move in and out of existence within 25 m of you. These apparitions move awkwardly, passing through objects and the living alike, seemingly unaware of the real world. All animals immediately flee the area, and any sentient being who witnesses the apparitions must make a DN 3 Fear Test.
25-26	**TEARS OF THE MARTYR:** All paintings, statues, or equivalent effigies within 100 m of you begin to weep blood. If no such features exist in range, then walls or similar surfaces begin to drip with blood. The bleeding persists for 1 minute. All sentient creatures that witness this event must make a DN 3 Fear Test.
31-32	**SINISTER CHORUS:** A sinister chorus or low laughter swirls around you and those in the vicinity. All sentient creatures within 25 m must make a successful DN 3 Willpower Test or are *Hindered* (1) for one Round. The GM gains 1 Ruin.
33-34	**THE WATCHING:** An overwhelming paranoia of something watching creeps over you and everyone within 20 m. Lesser creatures and animals cower in fear, while sentient creatures must make a successful DN 4 Willpower Test or suffer an uncontrollable compunction to second-guess all their actions — they are *Hindered* (2). This effect lasts for the remainder of the scene.
35-36	**MIASMA OF DECAY:** The stench of rotting meat and decaying flesh rises from the ground within 25 m of you. All creatures within range must make a DN 3 Toughness Test, including those protected by technological breathing apparatus. Those who fail suffer 1 Shock.
41-42	**BANSHEE SCREAM:** A mighty roar akin to a sonic boom crashes through the air. Lesser animal lifeforms (insects, rodents, avians, etc.) within 25 m are instantly killed. All others suffer 1d3 Shock and must make a successful DN 3 Toughness Test or are *Staggered*.
43-44	**UNNATURAL BLOODLUST:** All creatures within 15 m of you suffer from a ringing in their ears and taste the bitterness of iron. During the next round, all melee attacks they make gain +1 ED.
45-46	**THE EARTH PROTESTS:** The ground within 50 m of you is jolted by a sudden but brief earthquake. The tremor causes no real damage, but all in range must make a successful DN 3 Agility Test or be thrown *Prone* and suffer 1 Shock.
51-52	**LIFE DRAIN:** A numbing cold washes out from you, leeching the very life essence of those nearby. Every living creature within 25 m immediately suffers 1d3 Shock and all lesser life forms (plants, avians, insects, etc.) wither and die.
53-54	**VISIONS OF POSSIBILITY:** An awful droning buzz surrounds you, drowning out all speech. The drone penetrates the mind. All creatures with the **PSYKER** Keyword within 10 m must make a DN 4 Intellect Test. Those who fail are *Staggered* and suffer 1d3 Shock. Those who succeed gain 1 Wrath.
55-56	**PSYCHIC BACKLASH:** Lurid-pink Warp lightning dances across your flesh. You suffer 1d3+2 Shock.
61-62	**THE VEIL THINS:** The air within 25 m of you thins, causing living creatures to suffer shortness of breath and dizziness. All creatures without artificial breathing apparatus are *Hindered* (2) for 1 minute. In addition, 1 Wrath Dice must be added to all Psychic Mastery (Wil) Tests for the remainder of the scene.
63-64	**WARP-TOUCHED AURA:** The mystical energies of the Warp wash over you and infuse the landscape for 25 m in every direction. All creatures in the area suffer 1d3 Shock. In addition, the invisible energies flowing through this area greatly increase the potency of psychic phenomena — 1 Wrath Dice must be added to all Psychic Mastery (Wil) for the remainder of the scene.
65-66	**SURGING WARP ENERGIES:** The air seems to shimmer and distort. All creatures within 25 m of you suffer 1d6 Shock and the GM gains 1 Ruin. For the remainder of the scene, all Wrath Dice rolled as part of a Psychic Mastery Test that don't result in a 1 or a 6 must be rerolled once.
71-72	**UNNATURAL EFFUSIONS:** You vomit foul otherworldly materials uncontrollably, far more than your body could ever produce. You suffer 1d6 Shock and are *Restrained* for 1d6 Rounds.
73-74	**THE CRAWLING:** You are overcome with the sensation of tiny creatures moving just under your skin. You immediately suffer 1d6+1 Shock and must increase the DN of all Tests by 2 for the remainder of the scene.

PERILS OF THE WARP	
Roll	Result
75-76	**TWISTED FLESH:** The energies of the Warp unleash a corruptive force on your physical form and all creatures within 10 m. All affected characters must make a DN 7 Corruption Test. Those who fail gain 1d3 Corruption (instead of just one) and suffer 1 Mortal Wound.
81-82	**GRAVE CHILL:** The environment around you grows numbingly cold, a supernatural chill suffusing every surface with glistening ice. You and every creature within 50 m suffer a -1 to Agility and Strength for the rest of the scene. In addition, all affected creatures must make a successful DN 5 Toughness Test or suffer 1 Mortal Wound.
83-84	**THE SUMMONING:** A portal is torn open between the Materium and the Warp. A Daemon appears within 25 m of you. The exact location and nature of this daemon is at the GM's discretion. The daemonic entity immediately attacks the nearest target. The daemon returns to the Warp after 3 rounds, or when it has been destroyed.
85-86	**VOICES FROM THE BEYOND:** All creatures within 25 m of you hear harsh, guttural voices close to their ear, though their words are seemingly gibberish. All characters within 10 m must make a DN 5 Fear Test. All sentient characters in range are *Staggered* until the end of the scene.
91-92	**DARK PASSENGER:** A daemon enters your mind. The daemon looks out through your eyes, reporting to whatever cruel entity rules it, and may attempt to influence your actions whenever you roll a Complication. It may whisper foul secrets, make disturbing comments, or otherwise make itself known for the remainder of your existence unless expelled. The GM gains one Ruin, and may rule that the daemon takes other actions. See the Daemonic Possession sidebar below for more information.
93-94	**WRITHING DISFIGUREMENT:** You are wracked with pain, collapsing to the ground. You suffer 1d6 Shock and gain 1d3+1 Corruption. You must roll on the Minor Mutations table (p.288).
95-96	**SPECTRAL GALE:** Swirling vortexes of misty, inhuman faces sweep past you and spin away in all directions. The distorted images cackle in maniacal glee, and all mortals who hear them struggle to keep order to their thoughts. All living creatures within 25 m of you must make a DN 7 Fear Test.
101-102	**EYE OF THE GODS:** Your mind fleetingly draws the gaze of one of the Ruinous Powers. You and any mortals within 20 m must make a DN 7 Corruption Test. Those who succeed gain 1 Wrath Point.
103-104	**BLOOD RAIN**: A hot and sticky blood rain falls in an 8 m radius centred on you. The supernatural storm starts slowly, but quickly builds to a torrent lasting only minutes. Any creature whose flesh is touched by this blood must make a successful DN 7 Willpower Test or become *Frenzied*. The awful stench of the blood will seep into any item , and may make surfaces slick and slippery.
105-106	**PSYCHIC OVERLOAD:** Streaming Warp energy bursts from your eyes and mouth, flashing in all directions and penetrating all living creatures surrounding you. You suffer 2d6 Mortal Wounds and gain 1d3 points of Corruption. All other creatures within 10 m suffer 1d3 Mortal Wounds and must make a successful DN 7 Toughness Test or are *Blinded*.

DAEMONIC POSSESSION

Daemonic possession is one of the iconic penalties for trafficking with the powers of the Warp. Nevertheless, possession is a difficult consequence to visit upon a player character, and it certainly carries with it the possibility of destroying any **Wrath & Glory** campaign where it occurs. Gamemasters are encouraged to give such a potential situation some thought beforehand.

Some possible methods to deal with such a result include the following:

- The possession takes place, but is very subtle at first. This could be a slow and insidious invasion of the Psyker's identity, allowing the GM to create something more overt for a future session by recruiting the player themselves to further the story.
- The Psyker is possessed, but the possession is only evident when the character is asleep, alone, or otherwise incapacitated.
- The possession results in the character becoming an NPC under the GM's control — ideally occurring at the end of a game session. The player must create a new character, and the possessed NPC now becomes a foil, an enemy, or possibly even a dangerous ally of the protagonists.

All are valid options, and you may well have some of your own, but always keep in mind the potential dangers of daemonic possession. The best plot in the world isn't worth spoiling one player's fun.

Example: *The battle having gone poorly, Marina's sanctioned psyker Arabael finds herself fleeing the Corsairs. She pauses to make a Psychic Mastery test to activate Otherworldly Voices (DN 3), aiming to distract her pursuers. Marina assembles a dice pool equal to her character's Psychic Mastery (Wil) dice pool, a total of 6 dice. She attempts to activate the power Bound, but still she needs to add a bonus Wrath Dice due to the earlier 'The Veil Thins' result, increasing the total dice pool to 7 dice.*

She rolls the test with the following result: 1, 1, 3, 3, 4, 4, 5.

This is 3 Icons, so the Psychic test succeeds and the power is activated. Unfortunately, Marina rolls 1s on both of the Wrath Dice, triggering Perils of the Warp. When she rolls on Perils of the Warp table, she adds +10 to the roll because of the second 1 on a Wrath Dice.

Marina rolls a d66 and gets a 56, which when the +10 is applied, results in a 66. Consulting the table, Marina sees that this is the 'Surging Warp Energies' result. Things just got much nastier for the protagonists, and perhaps for their Corsair pursuers as well...

SUSTAINING PSYCHIC POWERS

The effects of some psychic powers can be maintained continuously, though doing so is strenuous. While a Psyker sustains a power, they must increase the DN of all Tests they make by +2. The DN penalty increases by +2 for each additional power you are currently sustaining.

If you are sustaining a psychic power and take any damage from an external source, such as an attack or environmental conditions, you must make an immediate Willpower Test with a DN equal to the total Wounds and Shock suffered, plus the penalty for sustaining any psychic powers. If you fail, any sustained powers immediately end. A Psyker can choose to stop sustaining a psychic power at any time.

Some powers, when sustained, cause great strain on a Psyker. These powers cause Shock damage to the psyker at the end of each combat round, or another increment of time as described in the power. This damage does not provoke the Willpower Test described above.

Example: *Holly's Ganger Momoko is trying to sneak into an Administratum facility to steal some building plans to aid her next heist. There are a few Astra Militarum Troopers guarding the entrance, who will undoubtedly stop anyone walking toward the building or attempting to climb into the tall windows. Fortunately Momoko has a trick up her sleeve — she attempts to activate the Otherworldly Voices psychic power.*

Holly assembles a dice pool equal to Momoko's Willpower + Psychic Mastery, a total of 8 dice. She rolls with the following result: 1, 2, 2, 3, 4, 4, 5, 5.

4 Icons, enough to activate the DN 3 power. A discordant din of scuffling and strange shouting echoes from around the corner of the building. The troopers warily investigate; taking their attention away from the building's tall windows.

Sneaking in won't be easy, so Holly decides she will activate Chameleon to make her Stealth Test more likely to succeed. Since Momoko is sustaining Otherworldly Voices to distract the PDF, the DN of the power is increased by +2, increasing the DN 5 Chameleon power to DN 7.

Holly assembles Momoko's Psychic Mastery (Wil) dice pool again. She rolls the 8 dice with the following result: 2, 3, 3, 4, 5, 5, 6, 6.

A total of 7 Icons, just enough to activate the power. While she sustains Chameleon, Momoko gains +5 bonus dice whenever she makes a Stealth (A) Test. She decides to stop sustaining the Voices psychic power. If Momoko sustained both psychic powers, she would suffer a +4 DN penalty to all Tests.

Momoko attempts to sneak past the guards so she can climb in through a window. The GM sets the DN at 3, and adds +2 for a total of 5 as Momoko is sustaining Chameleon. Holly assembles a dice pool equal to Momokos Agility + Stealth, a total of 4 dice. She adds another 5 dice to the dice pool, for a total of 9 dice. She rolls the test with the following result: 2, 3, 3, 4, 5, 5, 5, 6, 6.

4 Icons and 2 Exalted Icons for a total of 8 Icons! The GM describes Momoko's skin shifting to take on the dark, decrepit appearance of Imperial architecture, and she moves up to the building undetected.

Momoko is almost there, she just needs to climb into the window. Usually this would be easy, but whilst sustaining a psychic powers the GM rules it requires a DN 3 Athletics (S) Test. Holly assembles a dice pool of Momoko's Athletics (S) for a total of 4 dice. She rolls the dice pool with the following result: 1, 2, 2, 4.

A single Icon; not enough to successfully climb in through the window, and worse, a 1 on the Wrath Dice! Holly and the GM decide that Momoko falls whilst attempting the climb, and must take 1d3+1 Mortal Wounds in falling damage. Holly rolls a 4, inflicting a total of 3 Mortal Wounds.

*Sustaining the 3 Mortal Wounds means that Momoko has to make a DN 3 Willpower Test, +2 from sustaining Chameleon for a total DN of 5. Momoko only has 4 Willpower. Holly rolls the following result: 2, 3, **4**, **5**.*

Only 2 Icons; Momoko is forced to stop sustaining Chameleon, her concentration interrupted after hitting the ground with a painful thump. The troopers spin around at the sound of Momoko falling in the silent street. Looks like this Ganger is in trouble.

PSYCHIC POWERS FORMAT

Power Name:

The name of the psychic power.

XP Cost: The number of Experience Points required to learn the power.

DN: The Icons required on a Psychic Mastery (Wil) Test to activate the power.

Activation: The Action required to activate the power.

You can only activate one psychic power per Round. Sustaining a power does not count as an activation.

Duration: How long the power lasts. Powers with a duration of 'Instant' last only for a moment and end after the effects are completed. A duration of Sustained means that the Psyker must concentrate to maintain it.

Range: The maximum distance from the Psyker the power's effect can have. Some powers affect all targets within this distance, which is detailed in the Effect text of the psychic power or as part of a Potency text (see below). A range of 'Self' means that the Psyker that activates the power is the only being affected by it.
A range of Touch means that the psyker must physically touch their target. In cases of an unwilling target, this requires a successful melee attack. The attack roll is allowed as part of the Combat Action required for a Power that has an Activation of 'Action'.

Multi-target: This specifies whether the Psyker may use the psychic power to target multiple targets. If the psychic power is 'Multi-target', the DN to activate the power is increased by 2 for each additional target the Psyker chooses beyond the first. Only one Psychic Test is made using the adjusted DN for additional targets, succeeding against all targets or failing.

Keywords: Every psychic power has certain traits that it shares with other powers, energy sources, etc. These common features, expressed as Keywords, identify the power's intrinsic nature. In addition, such Keywords determine what can amplify, or protect against, the effects of the given power.

Prerequisites: Anything the Psyker has to have before they can learn the power. Prerequisites may include other powers, Talents, or Keywords.

Effect: What the psychic power does. Psychic Powers that inflict damage list the damage value and any bonus dice (abbreviated as '+ED') suffered by the victim. Unless otherwise noted, psychic powers that inflict damage do so normally (p.183).

Potency: The enhanced effects of the power and their cost. Each effect requires the use of a set number of shifts from Exalted results, presented in the bracketed number before a description of the effect.

Potency options marked with an asterisk (*) may only be selected once per use of the power. Other Potency options may be selected more than once and provide bonuses that stack if the character has enough shifts to pay for them. Some powers add extra damage dice (abbreviated as + ED) to the damage inflicted.

Example: *Sam's character Rhalkaz makes a Psychic Mastery (Wil) Test to activate the Levitation power (DN 5). Sam decides to activate the power Unbound, adding a bonus Wrath Dice for a total dice pool of 9 dice. They roll the Test with the following result: 1, 3, 3, **4**, **5**, **5**, **6**, **6**, **6**.*

Fortunately, the 1 was not on either Wrath Die, so they do not suffer Perils of the Warp. Sam has 3 Icons and 3 Exalted Icons. Success requires 5 Icons, so Sam must keep 1 of the Exalted Icons to activate the power. They may use the other two to activate one of the following Potency options:

- *[1] Flying Speed increases by 5 m.*
- *[2] +1 Strength for determining what the psyker may carry while flying.*

Given these options and their test results, Sam decides to Shift the two available Exalted Icons to enhance the power with a Potency option. They have enough Shifts to activate either option, but not both. Sam opts to use 2 Shifts to increase Rhalkaz's flying speed by 10 m, picking the first option twice.

Sometimes you can take a Potency option more than once, as in the example above.

- A Potency option that increases something by +1 increases it by an additional +1 when selected again, for a total increase of +2.

- If a Potency option reduces the Activation Time of a Power from Full Action to an Action, selecting it again makes it a Simple Action, and selecting it a third time makes it a Free Action.

You can also activate more than one Potency Option at a time as long as you have enough Icons to activate the power and Exalted Icons to activate Potency.

Example: *While carrying an ally to safety, Rhalkaz decides to activate Levitation again. This time they activate the power Transcendent, adding two bonus Wrath Dice for a total dice pool of 10. They roll the Test with the following result: 2, 4, 4, 4, 5, 5, 6, 6, 6, 6.*

Sam has 5 Icons and 4 Exalted Icons. Since 5 Icons are required to make the test successful, Sam can still activate the power and Shift all 4 Exalted Icons. They choose to use both of the power's Potency options, increasing Rhalkaz's Strength by +1 for carrying things while flying (two Shifts) and increasing their flying speed by 10 m (two Shifts).

UNIVERSAL PSYKER ABILITIES

Any character with the **PSYKER** Keyword gains both of these abilities.

Psyniscience

DN: 3
Activation: Free Action
Duration: Instant
Range: 50 m
Multi-target: No
Keywords: **PSYCHIC**
Effect: You can sense the presence of the Warp pressing in against the material world. Existing or imminent distortions of the barrier between Materium and Immaterium in your immediate presence may betray themselves in the flicker of shadows, a brief chill on the flesh, or in a thousand other ways.
You can attempt to detect the presence of Warp phenomena within range and line of sight, including sustained psychic powers, psychic powers being activated, and similar effects as decided by the GM.

This won't show the source of any such phenomenon, only that it is present within the restrictions, nor does it detect any Psykers. It does, however, provide enough information to activate Deny the Witch.

If you attempt to activate this power and fail, the mysteries of the Warp assail your mind. You are automatically under the effects of *Fear*.

As it is not considered a psychic power, Psyniscience can't trigger the Perils of the Warp.

Deny The Witch

Activation: Action*
Duration: Instant
Range: 50 m
Multi-target: No
Keywords: **PSYCHIC**
Effect: You can unravel another psyker's attempt to manipulate the Warp.

All characters with the **PSYKER** keyword can attempt to prevent the activation of a psychic power within range, or nullify an already active Sustained or timed duration psychic power. Your character must be aware that a power is being used in order to Deny the Witch.

The DN for Deny the Witch is 2 + the DN of the psychic power you are trying to deny. If the power you are trying to deny has increased potency from shifting an Exalted Icon, the DN is increased by +1 for each Exalted Icon shifted.

If Deny the Witch succeeds, the power fails to activate or immediately stops working.

*Unlike other Actions, this can be used to deny a power occurring before your Turn, but this uses your Combat Action for the Round. If you have used your Action for the Round then you can't Deny the Witch.

MINOR PSYCHIC POWERS

When anyone comes looking for me I just go down-stack and find the darkest corner I can find. I stand there and wait for the hammers to come by and I just… think at them to not see me. I don't know why it works.

—Phin, underhive scum

Psychic powers rarely develop in an individual as full-fledged, earth-shattering phenomena. Instead, most Psykers begin to develop their powers incrementally, displaying abilities of lesser strength or intensity. Some individuals don't even recognise these as psychic powers, passing things off as natural talents or luck. Collectively, such lesser powers are known as Minor Psychic Powers.

For most Psykers, the development of such powers is the full extent of that creature's potential. This is especially true among humanity. Should they survive this initial period of development — an uncertain prospect upon any world of the Imperium, where Psykers are often persecuted as witches, mutants or even monsters — they will be identified and collected for the tithe of the Black Ships.

Chameleon

XP Cost: 8
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: You bend reality just enough to cause your image to blend with your surroundings. While this power remains in effect, you gain +5 bonus dice to Stealth (A) Tests and + 1 to your Defence against ranged attacks.
Potency:

- [1] Stealth (A) bonus increased by +1.
- [3] Additional +1 bonus to Defence.

Compel

XP Cost: 10
DN: 5
Activation: Simple Action
Duration: 1 Round
Range: 5 m
Multi-target: No
Keywords: PSYCHIC
Effect: You implant a simple command in the mind of a nearby creature. This command must be short (consisting of a single action), simple, and obvious, but can otherwise overcome the given creature's own interests or base instincts.

Example commands include: 'drop the weapon,' 'open the door' or 'push him.' Suggestions cannot make a creature perform an action that they are simply incapable of performing — for example, you can't make a Cyber Mastiff work a cogitator.

The target creature must successfully pass a DN 4 Willpower Test or is compelled to obey.
Potency:

- [1] +1 DN to the Willpower test to resist.
- [2] +1 Round duration.

Conceal Phenomena

XP Cost: 5
DN: 3
Activation: Full-Round Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: You draw the dark energies of the Warp about your mind, cloaking your presence against those who may attempt to detect you via psychic means.
If successful, you can resist attempts to locate you or identify you as a Psyker via powers such as Psyniscience. Any Psychic Mastery (Wil) Test made to detect you must be made with a +2 DN penalty.
Potency:

- [1] +1 to the DN for detection attempts.

Conjure Flame

XP Cost: 10
DN: 4
Activation: Movement
Duration: Sustained
Range: Self
Multi-target: No
Keywords: FIRE, PSYCHIC
Effect: You conjure a simple flame. This flame can vary in size, from as small as a match to as large as a crackling torch. This flame behaves in every way as real fire and can be used to ignite combustible materials.

While the flame exists, you are immune to its effects, though you are not immune to the effects of fire from any other source (nor is your clothing or any items you're holding). When making a melee attack, this flame can be used as a weapon inflicting 8+1ED damage. At the GM's discretion, this can cause the *On Fire* condition.

Potency:
- [1] You generate an additional flame.
- [2] +1 ED damage.

Dull Pain

XP Cost: 8
DN: 4
Activation: Simple Action
Duration: 1 Round
Range: 5 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: You use your force of will to desensitise others (or yourself) to pain. While this power remains in effect, the target reduces all Shock they suffer by 1.
Potency:
- [1] Shock reduced by a further 1.
- [3] Target reduces all Wounds they suffer by 1.

Flash Bang

XP Cost: 8
DN: 4
Activation: Action
Duration: Instant
Range: 5 m
Multi-target: Yes
Keywords: AUDITORY, LIGHT, PSYCHIC
Effect: You mentally snap Warp energy like a whip, creating a bright flash and a sharp crack of sound. Everyone within range must make a successful DN 3 Toughness Test or take 1 Shock and be *Blinded* for 1 round.
Potency:
- [1] Additional +1 Shock.
- [2] Range increased by 5 m

Invoke Luck

XP Cost: 10
DN: 4
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: You manipulate the energies of the Warp, perhaps without even consciously doing it, to make sure probabilities seem to favour you. You may choose to gain +1 bonus dice to one Test you make during the power's duration.
Potency:
- [1] You gain +1 bonus dice to the chosen Test.

Inflict Pain

XP Cost: 8
DN: 4
Activation: Action
Duration: Sustained
Range: 5 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: You draw upon the swirling energies of the Warp and pour them into the mind of your target, wracking them with debilitating pain.

Choose a target within visual range. That target immediately takes 1d3 Shock and must make a successful DN 3 Willpower Test or is *Staggered*.

As long as you sustain this power, the target must make the same Test again at the beginning of each of their Turns or be dealt another point of Shock and remain *Staggered*. If the target resists, they are immune to being *Staggered* by this power for the rest of the scene, but still takes Shock damage.

Inflict Pain has no effect against targets that aren't truly alive (such as Daemons, plants, etc.).

Potency:
- [1] Additional +1 Shock damage per sustained Round.

Subvert Machine

XP Cost: 10
DN: 4
Activation: Action
Duration: Instant
Range: 25 m
Multi-target: Yes
Keywords: KINETIC, PSYCHIC
Effect: You reach into a specific machine or mechanism with your mind and cause it to temporarily cease functioning. A mechanism jammed with this power remains inoperable for one minute. The mechanism can be cleared and made operational during this time with a successful DN 3 Tech Test.
Potency:

- [1] Range increased by 25 m.
- [1] Tech Test DN increased by +1.

Hover

XP Cost: 7
DN: 4
Activation: Simple Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: You use your force of will to unshackle your body from the constraints of gravity.

You can float freely, hovering or moving slowly up or down (1/2 Speed). You are not able to truly fly, however, so must use some other means to move in any other direction. This power may be used to attempt to negate a fall.
Potency:

- *[1] May move at normal Speed up or down.
- [2] May also affect a willing creature within 5m. The Psyker controls their vertical movement.

Psychic Torch

XP Cost: 5
DN: 2
Activation: Simple Action
Duration: Sustained
Range: 5 m
Multi-target: No
Keywords: KINETIC, PSYCHIC
Effect: You conjure a floating orb of glowing light.

Though typically equal in intensity to a common lumen torch, you can cause it to become as dim as a candle or as bright as a flare through concentration. The orb typically floats in the air beside you, but with a mental command it can be given simple instructions such as to follow you, orbit your head, or to remain stationary at a specific location. The orb may move up to your Speed, but instantly dissipates if it passes out of range and must be re-summoned.
Potency:

- [1] Range is increased by 5 m.
- [2] May create an additional orb.

Phantom Grip

XP Cost: 8
DN: 4
Activation: Full Action
Duration: Sustained
Range: 10 m
Multi-target: No
Keywords: KINETIC, PSYCHIC
Effect: You manifest an invisible set of phantom hands within range.

By using the appropriate action, you can use these hands to perform any number of tasks that they might do — push a button, open/close a door, pull the pin from a grenade, etc., though you must be able to see the object/target to be manipulated. For the purposes of these tasks, the Phantom Grip has a Strength and Agility equal to your Willpower.

Phantom Grip can't be used to make an attack, but the GM may allow you to make an Interaction Attack using a dice pool equal to your Willpower.
Potency:

- *[1] Activation reduced to an Action.
- [1] Range increased by 10 m.

Mental Force

XP Cost: 8
DN: 3
Activation: Action
Duration: Instant
Range: 15 m
Multi-target: No
Keywords: KINETIC, PSYCHIC
Effect: Through sheer willpower, you summon an invisible mental force and use it to shove a target in line-of-sight.

The target must immediately make a successful DN 4 Agility Test or is knocked *Prone*, possibly incurring additional consequences depending upon their situation at the time.
Potency:

- [1] Range is increased by 15 m.
- [2] Agility Test DN increased by 1.

Otherworldly Voices

XP Cost: 5
DN: 3
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AUDITORY, PSYCHIC
Effect: You mould the cacophonous sounds of the Warp into a tool for your own purposes, causing ghostly voices or other sounds to appear from places or objects within line of sight and in range.

These voices or sounds have an echoing, otherworldly quality to them, and cannot rise in volume above a typical conversational tone. These sounds are usually used to unnerve or distract others, but they can also be used to convey information to distant targets, though such communication is one-way and disturbing in nature.

Potency:

- [1] Range is increased by 25 m.
- *[2] Volume of voices and sounds increased to level of a shout.

PSYCHIC DISCIPLINES

The unknowable infinity of the Warp can manifest in uncountable ways. However, mortals' minds, Human or Xenos, are finite. The esoteric nature of forcing thought to become reality is inherently difficult; those that train to do so develop mental structures to assist them, and focus on specific applications of their power to maintain consistency.

A psychic discipline is built around a single idea. A student of Pyromancy will begin their tutelage attempting to kindle a flame on their palm. They will come to understand the manipulation of heat, oxygen and other factors until they can make a mortal burst into flames spontaneously with a snap of their fingers. A junior Diviner may spend years learning to project their mind to another place, and view events from afar, but in time they could unveil the mysteries of the future by questioning the Warp's timeless beings.

You may be trained in one or more disciplines, and may learn psychic powers from a discipline you are trained in by spending XP. Some powers require you to have already learned other powers from your discipline before they can be learned.

The Maleficarum and Runes of Battle Disciplines require specific Keywords to learn. In the vastness of the galaxy there may be other disciplines that are not listed here.

INDIVIDUAL MANIFESTATIONS

Each psyker channels the Warp in a unique way, altering the psychic energies as they flow through their mind and body. One psyker's Smite might appear as a puce bolt of lightning, another's an uneven eight-pointed star. Narrating the unique qualities of your psychic powers can bring a lot to your character and help to heighten a scene in everyone's imagination.

SPECIES & DISCIPLINE

Each Species has differing mindsets, goals, personalities, and cultures. Their Psykers may experience the Warp as a sea of roiling emotion, an itching flame behind the eyes, the whispers of ghosts of the afterlife, and a million other things besides.

Psykers use their powers to affect different aspects of reality in different ways. Though disciplines can vary wildly, the Imperial mantra that the regimented mind far outstrips the wild sorceries of the Rogue Psyker holds strong and is a view shared by the rigorously ascetic Aeldari. By tempering the mind with rigid structure and meditation, Sanctioned Psykers can produce predetermined results, bringing order to the chaos of the Warp.

UNIVERSAL PSYCHIC DISCIPLINE

Smite

XP Cost: 0 (or 10 if buying this power outside of character creation)
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 35 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: You concentrate destructive power through the lens of your will, summoning lethal bolts of raw psychic energy that blast your enemies into ash.

Target one enemy within range and make a Psychic Master (Wil) Test against their Defence. If successful, the target suffers 1d3 Mortal Wounds.

Potency:

- [3] +1 Mortal Wound.

BIOMANCY DISCIPLINE

Biomancers channel the Warp through their bodies and the bodies of others, manipulating physical forms at will. Masters of flesh-shaping are feared and envied for their ability to forge their own form into whatever their desire, and reduce their enemies to infirm weaklings.

Enfeeble

XP Cost: 15
DN: Target's Defence
Activation: Action
Duration: Sustained
Range: 10 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: The air grows thick and sticky as you open a slight tear in the fabric of reality to drain away the life of your enemies.

The target's Strength is reduced by 1 and they suffer 1 Shock at the beginning of each of their turns while the power is sustained. Once the power ends, the target regains their lost Strength.

Potency:

- [1] +1 Strength reduction.
- [3] +1 Shock damage per Round.

Life Leech

XP Cost: 15
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 5 m
Multi-target: No
Keywords: PSYCHIC
Effect: The air chills around you as you draw the life from your enemy in ephemeral wisps.

The target suffers 1d6 Shock and 1d3 Wounds. You heal an amount of Shock and Wounds equal to half the amount inflicted on the target.

Potency:

- [1] +1 Shock.
- [2] +1 Wound.
- *[3] Damage is Mortal Wounds.

Warp Speed

XP Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: Your form begins to distort and grow fuzzy as you draw energy from the Warp and transfer it straight into your own limbs.

While you sustain this power your Speed is doubled, you may take one additional Action per round at no penalty (which can be an attack), your Defence increases by +1, and you act first in every Round.

Warp Speed taxes a Psyker physically. You suffer 1d3+1 Shock for every Round you sustain the power.

Potency:

- *[1] Suffer 1 less Shock when for sustaining this power.
- [2] +1 bonus to Defence.

Phantom Form

XP Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: The light surrounding you grows dim, then so does your body, transformed into a wispy phantom.

While you sustain the power, you can pass freely through solid objects of any kind, though your Speed is reduced by half. In effect, you become a phantom, a being out of phase with reality. While you can both see and be seen by the real world, you cannot physically interact with it in any way.

Phantom Form is extremely taxing to the spirit. You suffer 1 Shock for every round you sustain the power.

Should you revert to your normal form while passing through hazardous conditions, you immediately suffer the consequences of those conditions. If you revert to your true form while passing through a solid object, you appear at a random open space next to the object and suffer 1d6 Mortal Wounds.

Potency:

- [1]* your Speed is normal.
- [1]* your speech can be heard.
- [3]* you can interact with objects as a Full Round Action.

Regeneration

XP Cost: 15
DN: 8
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC

Effect: Your body is an extension of the Warp itself. You are one and the same, and master of both.

Once activated, you can use this power to heal injuries at a phenomenal rate, and, in time, even regrow lost limbs or body parts.

While this power is sustained, you heal 1 Wound per Round. If you are at maximum Wounds, you heal 1 Shock per round.

If you are at maximum Shock and Wounds, you may regenerate whole body parts, though this process is much slower. A smaller body part, such as a finger or eye, can be regenerated in an hour, but regenerating a whole limb takes an entire day (sustaining the power for so long will leave you *Exhausted*).

Potency:

- [1] +1 Shock healed per round.
- [2] +1 Wound healed per round.

Shape Flesh

XP Cost: 20
DN: 6
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: PSYCHIC
Prerequisite: At least one other Biomancy Power.

Effect: Your physical form is completely mutable to your will. Through thought alone you can change your body however you wish.

When you activate this power, choose one of the following effects. The effect lasts until you stop Sustaining this psychic power.

- You assume the appearance of any individual with a roughly equivalent mass to your own. If you are attempting to emulate a person you have met, you can alter your vocal chords to match theirs, as long as you have heard them speak. You are biologically identical to whatever you have tried to emulate, but may still be required to make Deception (Fel) Tests to convince people you are who you say and appear to be.

- You modify your body with one of the following options. Some of these modifications are obviously visible and likely grotesque, and those who see them will likely view them as mutations.
  - You manifest wings, allowing you to fly freely at your normal Speed.
  - You develop gills, giving you immunity to the *Suffocating* Condition whilst breathing underwater.
  - Your appendages become webbed, making water normal terrain instead of difficult terrain.
  - Your corneas are massively altered, giving you the same benefits as Preysense Goggles (p.239).
  - You harden your outer skin, giving you a +4 Resilience bonus.

Potency:

- [2] +1 bonus die to Deception Tests when emulating another individual.
- [3] You may select a second body modification when modifying your body.

DIVINATION DISCIPLINE

The Warp is outside of time and space; distance is Warped in the Immaterium, past, present, and future are one. Diviners cast their minds through unreality to view events that are far away or have not yet come to pass.

Gleaning any information from the Warp is difficult and terrifying. Those that pierce the twisting, demonic veil endure horrific visions without number, and must then decode the monstrous meanings to find the truth. Many diviners are driven to depression or madness by the otherworldly images that flood their minds.

Forewarning

XP Cost: 15
DN: 6
Activation: Full-Round Action
Duration: 1 Combat
Range: Self
Multi-target: No
Keywords: PSYCHIC
Effect: You fall into a brief reverie, peering into the immediate future to see how events of a specific encounter will unfold. You pay heed to how your enemies fight and what actions they will take, so that armed with this knowledge, you may better protect against their attacks.

While activated, you may Seize the Initiative (p.177) without spending Glory once during the combat you are currently engaged in or your next combat, and you gain a +1 bonus to your Defence in the combat you are currently engaged in or your next combat.

Potency:
- *[1] Activation reduced to an Action.
- [2] +1 bonus to Defence.

Prescience

XP Cost: 15
DN: 7
Activation: 30 minutes
Duration: 1 Scene
Range: Self
Multi-target: No
Keywords: PSYCHIC
Prerequisite: At least one other Divination Power.
Effect: You peer into the depths of the Warp and see past the glimmering possibilities rippling on the surface. Past the glamour and misleading promises of what might be, you catch glimpses and images of what really will be — at least in the near future.

Once activated, Prescience allows you to reroll 1 dice (not the Wrath Dice) in any Tests you make for the remainder of the scene.

In addition, you may petition the timeless beings that dwell in the Warp to answer a single question about what may come to pass. The GM chooses the being that responds to your question and privately communicates their response. The response itself may be a short phrase, a single word, an emotion, or something else entirely — the beings of the Warp are unfathomable to mortal minds, and may be helpful, unhelpful, or utterly uncaring of your question.

The Immaterium, and those entities that dwell in it that concern themselves with the vagaries of time as it pertains to the mortal realms, are loathe to surrender this sort of detail regarding the future. A Psyker risks much in prying in this manner. When making the Psychic Mastery (Wil) Test for this power, the roll automatically counts as if a single 1 had been rolled on a Wrath Dice (i.e. meaning that if no 1s were rolled on a Wrath Dice of the Psychic test, it would still count as 1 Wrath Dice showing a 1 and require a roll on the Perils of the Warp table).

You may not use Prescience more than once in any scene.

Potency:
- [1] Activation reduced by 5 minutes (minimum 5).
- *[2] You may ask the GM an additional question about the future.

Misfortune

XP Cost: 15
DN: Target's Defence
Activation: Full-Round Action
Duration: Sustained
Range: 30 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: You fall into a brief reverie, peering into the immediate future of a specific enemy, and then manipulate the threads of that future so that the most awful outcomes prevail.

The target immediately becomes *Vulnerable (1)* and *Hindered (1)* for as long as the power is sustained. Misfortune is mentally draining. You suffer 1 Shock for every minute you sustain the power.

Potency:
- *[1] Time to Activate reduced to an Action.
- [2] Target has a –1 penalty to Defence.
- [2] Target has +1DN to ability tests.

Psychometry

XP Cost: 15
DN: 4
Activation: Full-Round Action
Duration: Sustained
Range: 10 m
Multi-target: No
Keywords: PSYCHIC
Prerequisite: At least one other Divination power.
Effect: Intense emotions leave lasting marks on the timeless threads of the Warp. By opening your mind, you receive echoes of the past psychically emanating from a place or an object.

When you use this power you are able to glimpse visions of past events in an area where an individual expressed an emotional outburst.

Initially, only the psychic traces of the specific emotion; enter your senses, for example the sour-steel taste of murderous rage or the pungent, decaying stench of regret.

The longer you remain in place and sustain the power, the more information you receive about the events surrounding the emotional outburst. Your senses can detect past events that happen in a 10 m diameter sphere centred on yourself.

- **1 Hour:** Though vague and indistinct, your senses can perceive the events immediately preceding, during, and after the emotional outburst. Individuals appear ghostly with impermanent, hazy forms, and all sounds are muffled, echoing whispers.

- **6 Hours**: You can perceive the events preceding, during, and after the emotional outburst within range in clear focus.

- **12 Hours:** You glean a deeper understanding of what took place from the Warp; you may ask the GM a single question about the event that took place.

You can also use this psychic power on a specific object you are in physical contact with instead of a location. The nature of the visions you receive are the same, but the range of any visions is halved and centered on the object.

Potency:

- [1] You may share your vision with any ally in range of the psychic power.
- [2] The range of the power is doubled.
- [2] Your visions take half the listed time to manifest.

Scrier's Gaze

XP Cost: 5
DN: 6
Activation: Full-Round Action (or 10 minutes)
Duration: Sustained
Range: 5,000 m
Multi-target: No
Keywords: PSYCHIC
Effect: You project your mind remotely to view events occurring in another place within range. You must be aware of the location to view it, and must have at least a general idea of where it is in relation to yourself. If you are not exactly aware of these conditions, you must spend 10 minutes to hone in on the location.

You can sustain Scrier's Gaze to view the targeted location, but while doing so you cannot move or perform any other actions and are completely oblivious to your own surroundings.

Scrier's Graze is mentally taxing. You suffer 1 Shock for every 10 minutes you sustain the power. You may not recover Shock while sustaining this power.

Potency:

- [1] Range increased by a factor of 10.

PYROMANCY DISCIPLINE

Summoners of Warpfire and controllers of combustion, pyromancers are capable of sculpting and conjuring flame. A discipline known purely for its destructive prowess, practitioners of this discipline are seen as unstable and destructive even amongst Psykers, and many are immediately judged to be pyromaniacs who revel in conflagrations.

Many pyromancy disciplines are capable of inflicting the *On Fire* condition (p.199).

Fiery Form

XP Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: FIRE, PSYCHIC
Effect: You burst into flame, your body engulfed in a roaring inferno. These flames cause no harm to you or your possessions.

While this power is sustained, all creatures within 2 m of you immediately take 10 +1 ED damage, and take this damage again at the end of each of their own Turns they remain in range.

You gain a +1 bonus to your Defence and are immune to all damage or effects with the FIRE or MELTA Keywords.

Potency:

- [2] +1 ED damage.
- [3] +1 Defence.

Flame Breath

XP Cost: 5
DN: 5
Activation: Action
Duration: Instant
Range: 5 m
Multi-target: No
Keywords: FIRE, PSYCHIC
Effect: You spew a gout of warpfire. Your Flaming Breath fills a line 5m in front of you and is treated as a having the Flamer Trait.
Potency:

- [1] +1 ED damage.
- [1] Arc the Flame Breath (Wil) metres.

Mindfire

XP Cost:15
DN: Target's Willpower
Activation: Action
Duration: Sustained
Range: 100 m
Multi-target: No
Keywords: FIRE, PSYCHIC
Prerequisite: At least one other Pyromancy power
Effect: You subtly raise the internal temperature of your target's body. As the temperature rises they experience intense discomfort and their body falters.

Your target must be within in line of sight to activate this power. If you succeed, you raise the target's internal temperature and they are *Hindered*.

In order to Sustain this power you must win an Opposed Willpower Test against your target at the start of each of your turns.

Whilst this power is affecting a target, the effects of extreme cold may be reduced or ignored at the GM's discretion.

Potency:

- [1] Increase target's level of *Hindered* by 1.
- *[3] Target is *Exhausted.*

Molten Beam

XP Cost: 20
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 10 m
Multi-target: No
Keywords: FIRE, PSYCHIC
Effect: You stretch forth your open hand and release a beam of blindingly bright energy at your foes. This extremely hot beam of raw power melts even the hardest metals to slag, and the air close to the beam's passage catches fire.

The beam instantly travels along a straight line for 10 m in a direction you choose. Targets struck by the beam suffer 18 +2 ED damage and must pass a DN 4 Initiative Test or be set *On Fire*.

Potency:

- [2] +1 ED damage.
- *[1] +10m range

Spontaneous Combustion

XP Cost: 10
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 m
Multi-target: Yes
Keywords: FIRE, PSYCHIC
Effect: You focus your rage, eyes glowing with Warpfire, until your enemies burst into flame.

Targets hit with this power suffer 12 +1 ED damage and must make a successful DN 4 Agility Test to avoid being set *On Fire*.

Potency:

- [2] +1 ED damage.
- [1] +10 m range.

Wall Of Flame

XP Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: 20 m
Multi-target: No
Keywords: FIRE, PSYCHIC
Effect: You throw your arms wide and channel the seething energies of the Warp, conjuring a wall of flames.

Initially, you may freely shape this fiery wall as you please, though its dimensions have limits — up to 3 m wide, 20 m long and 10 m high. You can summon the Wall of Flame anywhere within range and line of sight, including the space occupied by living creatures.

Once the wall has been summoned, its dimensions cannot be altered, and it burns without fuel for as long as you sustain it.

Creatures that attempt to pass through the Wall of Flame or that are caught inside it when it is summoned immediately take 12 +1 ED damage and are *On Fire*. Creatures within 2 m immediately take 10 +1 ED damage when the wall is summoned, and again each turn they end within 2 m of the wall.

Potency:

- [2] +1 ED damage.
- *[2] You may use a Move Action to reshape the wall of flame once while it is Sustained.
- [1] +1 m in height or length.

TELEKINESIS DISCIPLINE

Telekinesis practitioners translate mental energy into kinetic or physical force. A mind practised in telekinesis can bend physics to their will, moving, crushing, or blocking objects using raw mental power.

The equivalence of mental to psycho-kinetic power is not fully understood, though practitioners of telekinesis often eschew physical fitness in order to focus on further sharpening their minds.

Assail

XP Cost: 10
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 m
Multi-target: Yes
Keywords: KINETIC, PSYCHIC
Effect: Eyes blazing with inner light, you use nothing more than the power of your will to uproot a boulder, tree, or similarly large object in the vicinity, and smite your enemies with it.

Targets hit by this power suffer 10 +1 ED damage.

Potency:

- [1] +1ED damage.
- [2] +10 m range.

Crush

XP Cost: 10
DN: Target's Defence
Activation: Action
Duration: Sustained
Range: 20 m
Multi-target: Yes
Keywords: KINETIC, PSYCHIC
Effect: You clamp an invisible force around your enemy, and tighten it to crush them.

If successfully activated, the target takes 10 +1 ED damage and must make a successful DN 5 Strength or Willpower Test (their choice) or be *Restrained*.

While *Restrained*, the target can do nothing on their turn except try to break free by again making another Strength or Willpower Test as a Full-Round Action. If the victim does not escape, they take an additional 10 +1 ED at the beginning of each of your turns for as long as you Sustain the power.

Potency:

- [3] +1 ED damage. The increased damage applies to the continual damage each turn.
- [2] +1 DN to the Strength or Willpower Test.

Levitation

XP Cost: 8
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: KINETIC, PSYCHIC
Effect: Your hair and garments are blown fiercely by ethereal forces as you rise off the ground. You can fly freely at your normal Speed while you sustain this power.

Levitation is mentally taxing. You suffer 1 Shock for every hour you sustain the power,

Potency:

- [1] Flying Speed increases by 5 m.
- [2] +1 Strength for determining what you may carry while flying.

Telekinetic Dome

XP Cost: 15
DN: 5
Activation: Full Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: KINETIC, PSYCHIC
Prerequisite: At least one other Telekinesis Power
Effect: You draw the inert energies floating all around you and fashion an invisible barrier of force to protect yourself from harm.

You gain +2 Resilience and may roll Determination against Mortal Wounds while you sustain this power.

Telekinetic Dome is mentally taxing. You suffer 1 Shock for every minute you sustain the power.

Potency:

- *[2] Increase range to +Rank m, and all beings in range gain the same protection.
- [2] Increase bonus to Resilience by +1.

Grav-Warp

XP Cost: 20
DN: Targets Willpower +2
Activation: Action
Duration: Sustained
Range: 50 m
Multi-target: Yes
Keywords: KINETIC, PSYCHIC
Effect: You exploit the pressures of the Warp, exerting a force much like gravity on your target.

Make an Opposed Willpower Test with a single target in line of sight to activate this power. If you succeed, you can choose to inflict one of the following effects on the target:

- **Increase Gravity:** Your target is *Prone* and *Restrained*.
- **Change Gravity:** Choose a direction; gravity now acts in that direction for the target.

If you Sustain this power, you may choose another effect — such as increasing gravity after changing it — or change the direction of gravity for the target again.

Whenever your stop sustaining this power or the target moves more than 50 m away, the power no longer affects the target.

The gravity the target is subjected to is equivalent to Terran standard. This may cause them to take damage from falling (p.201). If your target is an object, the DN is determined by the object's size and weight.

Potency:

- [2] Inflict 1 Mortal Wound to the target.
- [3] Increase Range by +50 m.

Shock Wave

XP Cost: 15
DN: 7
Activation: Action
Duration: Instant
Range: 5 m
Multi-target: No
Keywords: KINETIC, PSYCHIC
Effect: With a mighty thrust of your fist, you unleash a burst of mental force that blasts from you in all directions.

All creatures within range take 12 +1 ED damage from this blast and must make a successful DN 5 Agility Test or be thrown to the ground *Prone*.

Potency:

- [1] Range is increased by 5 m.
- [2] +1ED damage.

TELEPATHY DISCIPLINE

Focused on entering and manipulating the minds of others, Telepaths arouse suspicion and caution wherever they go. Their ability to pluck thoughts from others, heads is almost as feared as their power to implant waking nightmares.

Erasure

XP Cost: 15
DN: Target's Willpower +2
Activation: Full Action
Duration: Instant
Range: 30 m
Multi-target: Yes
Keywords: TELEPATHY, PSYCHIC
Prerequisite: At least one other Telepathy power.
Effect: You remove a memory from your target's mind, casting it off to be lost in the Warp forever.

If you successfully activate this power you may remove a recent memory from the target's mind. You may only remove a number of hours of the target's memory equal to your Rank, and cannot remove memories from more than 24 hours before this power was used.

The target is aware of the gap in their recollections, but the memories have been fully removed from their psyche and cannot be recovered.

Potency:

- [2] +30 m range.
- [3] Double the length of the memory that can be removed.

Fog The Mind

XP Cost: 15
DN: 4
Activation: Full Action
Duration: Sustained
Range: 10 m
Multi-target: No
Keywords: TELEPATHY, PSYCHIC
Effect: You reach into your enemy's mind and cloud their thoughts, slowing their cognitive processes and dulling their wits.

A sense of haziness and confusion overcomes all enemies within range, and they must make a successful DN 6 Willpower Test or immediately be both *Hindered (2)* and *Staggered*.

Fog the Mind is mentally draining. You suffer 1 Shock for every round you sustain the power.

Potency:

- [1] +10 Range.
- *[2] Activation reduced to an Action.

Mind Probe

XP Cost: 15
DN: Target's Willpower (Opposed Test)
Activation: Full Action
Duration: Sustained
Range: 30 m
Multi-target: No
Keywords: TELEPATHY, PSYCHIC
Prerequisite: At least one other Telepathic Power
Effect: You envelop a visible target with your mind, imposing your will on them and forcibly probing their innermost secrets.

To activate this power you must win an Opposed Willpower Test with your target. If you succeed, you can probe the target's mind for secrets until the power ends or either party loses consciousness.

On each of your Turns this power is active, you may ask the target one question. The GM will provide as honest an answer as possible through the target's memories and mental visualisations as they stream into your own consciousness, but be aware that this answer may be skewed by the target's personal perspective. The target suffers 1d3 Shock for each question 'answered' in this way.

To Sustain this power, you must win an Oppose Willpower Test with your target at the start of each of your Turns, then may ask another question. If you fail an Opposed Test, you are expelled from the target's mind and suffer 1d3+3 Shock.

You may not recover Shock while sustaining this power.

Potency:

1. [1] The target answers one additional question.
2. *[2] The target suffers no Shock and is unaware of the psyker's intrusion into their mind.

Psychic Shriek

XP Cost: 10
DN: Target's Willpower
Activation: Action
Duration: Instant
Range: 50 m
Multi-target: Yes
Keywords: PSYCHIC
Effect: You unleash a blast of psychic energy to attack the mind of an enemy nearby.

The target immediately takes 1d3+3 Shock and must make a successful DN 5 Willpower Test or be *Staggered*.

Potency:

- [1] +1 Shock.
- [2] +1 DN to the Willpower Test.

Telepathy

XP Cost: 5
DN: 3
Activation: Action
Duration: Sustained
Range: 100 m
Multi-target: Yes
Keywords: TELEPATHY, PSYCHIC
Effect: You reach out with your mind to link with another and communicate with nothing but thoughts. You don't need line of sight to the target, and no obstacles except those designed specifically for warding off psychic intrusion can prevent this communication.

You don't need to know whether any targets are in range, and may simply use Telepathy to contact the nearest target.

Once you activate the power, communication continues until you end it. If the target wishes to break the link against your will, they must make a successful DN 3 Willpower Test. If the target forcibly breaks the telepathic link in this manner, you suffer 1d3 Shock.

You may use Telepathy to eavesdrop on a target instead of communicating, and may still choose to 'speak' at any time using the link. If you use Telepathy in this way, the target may still become aware of the link and that something is amiss with a successful Awareness (Int) Test (DN equal to your Psychic Mastery (Wil) dice pool). If the target becomes aware of the telepathic communication, it can choose to use the link itself or attempt to terminate it as above.

Telepathy only reads active surface thoughts, so you cannot pry into another's secrets, unless the target is actively thinking about them at the time.

If you use Telepathy to communicate with more than one target, you act as a communication hub and all targets can 'hear' one another through you. Acting as a telepathic hub in this way is mentally taxing. You suffer 1 Shock for every 20 minutes you sustain the power.

You may not recover Shock while sustaining this power.

Potency:

- [1] Range is increased by a factor of 10.

Terrify

XP Cost: 15
DN: 5
Activation: Full Action
Duration: Instant
Range: 10 m
Multi-target: No
Keywords: TELEPATHY, PSYCHIC

Effect: Reaching out with your mind, you pluck the latent fears of enemies nearby from their subconscious, and force them to the surface.

A supernatural dread of you and your allies overcomes all enemies within range; they must make a DN 5 Fear Test.

Potency:

- [2] Fear roll DN increased by +1.
- *[2] Activation reduced to an Action.
- [1] +10 m range.

MALEFICARUM DISCIPLINE

Trust not the witch, for their powers are tainted.
Fear the witch, for their souls are corrupt.
Burn the witch, for the fire purifies all.
—Edict of Cardinal Koriv, Arch-Confessor

Sorcery: a word that terrifies and inspires in equal measure. Psykers' powers are already impressive, but some reach for more. Most are Rogue Psykers, individuals who learned to develop their powers beyond the Emperor's guiding light. But even those Psykers disciplined and trained in the Imperium's Scholastia Psykana sometimes succumb to the lure of Chaos. The whispers from the other side never cease, and can even erode a strong mind in time. Called witchcraft, sorcery, black magic, and an endless number of similar names, these psychic powers all stem from the same source the infernal and malignant Warp entities humans know as Daemons.

Dark Flame

XP Cost: 15
DN: 7
Activation: Action
Duration: Instant
Range: 20 m
Multi-target: No
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the CHAOS Keyword
Effect: You unleash the roiling inferno of your rage. The power affects all creatures in a 6m radius from a point in range, unholy flames burning their very souls. Affected targets suffer 1d3 + your Corruption level in Shock damage and must pass a DN 5 Toughness Test or suffer 1d3 Mortal Wounds as well.
Potency:

- [2] +1 Mortal Wound.
- *[2] Double the blast radius.

Possession

XP Cost: 20
DN: Target's Willpower (Opposed Test)
Activation: Full Action
Duration: Sustained
Range: 30 m
Multi-target: No
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the CHAOS Keyword
Effect: You breach your enemy's mind, quashing its will completely, and turning their body into your puppet.

You and your target make an Opposed Willpower Test. If you succeed, the target is completely dominated — they have no free will whatsoever. With a simple thought you can compel the target to perform any task you choose as long as the power is Sustained. This control has no limits, and victims do anything you command them to do without question. You immediately gain 1 Corruption on activation of this power, and the target must make a DN 6 Corruption Test when the power ends.

Possession is mentally draining, as you must constantly overpower the target's persona. You suffer 1d3+1 Shock every Round you sustain the power. You may not recover Shock while sustaining this power.
Potency:

- *[1] Activation reduced to an Action.
- *[2] May sustain the power for a minute before taking Shock.

Soul Shrivel

XP Cost: 20
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 m
Multi-target: Yes
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the CHAOS Keyword
Effect: You open a minute fissure into the Immaterium near your enemy, draining the very life energies of their spirit.

The target suffers 1d3 Mortal Wounds and must make a DN 3 Corruption Test.
Potency:

- [2] +1 Mortal Wound.
- [1] Range increased by 10 m.

Touch Of Corruption

XP Cost: 15
DN: Target's Defence
Activation: Action
Duration: Sustained
Range: Touch
Multi-target: Yes
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the CHAOS Keyword
Effect: You unleash the mutable energies of the Warp to forcibly corrupt your target's flesh.

The target suffers 1 Corruption and gains a random mutation from the Minor Mutation table (p.288). The resulting mutation is horrific, but temporary. The target's flesh returns to normal when the power ends.

Touch of Corruption is mentally draining. You suffer 1 Shock for every minute you sustain the power. You may not recover Shock while sustaining this power.
Potency:

- [1] Target suffers +2 Shock damage.
- [2] Target suffers 1 additional Corruption.

Infernal Gaze

XP Cost: 10
DN: Target's Defence
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: Yes
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the CHAOS Keyword

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Effect: You worm your way into the mind of your victim, forcing them to experience the dread things that only the Warp can unveil.

The target temporarily loses 1 Intellect and must make a successful DN 7 Willpower Test or suffer intense, personal hallucinations. These hallucinations take the form of supernatural illusions that only they can see. The target immediately rolls on the Perils of the Warp table.

The effects of these hallucinations continue for as long as you sustain the power, or until the Perils of the Warp run their course, whichever is longer. In certain circumstances, where the target may question why those around them are not affected by such an obvious supernatural event as determined by the roll on the table, the target may be allowed to reroll its Willpower Test. Temporary lost Intellect returns at the rate of 1 point per day.

Infernal Gaze is mentally taxing. You suffer 1 Shock for every minute you sustain the power. You may not recover Shock while sustaining this power.

Potency:

- [1] +1 temporary Intellect damage.
- *[3] Target must add the psyker's Corruption score to the first digit of their d66 roll on the Perils of the Warp table.

AELDARI PSYCHIC POWERS

Understanding? What understanding is there to be gleaned by you mon-keighs? You cannot even recall the mistakes your species made that brought you to this precipice, Inquisitor. Divination is not a science you can master with hymns or influence with your ointments and trinkets. It is an artistry woven from what was, what may be, and the lies the beings of the Immaterium speak regarding both. It is a wonder you retain an understanding of fire. No, better you clutch tight to your primitive baubles and leave the insight to more enlightened life.

—Warlock Ishyandra of Il-Kaithe

The Aeldari are a psychic species. This latent talent is only harnessed and expressed by those who walk the Path of the Seer. Learning to gaze upon the strands of fate and fortune, they use specially crafted psi-reactive Seer Stones, each song-formed from wraithbone and etched with runes of power to guide the threads they see and serve as an arcane ward against the dangers of the Warp. With these tools and dedicated training that spans centuries, those walking the Path of the Seer spin prophecies into being, threading the strands of fortune through their words and weighting them with truth.

These powers can also be used as a potent weapon to enhance the Seer's fellow Asuryani warriors whilst thwarting their enemies. When war comes to the Aeldari, some seers don the mask of the battle Psyker: the Warlock. Surrendering to Khaine's call, the Warlock reads the tides of fortune, setting aside the art of prophecy to develop destructive psychic powers and cast the Runes of Battle!

Aeldari Psykers

Capable of feeling extremes of emotion, the souls of the Aeldari shine bright in the Warp. Slaanesh eyes each greedily, awaiting the moment their discipline fails to consume another of the declining Species.

If you are an Aeldari and trigger Perils of the Warp you must roll 2d6; the highest is always the 'tens' digit of the d66 roll, and the lower result is the units digit.

Asuryani Psykers

The Asuryani have practised and honed their psychic abilities for aeons, developing stalwart discipline; they know well the dangers that lurk within the esoteric plane from which the energies that power them flow.

If you are an Aeldari with the **ASURYANI** Keyword you may reroll a single Wrath Dice that rolled a Complication once per Test.

Example: *Nauremen the Asuryani Warlock is attempting to use the Conceal / Reveal psychic power to hide herself from an Ordo Xenos kill team. Fearing potential death if discovered, she uses the psychic power Unbound, and so makes the test with 2 Wrath Die in the pool.*

Nauremen successfully activates the power, but rolls a 1 on one of the Wrath Dice. As she has the **ASURYANI** *Keyword, she chooses to reroll the Wrath Dice. Unfortunately, she rolls another 1!*

Nauremen rolls d66 for Perils of the Warp. She rolls a 3 and a 5, so the result is 53, triggering Visions of Possibility.

RUNES OF BATTLE DISCIPLINE

Conceal / Reveal

XP Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: Yes
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: You reach out with your mind and take command of the shadows, bending and shaping them to your will.

Once activated, you can cause one of the following effects:

- **Conceal:** You draw the shadows in and don them like a cloak to conceal your position. While the power is sustained, you and any allies within 5 m gain a +1 bonus to your Defence and +1 bonus dice to any Stealth (A) Tests you make.

- **Reveal:** You push the shadows away from a target within range, revealing them to all. Target one enemy within range as the centre point for a Blast (6) area of effect. Any enemies in that area while the power is sustained can't benefit from bonuses to Defence or Stealth tests due to cover while this power is sustained.

Potency:

- [3] Conceal: Benefits improve by +1 Defence and +1d to Stealth.
- *[2] Reveal: Area of affect increases to Blast (10).

Embolden / Horrify

XP Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: You reach into the minds of those around you, either fortifying or eroding their resolve. Once activated, you can choose one of the following effects:

- **Embolden:** You instil valour and determination into your allies. While the power is sustained, you and all allies within 5 m gain +1 bonus die to Resolve Tests.

- **Horrify:** You sap the courage and determination of your enemies. Target one enemy within range as the centre point for a Blast (6) area of effect. Any enemies in that area suffer a +1 DN penalty to Resolve Tests while the power is sustained.

Potency:

- [2] Embolden: +1 bonus die to Resolve Tests.
- [2] Horrify: +1DN penalty to target's Resolve Tests.

Empower / Enervate

XP Cost: 30
DN: 7
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: You commune with the spirits of those around you, expanding their potential or draining their will to fight. Once activated, you can cause one of the following effects:

- **Empower:** You empower the spirits of yourself and your allies. Whilst this power is sustained, you and all allies within 5 m gain +1 ED to any successful melee attack.

- **Enervate:** You sap your enemies' spirits, filling them with doubt and despair. All enemies in a Blast (6) area within range suffer a -1 ED penalties to any successful melee attacks, to a minimum of 0.

Potency:

- [3] Empower: +1 ED to damage.
- [3] Enervate: –1 ED to target's damage.

Enhance / Drain

XP Cost: 30
DN: 7
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: Drawing upon the favour of Khaine, you enhance the combat prowess of your allies or diminish that of your enemies. Once activated, you can cause one of the following effects:

- **Enhance:** You channel a fraction of Khaine's skills to enhance your allies' combat abilities. While the power is sustained, you and all allies within 5 m gain +1 bonus dice to any Weapon Skill (I) Tests they make.

- **Drain:** You allow a portion of Khaine's anger and disdain to suppress the fighting skills of your enemies. Target one enemy within range as the centre point for a Blast (6) area of effect. Any enemies in that area while the power is sustained suffer a +1 DN to any Weapon Skill (I) Tests they make.

Potency:

- [2] Enhance: Additional +1 bonus dice to Weapon Skill (I) Tests.
- [2] Drain: Additional +1DN to target's Weapon Skill (I) Tests.

Protect / Jinx

XP Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: Tugging on the threads of fate that surround any field of battle, you isolate and bind those of a specific individual, reshaping their destiny. Once activated, cause one of the following effects:

- **Protect:** You weave your fate and that of your allies, to inure you from harm. While the power is sustained, you and all allies within 5 m gain a +1 bonus to their Base Resilience.

- **Jinx:** You weave your enemies' fate, making them more susceptible to harm. Target one enemy within range as the centre point for a Blast (6) area of effect. Any enemies in that area while the power is sustained suffer a –1 penalty to their Base Resilience.

Potency:

- [3] Protect: Additional +1 bonus to Resilience.
- [3] Jinx: Additional –1 penalty to Resilience.

Quicken / Restrain

XP Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 m
Multi-target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI Keyword
Effect: You twist time itself, briefly altering its flow for a select few on the battlefield. Once activated, you can cause one of the following effects:

- **Quicken:** You change the flow of time for yourself and your allies, making you seem supernaturally swift. While the power is sustained, you and all allies within 5 m may make an additional Movement on each of your turns.

- **Restrain:** You change the flow of time for your enemies, making them move as if they were passing through deep water. Target one enemy within range as the centre point for a Blast (6) area of effect. Any enemies in that area while the power is sustained move as if they are in Difficult Terrain.

Potency:

- [2] Quicken: Increase the radius of the effect to allies within 10 m.
- [2] Restrain: Area of affect increases to Blast (10).

CORRUPTION

The foul taint of the Warp can deform the body and afflict the mind. Whenever malign sorcery is practised, the Immaterium bleeds through, deforming and twisting reality. Heinous objects and unnatural acts force the mutating powers of Chaos onto those who witness or practise them, triggering strange changes and grotesque malformations. Few walk away with their purity intact.

Corruption does not turn a character instantly into a monster, but each point gained takes them ever closer to death and damnation. Roleplaying a character's descent into the terrifying temptations of the Warp can add depth of its own, and create a story arc you may not have been expecting. Likewise, the desperate struggle to retain one's purity and humanity can be a fulfilling experience for your character.

CORRUPTION LEVELS

Corruption Level	Corruption Points	Test DN Modifier
0 – Pure	0-5	+0
1 – Tarnished	6-11	+1
2 – Contaminated	11-15	+2
3 – Tainted	16-20	+3
4 – Defiled	21-25	+4
5 – Chaos Spawn	26+	-

CORRUPTION ROLL DIFFICULTY

DN	Examples
1	Exposure to mildly radioactive or toxic substances, seeing a cultist marked by Chaos, listening to someone preach heresy without stopping them
3	Speaking the name of one of the Ruinous Powers, torturing a captive.
5	Reading a tome of Chaotic lore, witnessing a heretical ritual or a daemon, speaking heresy, condemning someone to death for an act you committed.
7	Participating in a Chaos ritual, destroying a populated planet, undergoing a psychic awakening.
9	Making a pact with, or becoming possessed by, a daemon, looking into the Warp.

SOURCES OF CORRUPTION

The Warp infects reality in a variety of ways; the Chaos Gods seek to influence reality through sorcery, coercion, tainted materials, and their own foul presence. It changes those who it influences until they are utterly twisted, some into the rare embrace of daemonhood, others into the wretched mindless masses of insanity made flesh known as Chaos Spawn.

The Warp

The Warp itself is the greatest source of Corruption. Reality abhors the chaotic nature of the Immaterium, mutating and changing whenever the Empyrean seeps through. Entering the Warp unprotected immediately causes Corruption. Even travelling the Warp in a shielded voidship takes its toll over time.

Items and artefacts that originate in the Warp or have spent significant time in the Immaterium become suffused with foul Warp energies. Sometimes simply touching such an item can corrupt an individual. Less corrupted items may not cause Corruption initially, but could be triggered by certain actions, for example, a tainted sword shedding innocent blood. Even writings on the Warp can become infused with its foul touch; studying a dread tome of eldritch lore could corrupt the reader.

Chaos

Daemonic entities may be physical manifestations of the Warp itself. As beings of concentrated Warp energy, simply looking upon a daemon or being in its presence can corrupt. More powerful daemons are more connected to the Warp, causing greater Corruption, and none are greater than the Ruinous Powers themselves.

Powers Of The Psyker

Manipulating the Warp to change realspace is a dangerous and risky business; whenever a Psyker uses a psychic power they open themselves and those around them to Corruption. Channelling greater Warp power (or controlling it poorly) risks greater Corruption, and the possibility of a daemon using the Psyker as a portal to the Materium.

The potential for a Psyker to inadvertently corrupt those around them fuels the paranoia of their comrades. Many Psykers are executed to save themselves and their fellows from damnation.

Ultraviolence & Depravity

Savagery and destruction are the domains of the Blood God Khorne, said by blasphemous apostates to have been born from the first act of violence. As war rages across the 41st Millennium he is fed in shattered skulls and flowing blood. Those that succumb to bloodlust, revel in the slaughter of their foes, or destroy the helpless and the innocent may be corrupted.

A descent into decadence is similarly corrupting. Slaanesh, the Lord of Excess, rewards those who succumb to passion and hedonism with mutation. Embracing pleasure for pleasure's sake calls The Dark Prince and its daemons. Prideful acts and obsessive searching for perfection empower Slaanesh and allow its malign influence to shape the mortal world.

Example: *An Aeldari intentionally destroying an Infinity Circuit and condemning the souls to She Who Thirsts would be a heinous action that spills no blood.*

Mundane Sources

Simply hearing a renegade spew heresy without stopping them is enough to corrupt the heart of those who hear. Heresy spreads itself, sullying the mind and soul as it takes hold of mortals.

The mutative powers of radiation and toxic pollutants also corrupt those who are exposed to them; some believe the grotesque mutations that befall its unfortunates are gifts from Nurgle, the Plague God. Even certain genetic materials can draw the attention of the Ruinous Powers.

Some environments are inundated with radiation. Repeated low-level exposure will slowly cause Corruption. However, high levels of exposure without radiation-hardened armour may force a Corruption Test every round until you escape or expire.

When To Make A Corruption Test

Encountering forbidden tomes, fighting the forces of Chaos, using vile relics, wading through irradiated waste, or committing truly heinous acts are all prime causes for a Gamemaster to call for players to make a Corruption Test.

The GM decides when a character makes a Corruption Test if they encounter a source of Corruption. The GM can't force a player to take an action that automatically results in Corruption — indeed, the GM can't force a player to take any action. The player must have the opportunity to resist with a Corruption Test, or willingly accept Corruption from the Temptations of the Warp.

CORRUPTION TESTS

To make a Corruption Test, roll a dice pool of your Conviction Trait against the DN of the source of Corruption. Some sample sources of Corruption and their recommended DNs are shown in the Corruption Test Difficulty table on p.285. Your Corruption Level can increase the DN of the Test.

If you fail a Corruption Test, the GM gains +1 Ruin, and you gain Corruption Points equal to the difference between the number of Icons you rolled and the DN of the Test.

If you roll a Complication on a failed Corruption Test, you gain double the amount of Corruption Points. If you roll a Wrath Critical on a Corruption Test, the DN of the Test is reduced by 2.

You may choose to spend a single Wrath to reduce the DN of the current Corruption Test by one. This can't reduce the DN below 1.

The Ultimate Fate

If you reach Corruption Level 5 you transform into a Chaos Spawn, a writhing mass of mutations and mental trauma. There is no redemption from this fate. All who are Warped in this way are driven utterly insane by the touch of the Ruinous Powers. The GM takes control of the Chaos Spawn that was once your character, modifying the entry in the Bestiary on p.352 as needed.

SCAVVY MUTATIONS

'Scavvy' is a term for those who live in the irradiated wastelands at the lowest levels of hive cities. These humans are subjected to toxic effluent and industrial waste every day of their lives. Not all who live in these conditions are mutants, but often mutations develop due to prolonged exposure to polluted runoff. See the Scavvy archetype on p.105 for more information.

- Hint of Red Eyes (p.288)
- Voice of the Aurelian (p288)
- Living Shadow (p.288)
- Gossamer Flesh (p.288)
- Blighted Soul (p.289)
- Wyrdling (p.290)
- Misshapen (p.290)
- Grotesque (p.290)
- Bestial Hide (p.290)
- Brute (p.290)
- Toxic Blood (p.291)
- Withered (p.293)
- Vile Alacrity (p.293)

CHALLENGING MUTATIONS

Existence is brutal in the 41st Millennium. Merely surviving takes a toll on the flesh and the soul. Mutations escalate the difficulties you face when interacting with others. Most Imperial citizens react to mutations with revulsion at the least, and violence at worst. Hiding your mutations and your responses to the reactions of others are rich, if challenging, roleplay opportunities that you may want to embrace.

MUTATION

Mutations vary wildly from the fey to the grotesque, some debilitating and some useful. Followers of Chaos often revel in their mutations seeing them as glorious blessings from the Ruinous Powers. Mutations can twist both flesh and mind. Some are evident in their appearance, from terrifying tentacles and toxin bile sacs to exceptionally beautiful angelic wings, or eyes that seem to hold the stars within them. Others are easily concealed, such as eyes that can see into spectrums of light beyond normal ranges, the third eye of the Navigator and the strange twisting of the mind that creates profane prophets of normal citizens.

To the Imperium, all mutants are deplorable. Any deviation from the purity of mankind is abominable, especially those mutations that are visible and obvious. They are the quintessential outcasts of society, pitied at best, scorned and hated by most. If they do not die at their own hands or from the pernicious effects of their mutations, mutants live a life of wretched fear, forever concealing their true Warp-tainted nature from those around them.

Mutation Tests

Whenever your Corruption Level increases you must immediately make a Mutation Test. You may choose to fail this Mutation Test.

To make a Mutation Test, roll your Conviction against a DN of 3, modified by your Corruption Level. If you fail a Mutation Test, you gain a mutation; roll on the mutation severity table at the bottom of this page.

Once you have determined the severity of the mutation, make a d66 roll on the relevant table on the next page. You must add 10 to the result of the roll for each of your prior mutations.

Example: *Rogue Trader Drake Harkness already has one subtle and one minor mutation when he fails his current Mutation Test. When he rolls on the Minor Mutation table this time he adds +20 to the result. He rolls a 24 on the d66. Adding +20 results in 44, which is 'Horns, Spines, Fangs, or Claws' on the Minor Mutations table.*

If you receive the same mutation a second time you must reroll on the same table, unless there is an obvious different way for a duplicate effect to take hold. If you remove a mutated body part, you no longer have any associated benefit or detriment from that mutation. **Note:** These actions do not remove Corruption points or change your Corruption Level.

d6 Roll	Mutation Severity
1-2	Subtle Mutation
3-4	Minor Mutation
5-6	Severe Mutation

MUTATION TABLES					
d66 Roll	Subtle Mutation	d66 Roll	Minor Mutation	d66 Roll	Severe Mutation
11–16	Hint of Red Eyes	11–16	Misshapen	11-12	Extra Appendages
21–26	Voice of the Aurelian	21–26	Grotesque	13-14	Aberration
31–33	Living Shadow	31–33	Bestial Hide	15-16	Corrupted Flesh
34–36	Gossamer Flesh	34–43	Brute	21-22	Wings
41–43	Visions	44-46	Horns, Spines, Fangs, or Claws	23-24	Serpentine Body
44–46	Echoes	51-53	Corrosive Miasma	25-26	Cannibalistic Drive
51–53	Blighted Soul	54-56	Toxic Blood	31-32	Withered
54–56	Wyrdling	61+	Reroll on the Severe Mutations table	33-34	Vile Alacrity
61+	Roll on the Minor Mutations table			35-36	Fleshmetal
				41-42	Corrosive Bile
				43-44	Corpulent
				45-46	An Excess of Eyes
				51-52	Enduring Life
				53-54	Aquatic
				55-56	Amorphous
				61-63	Afflicted
				64+	The Warp Made Manifest

Subtle Mutations

The effects of Subtle Mutations are not always apparent. While they still represent a measure of vile Warp Corruption, many only slightly change your physicality.

11–16: Hint Of Red Eyes

It's subtle, and someone would have to be looking at the right time to see it — a faint glimmer of red in the iris of your eyes. The strange nature of your eyes reveals hidden things, though they are now incredibly sensitive to light. It's common for those possessed of this mutation to wear visors to hide their eyes from observers and harsh light.

Effect: You gain +1 bonus dice to Awareness (Int) Tests. You also suffer +1 DN to any actions requiring vision or visual coordination while in areas of light (daylight or stronger) or during a round of exposure to light (flamer burst, stab-light, etc.). Visors and lenses that shade the eyes remove both the bonus and penalty.

21–26: Voice Of The Aurelian

Such a melliferous voice could charm the gods or sway a world. Indeed, in times past it did. But such golden tones that drip wonder and light also reach beyond the veil, and daemons crowd to listen.

Effect: You gain +Rank bonus dice when making any social Test. However, such glibness is dangerous; any Psykers within 25 m of you (excluding you) must reroll any Wrath Dice that don't generate a Complication on any Psychic Mastery rolls they make.

31–33: Living Shadow

Something inside you has been twisted, but it doesn't show anywhere on your flesh. Your shadow has a life of its own, and moves independently of your body. It does not fall naturally away from a light source, and all around it the Warp slowly bleeds into the world.

Effect: The Living Shadow opens a gateway to your soul. Any rolls to oppose a psychic power or resist its effects are made at +1 DN. However, the curious nature of this mutation makes you aware of any ambush as if you had spent a point of Glory.

34–36: Gossamer Flesh

Your mutated skin is impossibly soft and silky, with a heightened sense of receptive touch that goes beyond the sublime. Contact sensation is increased six-thousand fold, which for some is a glorious wonder and for others a true curse.

Effect: Gossamer Flesh reduces your Base Resilience and Max Shock values by 1 and imposes a +1 DN penalty to resist experiences of painful physical contact. However, it also gives a sense of touch so refined that you can read a page of writing with your fingertips alone. You gain +Double Rank bonus dice to Awareness (Int) Tests involving touch, and can attempt otherwise impossible feats.

41–43: Visions

The Warp twists your mind and time itself. Without warning, your awareness is flooded with visions of past experiences, things yet to come, or nightmarish otherworldly horrors.

Effect: Whenever you roll a Complication on the Wrath Dice you may choose to activate the following effect. Alternatively, the GM can spend a Ruin to force this effect to activate. Roll on the Visions table below. The vision lasts for the remainder of the scene, during which time you suffer a +3 DN penalty to all other actions as you hallucinate.

VISIONS

d6 Roll	Vision
1	**Dark Futures:** You see the future ahead, and it is filled with terror. When the vision ends you feel an impending sense of mortal doom, and your Wrath pool is reduced by 1 for the session.
2-3	**False Divination:** You have a vision of a possible future spelling catastrophe for yourself and your allies, and nothing you can do can stop this from occurring. Fate, it seems, is set. You suffer a +1 DN penalty to your next Test.
4-5	**True Divination:** You have a vision of a possible future spelling catastrophe for yourself and your allies. However, the skeins of fate reveal just enough that such may be averted! You gain +1 bonus dice to your next Test. The vision may be entirely false or uncannily accurate.
6	**Otherworldly:** You experience a vision taken straight from the heart of the Warp. Each time you suffer this vision, you must make a DN 9 Corruption Test.

44–46: Echoes

You go forward, you come back. This mutation misplaces you in time, moving you forwards or backwards on the whim of the Ruinous Powers.

Effect: Whenever you roll a Complication you may choose to activate the following effect. Alternatively, the GM can spend a Ruin to force this effect to activate. For the remainder of the scene you must reroll any Wrath Dice once per Test, unless you rolled a Complication or a Wrath Critical.

51–53: Blighted Soul

A sickness of spirit has infected you. Like all infections it seeks to spread, to weaken the host and finally consume that which it inhabits.

Effect: Corruption and Malignancy Tests you and anyone within 10 m of you make suffer a +1 DN penalty. Your blighted form becomes a little more resistant to toxins, giving you +1 bonus dice to Tests to resist poisons.

UNIQUE MUTATIONS

If you or another player at the table find a mutation particularly distasteful or uncomfortable to continue playing with, change it. The GM is free to modify any mutation as they wish, or the whole group can pitch in to come up with something they think will be interesting and will work with the effects of a mutation as written.

For example, you might be playing in a campaign with a lot of social interaction, where the obvious Warping of the Grotesque mutation would severely limit play. You might choose to continue and see where this new roleplaying challenge leads, or you could swap out the easily visible changes from the Grotesque mutation for something more clandestine. Your teeth might turn into leather, making speech and eating more difficult, but meaning you can conceal your mutation — until you want to frighten someone.

54–56: Wyrdling

Exposure to Corruption transforms you into a Psyker.

Effect: If you are not a Psyker, you gain the PSYKER Keyword. You also gain one Minor Psychic Power of the GM's choice. You can now purchase the Psychic Mastery Skill whenever the GM deems it appropriate.

If you are already a Psyker, you gain an additional Minor Psychic Power.

Minor Mutations

Minor mutations are usually visible, and common among those born mutated. Those afflicted in such a way will find life far more difficult, and are likely to be outcasts, but still have some chance of resisting the lure of the Ruinous Powers.

11–16: Misshapen

Your body contorts in response to Corruption as tissues change shape, growing or shrinking in unhealthy ways. Muscles, tendons, and even bones change in size.

Effect: Your constant agony decreases your maximum Shock by 1. However, your exposure to constant pain inures you to threats and mental assault, increasing your Resolve by +2.

21–26: Grotesque

Corruption flows through your body, altering it at a cellular level. These changes are purely cosmetic, but they mark you well. Vicious scars emerge from injuries that you have never suffered. Facial features may take on a decidedly bestial slant. Limbs may slightly change length or joints may bend in the wrong direction.

Effect: Your new appearance is unnerving to all. You receive +1 bonus dice to all Intimidation (Wil) Tests, but your grotesquery imposes +1 DN to all other social interactions with characters who do not have the CHAOS Keyword.

31–33: Bestial Hide

Your skin thickens and changes shape to resemble that of an animal. It may take on a thick leathery aspect, the scales of a fish, or the exoskeleton of an insect. You may choose the nature of the new appearance, but it must be markedly different from your appearance prior to the mutation.

Effect: Your thickened skin grants a +1 to Resilience. You receive +1 bonus dice to all Intimidation (Wil) Tests, but you also suffer a +2 DN penalty to all other social interactions with characters who do not have the CHAOS Keyword.

34–43: Brute

Corruption massively accelerates your muscle growth. You are brawny and burly, but the increased muscle mass is obviously inhuman in nature.

Effect: Your sudden growth grants +1 to Strength and Toughness. Most tools and devices are now too small for you to easily use. Unless you acquire modified versions, you suffer a +1 DN penalty to all Tests that involve physical manipulation of tools, including all ranged weapons.

44–46: Horns, Spines, Fangs, or Claws

Exposure causes you to grow horns, spines, fangs, or claws. You may choose which of these mutations arise and the location and shape of the deformation. The new growths are an inherent part of your body. They grow back if broken or if you attempt to have them removed. You have full feeling in these growths.

Effect: You may make melee attacks with these new growths. When these growths are visible, you suffer +2 DN to all social interactions unless the target character has the CHAOS Keyword.

HORN, SPIKE OR CLAW	
Damage	ED
(S) +5	Rank

51–53: Corrosive Miasma

You are surrounded by a miasma of subtle acids and toxins that spill forth from pores and sweat glands. This cloud causes no direct harm to you, but it does cause increased wear on all of your wargear and other possessions. Consequently, equipment must be replaced regularly, or else becomes ragged and corroded.

Effect: Whenever you suffer a Complication, you may choose to have one item of Wargear crumble and become useless. The GM can spend a point of Ruin to choose the item of Wargear. When you make a melee attack you may Shift to give the target the *Poisoned* Condition with a damage of 1 Mortal Wound.

54–56: Toxic Blood

Corruption transforms your blood into a non-biological substance. Radioactive materials, toxic metals, or even more exotic substances may flow through your veins.

Effect: Getting any medical treatment is far more difficult and dangerous due to your unusual bodily fluids. Any Medicae (Int) Test made on you suffers a +2 DN penalty. If the Medicae (Int) Test suffers a Complication, the person administering treatment must succeed on a DN 4 Toughness Test or suffer 1 Mortal Wound when bodily fluids splash them.

Your unusual physiology confers resistance to many biological attacks. You are immune to the *Poisoned* condition and disease.

Severe Mutations

These mutations are undeniable, shocking to behold and often grotesque. Though these malignancies can confer incredible otherworldly benefits, they make a normal life a distant impossibility, and draw the afflicted close to the waiting arms of the Dark Gods.

11–12: Extra Appendages

The influence of Corruption has Warped your body; roll on the table below to determine the nature of the appendage.

Unless you can somehow conceal the extra limb, you suffer a minimum +2 DN penalty to Persuasion (Fel) Tests when dealing with characters who do not have the CHAOS Keyword. Any of these limbs require unusual modifications to your armour and clothing.

EXTRA APPENDAGE

d6 Roll	Appendage
1	**Head** A shrunken head with a face similar to yours grows on your shoulder. **Effect:** Once per session, the GM may spend a point of Ruin to force you to make a Conviction Test (DN 5). If you fail, the shrunken head does whatever it can to make your life difficult, such as saying the most inconvenient thing possible, biting at a helping hand, or shouting to reveal your location.
2	**Malformed Arm** This arm isn't good for anything except identifying you as a mutant.
3	**Strong Arm** You can use this arm as well as you can use your off-hand. **Effect:** You may Multi-Attack or Multi-Action using this arm, and may ignore the first +2DN penalty for these actions.
4	**Malformed Leg** This leg isn't good for anything except making standard clothing and armour fit improperly. **Effect:** –1 Speed.
5	**Strong Leg** This leg balances you on unsteady surfaces. **Effect:** You may Brace to fire a Heavy weapon as a Free Action (p.189).
6	**Prehensile Tail** A fleshy, muscular tail as strong and flexible as a human limb. **Effect:** Can be used as a Strong Arm or a Strong Leg.

13–14: Aberration

The force of Corruption transforms you, twisting your flesh in truly bestial ways to turn you into a hybrid beastman. Roll on the table below to establish which animalistic traits you gain. While the example animals are all terrestrial, you are encouraged to coin names for species from other planets that fulfil similar niches. If you and the GM wish to use another animal, we encourage you to do so using these examples as a model.

When this mutation is visible you suffer a minimum +2 DN penalty to all social interactions unless the target character has the **CHAOS** Keyword.

15–16: Corrupted Flesh

Your flesh and organs undergo transformations such that you are no longer a single living organism. The grotesque possibilities of your mutation include: maggots crawling through your veins instead of blood; a nest of spiders dwelling within your intestines, devouring any food consumed; serpents squirming under your flesh in place of muscles; or anything else you can come up with. While many of these traits are not immediately visible, when your flesh is exposed unnatural movements may sometimes be observed shifting beneath the skin. Whenever you suffer grievous injury, these creatures are fully exposed.

Effect: You gain +2 Toughness. All Medicae (Int) Tests made on you suffer a +2 DN penalty.

ABERRATIONS

d6 Roll	Animal
1	**Equidae (Horse)** Your body is covered with equine hair, your head distends into that of an equine, and you grow a lengthy mane and tail. Your feet transform into hooves and your legs become digitigrade. You must modify any clothing or armour worn on your head or lower body to have it fit. **Effect:** You gain +1 Toughness and +1 Speed.
2	**Testudinidae (Tortoise)** You lose all body hair and your torso becomes encased in a thick shell, into which you may withdraw your head and limbs. All clothing and armour must be modified to accommodate the extreme physiological transformation. **Effect:** You gain +1 Toughness and +1 Base Resilience.
3	**Caprinae (Goat)** Your body is covered with coarse caprine hair, your head distends into that of a goat, and you grow horns upon your brow. Your feet transform into hooves and your legs become digitigrade. You must modify any clothing or armour worn on the head or lower body to have it fit. **Effect:** You gain +1 Athletics. You may make melee attacks with your horns, treating them as if they were a knife.
4	**Carcharodon (Shark)** You lose all body hair, and your skin becomes rough to the touch. You grow gills, which you can distend at will for aquatic respiration. Your jaws expand and your mouth fills with massive fangs. **Effect:** You cannot *Suffocate* underwater. You may make melee attacks with your fangs, treating them as if they were a knife.
5	**Canidae (Dog)** Your body is covered with fur, your head distends into that of a dog, including pointed or dropped ears. Your senses of smell and hearing improve. Your feet transform into paws and your legs become digitigrade. You must modify any clothing or armour worn on the head or lower body to have it fit. **Effect:** You gain +1 Speed and +2 bonus dice to all Awareness Tests based on smell and sound.
6	**Aquila (Eagle)** Your body is covered in feathers, a hooked beak emerges from your face, and your ears shrink. Your vision sharpens substantially. Your feet transform into scaly, hooked talons, and your legs become digitigrade. You must modify any clothing or armour worn on the head or lower body to have it fit. **Effect:** You gain +2 bonus dice to Awareness Tests based on sight. You may make melee attacks with your beak, treating it as if it was a knife.

21–22: Wings

Enormous wings sprout from your shoulders, granting a wingspan of more than double your height. They may resemble those of a bird, a bat, an insect, or something else entirely. You can fold the wings, so that they do not extend out from the body, but they cannot be fully concealed.

Effect: All torso clothing and armour must be modified to accommodate the physiological transformation. You can Fly at double your normal Speed. These wings are inherently clumsy; make an Athletics (S) Test for any manoeuverability difficulties while aloft.

23–24: Serpentine Body

Your legs fuse together, and your body from the waist down transforms into that of a snake, complete with scales. You can no longer walk without assistance, slithering along the ground instead.

Effect: Any clothing or armour worn on the lower body must be modified to accommodate the physiological transformation. You gain +2 Wounds and +1 Resilience due to your toughened lower body's hide and musculature. You're always considered to be Crawling, but you don't halve your Speed when doing so. You can Run and Sprint as normal. You're always considered *Prone*, but don't suffer penalties for this status.

25–26: Cannibalistic Drive

Corruption triggers ghoulish desire. You can only receive sustenance from the flesh of sentient species. Any other food is tasteless and provides no nutritive value. You can subsist upon less food than a typical member of your species, typically only a pound per week. You also receive a newfound vigour from consuming the meat. However, if you do not partake, your mutated body begins to degrade.

Effect: You gain +2 to Toughness and Strength. You must consume one pound of flesh taken from a sentient creature each week. You need no other food or water. Every week you go without, you must make a DN 8 Conviction Test or suffer a cumulative +1 DN penalty to all actions. The penalty is eliminated as soon as you consume the appropriate flesh. If the cumulative penalty exceeds 4, you lapse into a coma until you consume the substance. Placing flesh in your mouth restores you from the coma enough that you can consume it, but you may not take any other action until the pound of flesh is devoured.

31–32: Withered

A miasma of death lingers around you. Your body is severely emaciated, your breath stinks of decay, and your voice rasps like a desert wind. Your complexion takes on a deathly pallor. Your limbs appear as if they would have no strength, and might even snap if any pressure were applied to them. You appear to be firmly in death's gasp, yet are somehow still alive, having learned to endure suffering that might shatter another's mind.

Effect: You suffer –1 Toughness, and gain +2 Willpower.

33–34: Vile Alacrity

You constantly shudder and shake with irrational and unnatural movements. You move almost faster than the eye can see, leaping from place to place without seeming to have traversed the intervening distance. Your speech, face, and eyes cycle through emotional states as quickly as your body moves, leaving viewers confused as to your feelings and intent.

Effect: You gain +2 Speed and +1 bonus dice to Athletics (S) Test. Your expressions and tone cause a minimum +2 DN penalty to social interaction Tests against targets that do not have the **CHAOS** Keyword.

35–36: Fleshmetal

The energy of Corruption fuses your body with your armour and any augmetic implants. These items change in appearance to take on a more organic form, though their function remains unchanged. When the equipment suffers damage, it heals in the same way as your body. However, in healing, the equipment acquires scars, which are organic in appearance. If your armour covers bodily orifices, new organic portals emerge so that you may continue your tortured existence.

Effect: The union of flesh and armour increases your Wounds and Shock by 2. You can no longer remove worn armour, including helmets, gauntlets, and similar components, as they are a part of your body. Your strange visage causes a minimum +2 DN penalty to social interaction Tests against targets that do not have the **CHAOS** Keyword.

41–42: Corrosive Bile

Your bodily fluids are entirely transformed into a toxic bile. Any time you suffer a Wound, the injury sprays out an arc of poisonous and corrosive fluid. You may also choose to vomit up this nightmarish spew upon all characters within a 2-m radius. The substance violates any understanding of physiology, making medical treatment extremely difficult.

CORROSIVE BILE			
Damage	ED	Range	Traits
8	1	2	Assault, Toxic 7, Rending (1), Spread

Effect: All Medicae (Int) Tests made to assist you suffer a +3 DN penalty. Any time you suffer the *Bleeding* condition, you spray corrosive fluids on all characters in a 2 m diameter circle. Similarly, you can make a vomit attack with a 2 m range once per scene. Either type of attack is taken as a Free Action, using your Ballistic Skill against eligible targets.

43–44: Corpulent

Corruption distends your body horrifically, leaving you mutated and massively swollen. Your body mass is tripled, your height increased by about 5%, and your body more than doubles in width. Your worn clothing expands to accommodate this growth, though it does tear in places, revealing the inflamed and putrescent flesh beneath.

Effect: You gain +2 Toughness. Your added mass provides +1 bonus dice to Intimidation (Wil) Tests.

45–46: An Excess Of Eyes

Your body is covered in numerous eyes that frequently blink and are intensely observant. In many cases, clusters of eyes may replace other orifices entirely. The eyes are fully functional, providing you with incredible awareness of your surroundings. Your grotesque appearance makes you particularly loathsome, haunting the nightmares of any who see your pitiable, eye-coated flesh.

Effect: You gain +2 Awareness and your Passive Awareness increases by 3. You gain +2 Defence. Your strange visage causes a minimum +2 DN penalty to social interaction Tests against targets that do not have the CHAOS Keyword.

51–52: Enduring Life

The power of Corruption preserves your life, no matter how badly you are injured or might even wish for your existence to end. This seeming immortality comes at a terrible price, as Corruption demands its due. Your connection to unnatural horrors continues to grow, almost inevitably dooming you to transformation into a Chaos Spawn.

Effect: You cannot die. Whenever you take a Traumatic Wound you gain 1d6 Corruption points.

53–54: Aquatic

Your lungs are absorbed into your body, while functional gills form on your neck with corresponding slits. You lose the ability to breathe air. Instead, you survive through respiration of aerated water. Your fingers and toes become webbed, and you gain the ability to see clearly underwater and in dim lighting conditions. You need to wear a water circulation apparatus that delivers aerated water to your gills to function normally outside of water. Verbal communication remains possible but requires you to expel air from the digestive tract instead of the lungs.

Effect: You no longer treat water as Difficult Terrain, and so may Swim at full Speed without an Athletics Test. You no longer suffer from *Suffocation* (p.200) when under water. However, you cannot breathe air and begin to suffocate when your gills are not submerged in water.

WATER CIRCULATION APPARATUS	
Value	Rarity
3	Uncommon

55–56: Amorphous

Your bones, cartilage, and tendons dissolve under the force of Corruption. Somehow you remain alive as a shapeless mound of flesh, granted form only through the shape of your skin. You retain all of your organs, and they continue to function as they would in a normal individual. You may extend any sense organ upon a pseudopod, just as a normal person would turn their head or lean to look more closely at an object. You can also extend pseudopods to grasp objects, but these flexible temporary limbs are not capable of supporting your weight.

Effect: You are no longer capable of wearing clothing or armour. You gain +2 Toughness due to the rearrangement of your organs. All of your movement is Crawling (p.180). You can Run and Sprint. You are always considered *Prone*, but don't suffer the penalties for this status. You gain a +1 bonus dice to Intimidation (Wil) Tests, but you suffer a minimum +6 DN penalty to all other social interaction Tests when dealing with characters who do not have the **CHAOS** Keyword.

61–63: Afflicted

Your body is shattered by the Corruption that flows through it continuously. New wounds emerge even before old ones have completely healed. These wounds weep blood and pus constantly. Your body bulges with tumours, some of which emerge at unnatural angles. You remain in a state of constant agony — yet these changes harden your mutated form, leaving you capable of surviving through ever greater injury.

Effect: You gain +3 Wounds. You gain +2 bonus dice to Intimidation (Wil) Tests, but suffer a minimum +2 DN penalty to social interaction Tests when dealing with characters who do not have the **CHAOS** Keyword.

64+: The Warp Made Manifest

You are transformed into a daemon-like entity. You begin to recognise an inherent ability to overcome reality, impacted by the amount of Corruption that now flows through you.

Effect: You gain Wings (p.293), Wyrdling (p.290), and Horns, Spines, Fangs, or Claws (p.290). You must roll 2 additional mutations, rerolling on the Severe Mutations table if you roll The Warp Made Manifest a second time. You may substitute Willpower for any other Attribute when making any Test.

THE GILEAD SYSTEM

The worlds of the Gilead System have stood for millennia as a beacon of Imperial order, located in the coreward region near the border of the Segmentum Solar and the Segmentum Obscurus. The numerous habitable planets and moons of the system were discovered by an Adeptus Mechanicus Explorator fleet. Heretics and corrupted Astartes had infested the halcyon system, and so the Imperium launched a war against the traitors to claim what was rightfully the Emperor's territory.

This war is recorded in Imperial Archives as the 'Gilead Crusade', so named for the heroic leader of the Imperial forces: Saint Julyanna Gilead. The crusade expanded to worlds far beyond the Gilead System, but the first victories against the heretic legions began here.

Julyanna Gilead was supported by the Astra Militarum, the Imperial Navy, and the Adeptus Astartes. The Departmento Munitorium sent countless Astra Militarum regiments, while the Imperial Navy

dispatched two full battlefleets. But most impressive was the almost complete deployment of the Absolvers Chapter of Adeptus Astartes, led by Chapter Master Tygranus Dalir, the 'Emperor's Archangel'.

Until the dawn of the Dark Imperium, these worlds thrived and prospered. The Gilead System was considered one of the greatest successes of its sector of space, a gleaming example of the Imperium's majesty and righteousness. However, the Noctis Aeterna — the darkness that obscured the light of the Astronomican's beacon — isolated the system, rendering Gilead's previous glories meaningless and wreathing the region in the Warp-storms of the Great Rift. With no communication, transportation, or backup, the Emperor's light no longer shines on the worlds of the Gilead, and has not for three grim years. Many wonder if it will ever return.

THE STRAITS OF ANDRASTE

The tides of the Great Rift shifted and roiled, forming what seemed at first to be a stable corridor that might offer passage to Imperium Sanctus from the Gilead. However, this appearance was an Empyrean mirage, luring dozens of vessels to their doom as they broke apart or were lost forever upon the Warp shoals. Only after many attempts had failed and all hope seemed lost, was the promise of this dangerous journey fulfilled.

Rogue Trader Jakel Varonius and his fleet did the impossible: by some navigational miracle, they found a route through the Great Rift. They dubbed the channel of seemingly safe passage through the Warp storm 'the Straits of Andrastre', named after Varonius's forward scout frigate.

Lady Octavia Ecedes Omincara, an ancient and skilled Navigator and elder of the renowned House Omincara, was aboard the Rogue Trader's flagship. Only through Lady Octavia's impressive power and a healthy portion of good fortune was the fleet able to arrive in the Gilead System. Once there, the Rogue Trader's charismatic leadership, his influential Warrant of Trade, and the weight of House Omincara's aid convinced the Imperial officials of the system to bow to the Varonius Dynasty as their saviour and guardian. A symbol of the apparently still thriving Imperium, Varonius is to many a beacon of hope that the Emperor's light will return. Others see him as a charlatan, another flickering flame of false hope in the darkness of the Imperium Nihilus.

THE HEARTWORLDS

Circling the swollen star of ancient Gilead are the bastions of Imperial authority, the most powerful, prosperous, and populated planets. These are collectively known as the 'Heartworlds'.

AVACHRUS

Classification: Forge World
Population: Approximately ten billion
Geography: Lifeless tundra blasted by unsurvivable heat (day side) or frozen into poisonous crystalscapes (night side).
Planetary Governance: Princeps Ultima Gol Bessor (presumed deceased). Archdomina Aexekra Vakuul of Belaxia Foundry rules as self-proclaimed regent. The Suspire Priesthood holds the most functional leverage and power, should it ever deign to wield it.
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due).

A barren rock of vast mineral wealth wreathed in storms of toxic clouds and corrosive acid rain, Avachrus is locked in close orbit of the Gilead star. The force of gravity keeps one side of Avachrus facing the system's sun, its blazing heat reducing simple metals to slag in seconds, while the other side is bound in perpetual night.

The billions who serve the Adeptus Mechanicus on Avachrus spend their entire existence underground, living in perpetual toil. Foundry-forges dot the world, protecting its citizens from the elements with sheathes of iron. Beneath the surface are vast engineering warrens, each a self-contained atmospheric blister of industrial activity. Surrounding the planet is an orbital ring of shipyards and space-docks through which the wealth of Avachrus flows. Two moons orbit Avachrus: the silvery Odo and the black-rocked Uru.

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Amidst the forges, foundries, and fortresses are other, older structures. The Eternal Engines are relics of the Dark Age of Technology recovered and repurposed by the Magos of the Cult Mechanicus. Vast solar collectors power the city-foundries of the world and the great space elevators that reach to the orbital ring above. These are essential for the running of the planet's other machinery and a failure in any Eternal Engine dooms millions to die in seconds. Imperial records show such a tragedy occurring only once, at Illiarch. The foundry-city now stands empty and silent, a haunting reminder of the fragility of life on this Forge World.

A sacred order of Tech-Priests known as the 'Suspire' tend to these vital machines, granting the order great political power. However, they remain aloof from the infighting among the cities and other Magos — or so they claim. Recently Inquisitor Argyle of the Order Malleus fortress on Imperia has been seen in contact with several Magos-adepts of the Suspire. Combined teams of Skitarii and Argyle's retinue have been reported combing the shell of Illiarch, with artefacts removed to Imperia under Tech-Priest supervision.

THE LAST CRUSADER

Seeking freedom from their imprisonment by the Great Rift, some members of the Adeptus Mechanicus practice the sin of 'innovation', or research questionable and forbidden technologies. No small number have turned utterly traitor to the precepts of the Machine God, joining the blasphemous ranks of the Hereteks; the Dark Mechanicum.

The lost foundry-forges of Avachrus and its moons hide archeotech both wondrous and profane. Beneath dark Uru's surface, a war between competing tech-heresies rages. A group who refer to themselves as the Unshackled Fane seek a series of engramic-codes that can supposedly shut down augmetics at a distance, allowing them to incapacitate or kill Tech-Priests and Skitarii throughout the system with a single broadcast. They are opposed by a rag-tag band of pirates, who have somehow managed to defeat everything the Adeptus Mechanicus and the Unshackled Fane have sent against them.

Varonius's agents believe the pirates are led by a hive warrior named Cimbria. Undercover agents have reported Cimbria preaches her own creed to indoctrinate her crew, focusing around the worship of 'the Man of Iron'. This 'Man' is a crumbling relic of millennia-old technology, designated Thanatar-Calix Class Siege Automata XGL345-3. Cimbria claims she can converse with this ancient machine, a tactician without peer that knows many secrets. The machine's purpose — if it is more than Cimbria's own invention — is a mystery.

For all it's impressive power, the resources of Avachrus are finite; its moons were hollowed ages ago for their mineral wealth and have since become havens for pirates and Corsairs. The Legio Kaurthos, long deployed across the galaxy, has left many of its fortifications empty. However, there is more archeotech here than the Eternal Engines, and scavengers have begun gathering in the night of Imperium Nihilus to plunder it.

Xenos and renegade raids have become an increasing threat, but more worrying to Archdomina Vakuul by far are the rumours of the presence of a scrap code beginning to infest isolated systems. Hushed whispers tell of a new order growing within the shadows of the Adeptus Mechanicus on Avachrus, of tech-heresy practised in abandoned warren cities, and of a mad Magos crafting technological horrors.

THE LEGIO KAURTHOS

The monolithic fortress of Kaurdar is the only structure on the surface of Avachrus, located deep within the crystalline wastelands of the planet's dark side. This gargantuan citadel was once the home of the Titan Legio Kaurthos, led by *Gaius Vastatio*; a god-machine towering over 20 metres tall and arrayed with a panoply of devastating weaponry.

The Fabricator General of Legio Kaurthos is Ultima Gol Bessor, who abdicated his position to sail with the Legio's forces on a confidential assignment over a century ago — some suspect to the same fate as the Absolvers' absent Chapter Command. A power vacuum erupted in Bessor's absence, with individual forges left to dictate their own policies. This heralded the rise of Belaxia, and the subsequent ascension of Archdomina Aexekra Vakuul.

Kauradar is almost abandoned now; though void-shielded against storms and outfitted with turret defences, the Titan-works lay quiet. Those vigilant and faithful continue to defend the machinery that remains, awaiting the return of their noble Fabricator General.

NETHREUS

Classification: Death World (sub-reference: Knight World)
Population: Approximately ten million
Geography: Volcanic wastelands undergoing continual tectonic unrest
Planetary Governance: High King Vilmaar XIV of the Acastan Lineage
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due)

Nethreus is a tectonic nightmare of a world. Volcanoes spit fire and ash into the sky with unrelenting fury and earthquakes ripple across the broken surface of the second planet from the Gilead star. Temperatures burn hot, but humanity survives on the surface of this hostile rock. Megafauna fly, stalk, and burrow across Nethreus like nightmare beasts risen from the mythologies of Old Earth.

The population lives in shielded fortress-cities called 'dominions' where they cultivate Nethreus's only known native vegetation: a hardy breed of tuber called 'world root'. The people of Nethreus are forever under siege, breeding a mentality that separates them from the rest of the Gilead System, their planet functionally abandoned after it was settled during the Gilead Crusade. The Barons of the Acastan League have little interest in affairs outside their world — unless, of course, those affairs further their own plots.

The Knights of House Acasta hone their battle skills against the planet's megafauna that persistently attack the void-shielded dominions. Chitinous insectoid monstrosities, drill-headed bore-worms, and serpents a 100 metres long all provide constant challenge and threat to the warriors of the house, breeding a brazen bravery into every generation. Even those who serve on the great anti-grav land trains or sky-freighters are used to facing down terrors that few others in the system will ever know. This builds a fierce loyalty and sense of martial pride in the population, while also encouraging the isolationism that runs through the dominions. Such pride, while serving many citizens well, has also led to recent social schisms in House Acasta. The Barons all swear fealty to the Throne of Ivory Knives and whoever sits upon it, but secretly covet the throne and the power it brings.

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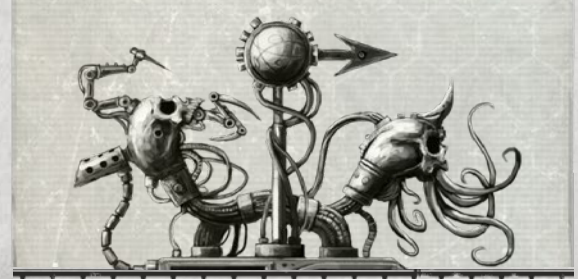
KNIGHTS OF NETHREUS

Imperial Knights are ancient robotic battlesuits, some of which were created before the foundations of the Imperium. Each Knight is controlled using a sophisticated device called a Throne Mechanicum, which allows a pilot to mentally direct their war machine — its senses are their senses, its weapons extensions of their own limbs.

Long ago, Imperial Knights were used to protect Human colony worlds. Their pilots started as guardians, but eventually became noble rulers. Throne Mechanicums carry echoes of their past pilots, whose mindsets affect their current user. This has continually reinforced the principles of personal honour, protecting one's charges, and preferred isolation that define the Nethreun code.

At present, many of the Barons are more worried about the dire predictions concerning the Athros Run than the woes of the Gilead System. The Run is a regularly recurring event when a specific sub-breed of Nethreun megafauna — the serpentine Chorbok — attack the dominions en masse. Reports seem to indicate that the Chorbok have grown consistently mightier and more devious every year. The Barons don't want the Chorbok eliminated entirely, as roasted Chorbok is delicious and a good Run can feed a dominion for months; a luxurious and prized change from the bland world root and unappetising corpse starch. However, discovering why the Chorbok are seemingly obsessed with destroying the dominions and putting a stop to it could earn mighty and fiercely honourable allies.



Young King Vilmaar has proven receptive to advances from Rogue Trader Jakel Varonius. The Varonius Dynasty has traded off-world flora and Adeptus Mechanicus services to convince the monarch to lend the Knights of House Acasta to the plans of unity within the system. As the threat of Chaos incursion grows, the knights are called upon more and more. Although precious few have been committed by the king, these requests draw resentment from the barons of Nethreus. Recently envoys have been seen at various dominions, some bearing the livery of Lord Militant Taleria Fylamon, while others have arrived in secret bearing no livery at all.

Compounding the reluctance of the barons is the imminent threat of new breeds of megafauna that assault dominions and land train convoys in the southern hemisphere. Casualties not seen in generations have been felt by the House as they face an enemy with an uncanny intelligence.

OSTIA

Classification: Agri-World
Population: Approximately nine billion
Geography: Varied but temperate; said to be reminiscent of pre-Imperial Ancient Terra
Planetary Governance: Sortium-Lord Eshgar Quintillius Lorae
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due)

A green jewel in the Gilead void, bountiful Ostia is a planet of vast forests, fields, and oceans. It stands as a mirror to Terra in her ancient prime, verdant and abundant. This glorious world is the breadbasket of Gilead, providing vital foodstuffs and clean water across the system, the lion's share of which goes to feed the massive populations on Gilead Primus. So vital is this world that it is surrounded by a network of defensive satellites, orbital batteries, and space stations known as the Crown of Blades; Ostia bears enough firepower to dissuade or decimate any attack fleet. A garrison of two million souls maintain Ostia's battle stations.

Weather fronts of all kinds blow across Ostia; the crops are varied, and many of the biomes are halcyon places. However, the lives of many Ostians are dour compared to their environment. Demands for food have escalated rapidly since the Gilead was cut off from sources of sustenance beyond the System.

In particular, the noble houses of Gilead Primus and the refugee hordes of Enoch increase the pressure with undeniable requests. As a consequence, those who till the fields in gigantic combi-harvesters reap little of what they sow.

Ostia is ruled by the 'Sortium', a hierarchy of Administratum officials that oversee everything bigger than a small town. These bureaucrats are responsible for the rationing system that leaves the population hungry. The Sortium rule with a combination of subjugation and Ecclesiarchal manipulation; Ostians worship the Emperor as a sun god, and any Imperial officials are treated with a detached awe by the masses of mech-plowers and villam harvesters. The populace would never dare to deny the warriors and wise messengers of the Lord of Dawn. The Sortium have used this fervour to their advantage, ensuring crops are rationed first to themselves, then to the military, then their demanding superiors on Gilead Primus.

Impious uprisings have thus far been easily put down, though they are rising in number and the rebels are showing a marked creativity in using farm equipment as weaponry. To avoid any loss of productivity, the Sortium have employed Tech Adepts of the Cult Mechanicus to create Servitors by lobotomising captive rebels. The prototype Servo-Farms have yielded consistent harvests over the past two years, though the Adepts have repeatedly denied visitation requests from even the Sortium.

Scattered across Ostia are the shattered ruins of an ancient empire. Mosses and creepers cling to odd structures of wraithbone marked with Aeldari runes. Small collections of ruined buildings form intricate and elaborate patterns, too few to be the remains of settlements, but too numerous and precise to be incidental. The native population avoids these places, considering them haunted or cursed, and local folklore is filled with wild tales of these strange ruins that look like they were grown instead of built. These tales are often quashed by Ministorum preachers or turned to the ends of the Imperial Creed, but recently Imperial Guard regiments have begun patrolling near the most prominent ruins as shadowy shapes have been seen flitting amongst them.

THE HARVEST SMITH

The fields of Ostia are ripe with rebellious organisations and sinister cults. Many are deeply influenced by the Ruinous Powers, such as the Cult Luxuria, which subtlety builds on the teachings of the Ecclesiarchy. The Dawn Lord wants what is best for his followers; the Cult Luxuria preaches he wishes them to indulge all of their senses to the fullest in order to truly enjoy their lives. Adherents swiftly tire of the simple pleasures Ostia offers, soon descending into carefully encouraged depravity, as the Cult offers more and more extreme sensations in exchange for performing increasingly terrible deeds.

One of the more effective deterrents of cultist activity comes from a man the Sortium considers a far greater problem — the Harvest Smith. Finial Raslan is a former Gilead Gravedigger who deserted his post. His posting educated him on the System's situation and the poorly treated workers of Ostia, and led to his establishing the Harvest Keepers. This group is, effectively, an underground union, to which Raslan has taught the basics of collective action.

The Keepers have learned to carefully dissent, constantly pushing the Sortium for better rations and improved tools; but always just to the edge of provoking violence from their overseers. The Sortium wants the Harvest Smith eliminated, but Raslan and his followers are amongst the most connected on Ostia — they cover their trail by implicating the many dangerous cults, and occasionally employ off-worlders to assist them.

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ENOCH

Classification: Shrine World (sub-reference: Ocean World)
Population: One billion, officially recorded. Ad hoc census estimates more than twice that.
Geography: Largely oceanic, equatorial regions are habitable desert, polar regions are ice-covered tundra
Planetary Governance: Archdeacon Merramar Clade of the Enochian Synod
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due)

The fourth planet from the Gilead star was once filled with wealth and songs of joy. An oceanic world, its tremendous fathoms-deep reefs teemed with edible flora. Small landmasses dotted its equatorial span, with archipelagos and a few continents of significant scale. Its polar regions were swathes of snow-covered tundra. Life on Enoch was spent dedicated to the Imperial Creed; the bones of Gilead's saints and heroes rest in sanctity in the cathedrals and monasteries of Enoch. Natives lived across the coastlands, drawing in the bounty of the reefs in great harvests to feed the Ministorum Adepts and pilgrims alike.

THE RAVENING TRIALS

Strict rationing has been in effect since the emergence of the Great Rift, but food stores have dwindled further in the three nightmarish years of night the Gilead System has thus far endured. The gangs that have emerged strong from the refugee camps have formed tenuous alliances with the unscrupulous Enforcers of craven Ministorum officials. Through favours, bribery, trade, and coercion, the gang leaders ensure they take the lion's share of the rations.

Gangers and Enforcers have recently devised a new source of entertainment and fresh recruits, known as the Ravening Trials; a mass gladiatorial combat where the starving and strong can battle for food. Those that put on the most impressive displays are invited to join the well-fed gangers, or even the ranks of the Enforcers.

Dark undercurrents of faith lurk in the bloody shadow of the Ravening Trials, promises of better ways and grander rewards than the scraps offered by brutal gangs and the cruel officials of a dying Imperium. In crumbling cloisters of once great cathedrals, whispered appeals are made to any powers that care to listen. Some are answered.

When the Cicatrix Maledictum ripped the galaxy in half and the Noctis Aeterna obscured the Emperor's Light from Gilead, Enoch, once known as a sacred bastion of faith, was plunged into turmoil. With travel through the Warp impossible, millions of pilgrims sought safe harbour amongst Enoch's trapped populace, causing unprecedented overpopulation. The crowded civilian ships seeking refuge at Enoch became easy prey for xenos raiders, and the skies above the world burned. Food rapidly became scarce and violence soon erupted amongst the starving millions of stranded pilgrims. The former culture of Enoch crumbled into a cycle of deprivation and growing madness.

Enoch's wealthy nobles and high-ranked priests of the Adeptus Ministorum secure themselves in fortified bastions while the populace riot and starve outside their walls. Astra Militarum regiments, Enforcers and Sisters of Battle are deployed en masse to defend the millions of faithful pilgrims. The shrines dedicated to Saint Julyanna Gilead, the Emperor's Archangel Tygranus Dalir, and King Farlin III have thus far remained shielded from the alien, the heretic, and the looter. But despite these measures, starvation breeds sinister cults of cannibals who stalk the deserts and streets alike. Wicked bargains are struck with xenos and renegade smuggler bands, while the whispers of unholy prayers echo up from the countless dissolute tent cities.

Though the Emperor's Light dims on Enoch, all is not lost. Enoch has resources not available to the rest of the Gilead System. Despite the recent strife, faith remains strong that 'the Emperor Protects'. A convent of the Adepta Sororitas, the Order of the Sanctified Shield, stands defiant against the heretic. The mysterious Absolvers chapter of Adeptus Astartes maintain an honour guard at the shrine of their first chapter master, Tygranus Dalir. Similarly, the Ordo Xenos Chamber Militant, the Deathwatch, maintain a station in the northern polar region, also housing the isolated agents of that Ordo. Spread desperately thin, each of these forces operates in kill teams or as solo warriors rather than full battle formations; but such heroes of the Imperium could turn the tide of a war.

ON DEADLIER TIDES

The countless forms of sea life dwelling within the oceans of Enoch have provided for the majority of Enoch's natives since its founding. The bulk of Enoch's fisherfolk live in heavily fortified villages along the coasts, behind Gun-Servitor lined walls protecting them from the desperate pilgrims. Proud and insular, with membership mostly limited to ancient Enochian lines, their once-idyllic lives grow harder by the day.

Since the coming of the Great Rift, the sea life of Enoch has changed. The fauna has turned increasingly smarter, deadlier, and stranger. The Enochians now armour their boats against attacks and have long since moved on from their traditional nets to armoured lattices and harpoons.

The overwhelming demands for sustenance are such that the fisherfolk now trawl the waters daily, from before sunrise to long after sunset, forced to bring in the largest catches they can to pass on to Ecclesiarchy agents for dissemination. Progressively larger quotas, coupled with the loss of fisherfolk, have run the villages to exhaustion. Worse still, rumours persist that the best of Enoch's seas exclusively end up on the tables of the wealthy and privileged, with only tiny portions making it to the general populace. Rebellion foments amidst the fisherfolk.

Interrogator Inge Xenia believes something even more sinister than Warp-borne corruption is behind these bioforms; she has found evidence of stitched flesh and biological tampering. Likewise, the patterned redistribution of food shows a practiced and familiar malice. With her Inquisitor lost to the Rift wars, she is looking for help to prevent a system-wide disaster.

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GILEAD PRIMUS

Classification: Hive World
Population: Approximately sixteen billion
Geography: Arid wasteland plains, lifeless alkali flats
Planetary Governance: Lord-Militant Taleria Fylamon
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due)

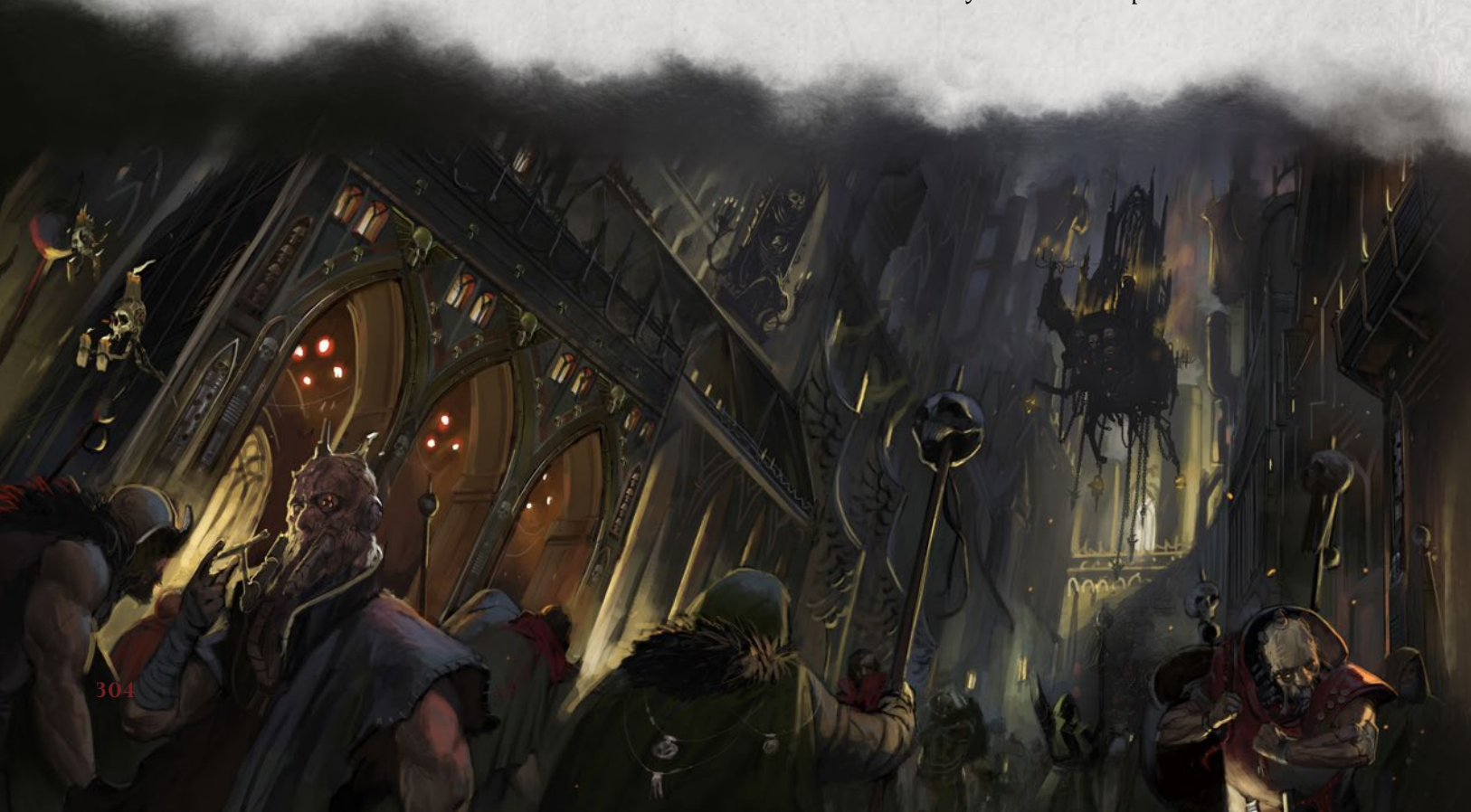
Gilead Primus, capital world of the Gilead System, home to uncounted billions of Imperial citizens, and the seat of power of Lord-Militant Taleria Fylamon. Massive hives dominate the red rock wastelands, and the scars of centuries of aggressive strip mining cut deeply through the crimson deserts. Abandoned mining towns and waystations dot the land, but all life on Gilead Primus is contained within the multi-kilometre tall hives. The massive skeletons of carnosaurs that would dwarf the megafauna of Nethreus litter the red sands surrounding the hives, long fallen to the silence of extinction. The hives themselves rise kilometres from the harsh desert wastes, with the uppermost spires providing the palatial housing for the lesser branches of Imperial noble families and racketeers who rule each hive.

CASTLE GRIGORI

Considered a rumour by most, the mysterious Castle Grigori is veiled by the irradiated dust storms of the southern polar regions. With the isolation of the Gilead System, the Absolvers have expanded their secret garrison on Gilead Primus to a full Apothecarion and training facility. The tortured wastelands and dangerous hives provide perfect recruiting grounds for the insular Chapter Astartes.

Politics here run on a knife edge, as gaining rank means greater privilege, power, and breathable air above the poisonous effusions of Imperium industry. Manufactorums ache with the suffering of billions of workers, each enduring backbreaking labour to pay for a taste of clean air and the nutrients to survive.

The low-orbit plate Brassyl is the only orbital body visible from the surface. This magnificent floating remnant of the Dark Age of Technology drifts through the toxic clouds with the glimmer of void shields, the static haze of atmosphere scrubbing fields, and the shimmer of rad-barriers. Here are the fortress palaces of the elite of Gilead Primus: the nobility who have ascended beyond the hive spires themselves.



Gilded cathedrals overseen by cardinal-confessors of the Adeptus Ministorum rise in glory upon the plate of Brassyl, and high-ranking Adeptus Administratum officials make their homes among small estates filled with luxuries. The technologies here are tended by select representatives of the Adeptus Mechanicus, producing an artificial paradise upon which lesser nobles in the hive spires gaze upon with envy.

Five moons orbit the planet, all shrouded from the surface dwellers due to the perpetual cloud of pollutants and radioactive dust that fills the stratosphere. The five moons of Gilead Primus are:

- Anval, an ore processor, super-massive manufactorum and chem-plant.

- Skaelas, an ore mine twice the size of Anval. This moon's gravity is unusually high, and houses a penal complex where an inmate's life span is measured in months working the mines. The Ogryn guards are occasionally called on to serve in Taleria Fylamon's assaults.

- Saintshold, the fortified barracks-moon of the Gilead Gravediggers, the system's Imperial Guard regiment drilled to exemplary standards under the watchful eye of the Lord Militant.

- Daedalon, a graveyard of untold billions with more arriving in funerary barges every day, presided over by the Adeptus Ministorum and a Preceptory of the Order of the Sanctified Shield.

- Imperia, a gilded rock from which the wealthiest masters of Gilead Primus — patriarchs, matriarchs and the favoured heirs of ancient Imperial noble bloodlines, look down upon the world they own but have never walked. The grandeur here is an echo of distant Terra, both in opulence and might. Palace-fortifications are the homes of noble families, Imperial lord-generals, and the scions of the Navis Nobilite houses Omincara and Taliandru. Lord Militant Fylamon herself resides upon Imperia, in the holy site of Julyanna Gilead's own palace, founded in the days of the Gilead Crusade. The most secure and populous bastion of the Inquisition towers menacingly from Imperia, an Ordo Hereticus fortress casting its vigilant gaze across the system.

SLIPPERY HEIGHTS

On the surface, Gilead Primus exists as it always has — the heart of the system, a hub of industry, and the home of the wealthiest and most influential. Now, these truths are slowly crumbling. The foundations of wealth for many of the noble families once stretched far beyond the Gilead System, with many of them being involved in various enterprises and intra-sector shipping concerns. These connections, along with the wealth and power they brought, are gone and seem increasingly unlikely to ever return. Numerous lesser noble houses can barely afford to hold onto their hive spire palaces and teeter on the edge of total dissolution. In their desperation, some have become willing to do near anything to cling on to their fading power and prestige. In the majority of cases, this means they've begun to engage in criminal enterprises. Many dabble in illicit substances, deal with pirates to move stolen cargo, or smuggle banned goods. A few have been willing to go much further, however.

House Lond Ko has always been a patron of somewhat esoteric arts, but now seem to regularly 'find' new sculptures to auction off that are clearly of Aeldari manufacture. House Morven quietly sells a variety of exceedingly useful devices and artefacts, many of which, if closely examined by a Tech-Priest, could get their bearer censured or killed for tech-heresy. Rumours of a clandestine auction hall where suspected Psykers are bought and sold have been tenuously linked to House Kaylar, but verifying their involvement has proven, so far, to be a fatal task for many investigators.

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DARK TIDES

Charybdion is detailed further in the adventure anthology Dark Tides. Check out **www.cubicle7games.com** for more information.

CRUOR CETUS

Within the polluted oceans of Charybdion dwell many strange lifeforms, but none so titanic as the whale-like Worldfish. The smallest are over 30 metres wide and span a 100 or more metres in length. The folk of Charybdion's hives make use of almost every part of Worldfish; they consume their flesh, use their steel-like bones as construction material, their teeth as ornaments, their oil as industrial lubricant, their rendered blubber as cheap fuel… but not their blood.

In the processing yards, their blood is doused with special chemical foams, hosed away, and allowed to drain back into the spoilt sea, for the vitae of Worldfish has strange properties. It is highly flammable, far more unstable than raw promethium, and the cells within do not succumb to death readily.

There are ancient tales, variations of which stretch from the deepest underhives to the highest spires, that tell of corrupt mariners who regularly drank and bathed in the blood of the Worldfish. Every such story is invariably a cautionary tragedy, but all agree that those who use Worldfish ichor become far more than Human, and less as well.

Dark rumour holds that there is a ship called the *Tarshish* that secretly ploughs the contaminated oceans of Charybdion collecting Worldfish blood for those who would dare partake of it. Some say the ship is disguised as a simple trawler, others claim that it is a submarine vessel formed from the corpse of a Worldfish.

As the most prominent world in the system, all enemies cast their eye upon Gilead Primus's red sands and five moons as a prize to be conquered. Ordo Hereticus Inquisitors root out the corruption of Slaaneshi cults in the hive-bound noble houses, while Ordo Xenos kill teams stalk infestations of Genestealer cults through the rotten warrens of the hive sumps. Heretic Astartes have been rumoured to be seen in the desert wastes, raiding the immense land crawler caravans between hives. However, more dangerous than any of these are the internecine politics and plots of petty nobles that could tear Gilead Primus apart.

THE REACH

Beyond the Imperial authority of the Heartworlds lie the chill and deadly expanse of the true void. A collection of stellar debris and the swirling edge of the Great Rift that has become known as the 'Reach'.

CHARYBDION

Classification: Hive World (Sub-category: Ocean World)
Population: Approximately four billion
Geography: Rocky islands, long jagged cliffs, massive reef structures
Planetary Governance: Governor Ganthet Veneratio
Tithe Grade: Aptus Nihil (no longer capable of paying Terra's due)

The orbit of Charybdion marks the border between the Imperial Heartworlds and the wild, disputed territories of the Reach. The black pearl of the Gilead System, its dark, roiling oceans seethe with chemical waste and leviathan creatures. Hive cities cling like drowning men to the handful of rocky continental plates that rise above sea level, some towering into the slate grey skies, others plunging into the obsidian waters.

Charybdion is a tightly held military resource, its numerous promethium refineries supporting industrial efforts across the system. Established by the Explorator fleet that discovered the system millennia ago, the refineries are sealed machine-temples on the ocean floor. Some lie mysteriously dormant, others are half destroyed; the malign influence of the Great Rift seems to have agitated the riptides, tearing asunder

the thick walls and flooding the facilities. Magos of the Adeptus Mechanicus constantly canvas for mercenaries willing to brave the savage depths to rescue lost technologies; few return.

The planetary governor maintains a sizable facility named Ironwatch to process and contain Psykers, hoping against hope a Black Ship will penetrate Cicatrix Maledictum. This foreboding tower is connected to the capital hive, Aidon. In recent decades, the build-up of Psykers turned Ironwatch into a horrific place, filled with the collected psychic nightmares of its ever-growing imprisoned population.

THE VOIDMIRE

The Voidmire is a treacherous region of real space that runs up against the roiling Warp storms of Cicatrix Maledictum. Here the tides of the Empyrean flow back and forth in a chaotic display of cackling insanity, breaking against the rock of the 'real' before receding again into the rift.

Dead ships litter the space of the Voidmire, along with fragments of broken worlds, shards of asteroid collisions, and alien cityscapes drifting silently in this coreward shoal. The shifting nature of the Warp crossing into reality makes navigation in this region hazardous for all but the most skilled crews and talented navigators, as translation between the Empyrean and realspace may happen without warning.

Heretics in service to the Traitor Legions and Ruinous Powers haunt the flickering edge of the Warp and lurk among the derelict ships, ready to ambush vessels foolish enough to draw close. Raids launch from rips in realspace targeting conveys on the fringes of Imperial space, or even between the Heartworlds if a Warp flare tears open close enough.

However, the true dominion of the Voidmire lies not in the hands of Chaos but those of the xenos. The Emerald Princess Ferianwyr, the swaggering corsair queen, lays claim to the entire Voidmire, supported by her Greensteel Warriors Corsair coterie. Though a fragile agreement holds between Ferianwyr and the Varonius Flotilla, the sleek and fickle corsair vessels may choose to raid anything not flying the flag of House Varonius.

THE GADREN HELIX

Within the drifting wreckage of the Voidmire spins a unique facility purposefully camouflaged to resemble a piece of strangely twisted floating debris. The facility is run by a peculiar Tech-Priest of the Adeptus Mechanicus, Magos Genetor Mulvae Wot. Unlike most Tech-Priests, members of the Genetors — frequently referred to as Magos Biologis — view biological organisms as 'living machines' with as much inherent value as any constructed of metal, a somewhat radical viewpoint. Magos Genetor Wot once specialized in unlocking the genetic secrets of various xenos lifeforms, but now refers to herself as a 'reluctant gardener'. All of her research — indeed, the purpose of her facility — is directed towards making more sustainable and efficient edible plant life with a rapid growth cycle, in order to feed the trapped masses of the Gilead System.

Magos Genetor Wot and her small crew dwell in such an inhospitable place to hide a deadly secret: the Tech-Priest is using the time dilation effects of the Great Rift to accelerate the growth of newly synthesised strains of plant life. She has thus far hidden her tremendously heretical practices, but requests for results from the Varonius Flotilla are becoming more and more insistent.

Ferianwyr and her corsairs keep an eye on Genetor Wot. The Aeldari princess allows Wot to continue her work as she finds her entertaining, and her regular offerings of rare produce serve as adequate compensation for the indulgence. Varonius occasionally sends agents to check in on Wot. Invariably, these unfortunates are forcibly recruited into assisting with Wot's latest experiments or are slain.

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PERSEPHONE'S REGRET

Space hulk. The words inspire fear and excitement in equal measure. A gestalt of dozens of voidships and other stellar debris turned into a single colossal floating structure. Xenos, daemons, and the threats of tech heresy from the Dark Age of Technology may all lurk in the confines of a space hulk. Treasures and wonders of lost ages may also lie hidden. Standard Template Constructs have been found in ancient cogitators onboard hulks, records of the Great Crusade, lost Warrants of Trade and other quasi-holy relics have also been recovered.

Persephone's Regret tumbles through the outer void of the Reach, a space hulk of immense proportions drifting inexorably towards the Heartworlds. The labyrinthine mass of the hulk is a war zone — Genestealers and Orks infest *Persephone's Regret* in vast numbers, ceaselessly slaughtering each other for centuries. The population of either xenos could spell the doom of a world, should the hulk pass close enough. Together the hostile aliens could be the end of the Gilead System, should they ever spread beyond the hull of the *Persephone's Regret*. Recent, scattered reports suggest that somehow this may have already happened. Cults of personality have shown up in communities on several worlds, entire ships have fallen silent with their final broadcasts being desperate screams for help, and a few horrifying accounts report Orks falling from the sky.

THE MEMBRANE WORLDS

Recently the Great Rift has vomited forth two unfamiliar planets into the gravity well of the Gilead star. The new planets, dubbed Trollius and Vulkaris, have become known as the Membrane Worlds. Each clings to a uniquely irregular orbit, and both are sources of discovery and terror.

COPPER BLIGHT

The Imperial powers of the Gilead System desperately fear the repercussions of any number of the Plague God's diseases being unleashed amidst the fertile fields of Ostia or the densely populated hives of Gilead Primus. A debate rages within the Varonius Flotilla on what must be done about Vulkaris and the Death Guard. In normal times, Exterminatus would unquestionably have already been enacted upon the plague-ridden, mutant-infested planet and the corrupt Astartes would've faced battle. However, the fleet doesn't have the resources to destroy Vulkaris, and something inexplicable seems to be going on with the Plague God's small fleet. Several of the flotilla's stealthier ships have gotten close enough to study the Death Guard's warships undetected. They hang in the void above Vulkaris, each more grotesque than the last, but they seldom move. In fact, in what seems to beggar belief, several of the Death Guard's ships have a metal contagion of some kind. One destroyer was reported to have been stricken by a massive hull breach caused by swiftly rotting metal, followed by a series of internal explosions which caused it to plummet, burning, into Vulkaris below.

It seems beyond possible that a 'disease' is hampering the actions of the Plague God's corrupt Astartes, yet no other explanation seems to be forthcoming. Voices within the flotilla demand that they strike immediately, while the enemy is partially disabled, with others arguing that the apparent 'copper blight' may well be a trick to lure them into an ambush. For now, Varonius watches and waits.

VULKARIS

The planet dubbed 'Vulkaris' follows a highly erratic orbit around the Gilead star. This dangerous ellipse brings it close to the Heartworlds, passing through their orbital trajectories, before it swings wide and out to the limits of Gilead's gravitational pull.

Impossibly, Vulkaris still possesses a somewhat breathable atmosphere, but it carries plague upon its winds. The cities of eroded marble and rust-sheathed iron that pollute the surface of the cold world are filled with millions of mutants, the twisted corruptions of once-pure Imperial citizens. Creatures roam the rotten streets and plague-ridden forests of the world as storms spill pus from the skies. The Emperor is forgotten here, and in the place of His temples stand shrines of Grandfather Nurgle. Nurglings manifest freely amongst the faithful to the Lord of Flies as the dead rise from their shallow grave-pits.

Mutants and monsters may populate the cities, but they do not rule them. Even the daemons that lurk around the Temples of Holy Decay are but servants to a greater power on Vulkaris. With a small number of warships held in close orbit and ready to make war, the masters of the world are the XIV Legiones Astartes, heretic Space Marines of the Death Guard — and the sons of Mortarion are not content with just one world.

TROLLIUS

Trollius orbits at the far limits of Gilead's gravity, a dead Hive World locked in ice. The great spires that once housed billions in excess of even Gilead Primus's immense population stand frozen and silent. The dense ice that covers the hives resists all but the strongest and most advanced auspex scans. The few successful pict returns show the shadowed shapes of the hive dwellers fleeing in terror from some unseen horror moments before they were frozen.

Some members of the initial inspection teams reported 'bad dreams' after breaching attempts were made into one of the frozen hives. They have since been enjoying the 'hospitality' of the Inquisition, and all future survey teams are watched closely by all three of the major Ordos.

Craftworld Ul-Khari

When Trollius appeared unexpectedly in the Gilead System, it did so directly in the path of the Ul-Khari Craftworld, resulting in a devastating crash that left the vast vessel only partially functional as a habitat. Although isolationists, the farseers of Ul-Khari made a deal with Jakel Varonius to survive in an otherwise hostile space. Much to the chagrin of the Inquisition, the details of their agreement remain unknown. The Aeldari survivors now live in a world of wraithbone and ice, occupying the remaining domes of their Craftworld and facing unnamed threats amidst the ice-locked spires.

DWELLER IN THE ICE

The frozen atmosphere of Trollius is unnatural. Reports from the surface indicate that the ice moves at seemingly impossible speeds, with tendrils of frost swiftly curling over anything that lingers for too long. The Aeldari of Ul-Khari have put measures in place to ensure the integrity of the few surviving habitable domes of their shattered Craftworld. Their first included jury-rigged thermal units to keep the rime at bay, but to their surprise and deep disquiet, they swiftly learned that the ice also carried what they refer to as 'emotional resonance' to Varonius's agents. While the proud Aeldari are loath to admit it, they fear they need help against whatever somehow resides 'within' the ice and stalks any who dares walk the surface of their frozen world.

The Aeldari are reluctant to speak openly for many reasons, but they've suggested to agents of the flotilla that several of their brethren have already succumbed to some sort of malady, turning them feral and ravenous, while carefully implying that they could use some assistance in the matter. Varonius is rightfully wary of angering the Inquisition, yet solving the Aeldari's problem may well be the key that unlocks the priceless resources of the frozen hives.

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A GRIM SETTING

The Gilead System is presented here as a launching point for your adventures in **Wrath & Glory**. The worlds of this system provide fertile ground for numerous stories, challenges, and enemies. Rogue Trader Jakel Varonius is designed to serve as a patron for your heroes, sending them out on missions to deal with threats to the system from within or without.

It is not required that you set the Framework for your campaign here, but we have plotted out this region of space as an optimal place to begin your experiences in the grim darkness of the far future. Load up **www.cubicle7games.com** on your dataslate for expanded setting guides and campaigns set in this forsaken System.

PATRONS

There are many powerful individuals in the Gilead System seeking aid from capable groups of adventurers. The characters presented below could be sponsors for your group; providing Wargear, resources, and the weight of their authority in exchange for completing missions that align with your own goals.

Each patron has two Frameworks associated with them that you might like to use, or take as inspiration to create your own.

ROGUE TRADER JAKEL VARONIUS

The wily patriarch of the Varonius line was void-born aboard his present flagship — the grand cruiser *Ducal Circlet* — around a hundred and forty years ago, give or take a decade due to Warp travel. The *Ducal Circlet* is by far the most powerful vessel in the Gilead System, the heart of the Varonius Flotilla, and the centre of all its myriad operations.

Despite his age, rejuvenat treatments ensure Varonius appears to be in his early thirties, though his eyes hold an earned wisdom. He dresses well, but not (overly) ostentatiously; a naval coat, breeches, and boots of the sable grey and blue colours of the Varonius Dynasty are his usual attire. A custom Hot-Shot Laspistol and prized ornate Power Sabre hang from his belt at all times.

Since first passing through the Straits of Andraste, the Rogue Trader has swiftly amassed an unlikely coalition of disparate and desperate allies. At first united by their desire to survive the constant horrors surging through the Great Rift, they are now held together by Jakel's charismatic leadership, and the hopeful message he brings of a surviving Imperium beyond Cicatrix Maledictum.

Varonius was hailed as a saviour by the Imperial powers and rulers of the Heartworlds when his well-armed fleet first arrived in the Gilead System. While a few have since come to somewhat regret their early enthusiasm, closely questioning what his true motives are and why he came to Gilead, all are aware that both politically and militarily he is the most powerful individual in the system. The ruling bodies he consorts with are aware that he closely guards the contents of the distress signal sent by the Chapter Command of the Absolvers, and wonder what other secrets he keeps.

Agents Of The Flotilla

Varonius's willingness to make use of any asset is frequently a distinct advantage in the Warp storm encircled Gilead System. However, though some of the more devout members of the Imperial factions have serious problems with his willingness to work with the Aeldari — and would execute him without hesitation if they discovered he employed Ork mercenaries of the Blood Axe tribe in his weakest hour of direst need.

Varonius's agents are frequently called on to investigate unusual occurrences and disappearances, especially when xenos elements or followers of the Archenemy may be present, as well as to retrieve vital information and resources. Agents act under the bounds of Varonius's tenuous authority depending on where they are and what they've been asked to do.

While nominally all of the Imperial elements and Heartworlds of the system have agreed to support the Flotilla and its agents in exchange for protection, in practice, some resist or resent their presence. Correspondingly, Varonius likes to ensure that every warband he sends forth has at least one agent that demands authority — Imperial Commissars, Sisters of Battle, Absolvers, and the like. Varonius is wary of upsetting the Inquisition and frequently informs Inquisitor Dikaisune of the Order Hereticus if Flotilla agents uncover anything he thinks she would be even slightly interested in.

Varonius's agents are expected to act with discretion and avoid actions that would bring the flotilla into disrepute. Then again, he also expects them to succeed and doesn't mind if they break a few heads to do so, just not important ones, unless his agents have truly excellent reasons or proof of treachery. Those working for Varonius find him to be exceedingly generous with successful agents. He likes to gift rare and unusual equipment from his vast stores to those who please him. To those who fail, so long as the reasons are sound, he offers words of encouragement. However, he quietly assigns those that consistently disappoint him to either irrelevant busy work or missions with a high probability of fatalities.

Framework: Varonius Vanguard

Volunteers, mercenaries, or conscripts to the Varonius Flotilla, you are a discreet problem-solving force. Though usually sent to the fringes of the Gilead System to find allies or resources, you may be called to the Heartworlds when a problem confounds local authorities, or the Flotilla has special interest in proceedings on a certain world.

LIMITATIONS

Any character with the IMPERIUM Keyword, and possibly an Aeldari mercenary — provided they are discreet.

WARGEAR

Each member of the group receives a Periculum Kit (p.238) and a Symbol of Authority (p.240) marking them as an agent of the Varonius Flotilla.

BONUS

+1 bonus die to Influence Tests made when requesting Wargear from the Varonius Flotilla.

Framework: The Deniables

Desperate souls fighting for a desperate cause, the Flotilla employ you to do their dirty work; battling underhive gangs, eliminating political rivals, protecting secret interests, or ferrying clandestine messages. Varonius's authority affords many methods to ensure he has plausible deniability of your group, not least the remote-controlled Frag Grenades he may have implanted into your limbs.

LIMITATIONS

None — if you can convince the pragmatic Varonius Dynasty you could be useful, you're in.

WARGEAR

A Frag Grenade Weapon Implant (p.246) with a remote detonator controlled by a Scion of the Varonius Dynasty.

BONUS

+1 bonus dice to Deception (Fel) Tests against characters with the IMPERIUM Keyword

LORD-MILITANT TALERIA FYLAMON

A born soldier, Taleria Fylamon rose quickly through the ranks of the Imperial Guard unaided by wealth or noble heritage. Proving her worth by following even the most insensate orders and prevailing through obstinate faith, she is a stern warrior clinging to the belief that brutal, decisive offense is the only defence.

In the immediate aftermath of the Great Rift's emergence, Fylamon seized rulership of the Heartworlds, forcing conscription and entrenching what forces she could muster to resist the horrors spewing from the Warp. Through three tumultuous years of desperate defence, her influence spread, forging close ties with the Adeptus Astartes of the Absolvers and assuming de facto control of the Gilead System. Though many frown at her iron-fisted approach to governance, few deny its necessity when daemonic forces struck.

While Fylamon originally greeted the Rogue Trader with open arms, thinking his arrival heralded an opportunity to finally take the fight to Gilead's enemies, she has become increasingly disillusioned with his 'haughty airs, fancy words, and limited results'. Privately, she resents the shift of her powers to the Rogue Trader, and has opened her ears to malefic whispers that his claims, on which he stakes Imperial lives, are lies.

Everything about the Gilead System's present situation chafes her martial spirit. Fylamon is continually frustrated with the other leaders of the Heartworlds who are, she deems, far too content to rely on the Varonius Flotilla to defend their holdings, while refusing to join forces and fight back against the many threats that plague them. Having been thwarted in her plans to institute mass-conscription from every Heartworld, she has recently turned to a new stratagem by calling for a crusade to sail into the Reach and eliminate the Voidmire renegades that continuously raid the inner system.

Lord-Militant Fylamon is nominally the head of all Astra Militarum troops within the Gilead System. She directly commands the Gilead Gravediggers, who remain a potent fighting force in no small part due to her constant efforts to see them well-supplied and trained to the highest calibre — something she easily accomplishes, as she is also the Planetary Governor of Gilead Primus.

Meeting The Lord-Militant

While the Lord-Militant maintains a spiretop castle in Impensus, largest of Gilead Primus's 19 hives, if she must meet her agents in person she generally does so in her palace on Imperia. She is far more likely to disseminate orders through other trusted agents or over secure vox channels.

Every action Fylamon takes is in service of her ultimate goal: the annihilation of her enemies. To this end, she values anything that can further her control of the Gilead System, secure order, improve military might, or convince others that an all-out-assault on the enemies of the Imperium is the correct course of action.

Fylamon's agents frequently have a military background or come from solid Imperial stock. She refuses to work with xenos, and employs Psykers with great distaste. Her missions generally require the judicious application of firepower, cunning, resolve, and more firepower. She frequently sends warbands to either investigate or annihilate groups of recidivists, pirates, and cultists.

Her chosen agents have near absolute authority on Gilead Primus, but less on the Heartworlds where her control is limited; Avachrus, where the Adeptus Mechanicus must be bargained with, Nethreus, which is ruled by its Nobles not subject to her authority, and Enoch, controlled by the fickle Ecclesiarchy.

Fylamon does not tolerate failure lightly. Penal conscription awaits those who displease the Lord-Militant too often. Those who consistently perform earn lionised praise and given access to the best military equipment and resources a powerful hive-world can muster, free from the ammo-rationing of even her own Astra Militarum forces.

Fylamon could pass for a woman of a hale fifty, though after numerous rejuvenat surgeries, she is closer to three hundred. Both her eyes are exceedingly advanced augmetics, the originals lost long ago in the vicious uprising of the Children of the True Kingdom. She habitually wears a unique uniform of her own devising, which roughly resembles an ornate version of a Gilead Gravedigger General's dress uniform.

Framework: Cannon Fodder

Fylamon's propagandist calls-to-arms are heard throughout the Gilead; she will take (almost) all comers, usually assigning them to guard duty on the transports that move between the Heartworlds or to protect sites of military importance. Usually the first boots on the ground when anything goes awry, Fylamon prefers to send expendable, barely-trained groups of nobodies rather than her trained soldiers, hoping their own drive to heroism will inform her on who to promote.

LIMITATIONS

Must not have the **AELDARI** or **ORK** Keywords

WARGEAR

A 9-70 Entrenching Tool (p.236) for every individual.

BONUS

+1 bonus die whenever you Aim (p.189).

Framework: Fylamon's Finest

Hand selected to form a hammer of Imperial justice, you are dispatched to destroy Taleria Fylamon's enemies and pacify rebellion. As representatives of what little Imperial authority remains, you fight frontline battles and solve high-priority investigations in the Gilead System as representatives of the Astra Militarum.

LIMITATIONS

Must not have the **AELDARI**, **SCUM**, or **ORK** Keywords, Tier 2 or above.

WARGEAR

A Survival Kit (p.239) and a 9-70 Entrenching Tool (p.236) for every individual, one Vox Caster (p.240) and one Martyr's Gift Medikit (p.238).

BONUS

+2 bonus dice to any Leadership (Wil) or Influence Test whilst on Gilead Primus.

GAMEMASTER

Being the Gamemaster (GM) is entertaining and rewarding. As a GM you get to play an entire galaxy of grim and glorious adventure, describing a fascinating world, roleplaying weird and wonderful characters, as well as helping the other players tell epic stories. This might sound like a lot of responsibility, but as long as everyone is having fun there's no real way to get it wrong. We'll walk you though the basics in this Chapter, so you'll get the hang of it quickly.

The GM's most important job is making sure everyone is enjoying the game. This includes you! Nobody's fun should come at the expense of any other player. You'll juggle the roles of storyteller, host, and rules referee, but you'll always be a player first and foremost — don't forget you're all together to have a good time. If the rules are bogging you down, change them to something that works in the moment. If a scene isn't working, or something is making a player uncomfortable, wrap it up quickly and move on. Once you get started, you'll soon get into the swing of it and will figure out the best way to play as a group while you're playing.

Want to lead the telling of an epic tale with your friends as the stars? See the joy, confusion, and bewilderment on your players' faces while you know all the secrets behind the scenes? Play a whole cast of colourful characters with their own lives and motivations? Adapt, react, and bring to life a grim future of glorious deeds and dark consequences? If so, you're a Gamemaster, and you're about to have a lot of fun.

You Are The World

Everything the players interact with starts with the GM. The GM's descriptions bring the world the players explore to life. You tell them what they see, hear, touch, smell and taste. You'll roleplay the people and creatures they meet, from the friendliest ally to the vilest villain. You describe the outcome of every one of their actions and how the world responds.

You Are The Rules

The GM determines when the rules come into play — do the players need to roll a Test, or will you narrate an automatic success? It helps to be familiar with this rulebook, knowing when and why to apply the rules, and which mechanics apply to each situation.

However, it's your game, and how you deal with the rules is down to your group's tastes. Limit rules discussions at the table; you can make a quick ruling, get on with the fun, and solve any issues after the game. Know that correctly and openly interpreting the results of Tests makes your game more believable — actions have consequences, and the world responds. Being fair and consistent in your rulings makes the RPG experience more credible.

You Are The Plot

It's a good idea to prepare an adventure before the game, so you know where the players will be, what events will take place, and the characters that will be involved. With this, you'll know the answers to questions the players might ask, and have a general idea of how the game will play out (mostly — Human players are notoriously unpredictable).

You'll have information for characters the players might encounter, and statistics for those they could wind up fighting. You are the world, so you know the background of the area and its surroundings, just in case the players take off in a random direction — you might even have a few events prepared if this happens.

It's worth knowing how each adventure fits into your larger campaign, and how the players' actions can change the world. To keep your world alive, it's also worth knowing what other characters — particularly the villains — might be doing whilst this adventure is going on.

You Are An Ally

Work with the players, not against them. You're playing the whole world, not just the villains — any adversity you create is there to provide an achievable (if difficult) challenge for the players. Conflict is at the heart of drama, but remember, you're a player too. Be invested in the group, and excited for them to win (after they take a few Wounds, of course).

Be mindful of inappropriate content, such as graphic violence, sex, or horror. Create a safe environment by talking to your players before the game, making sure nothing comes up they want no part in, and encourage them to speak up if they don't like the direction of the story.

You Know No Fear

A GM's role is similar to a mentor or a coach — being decisive and confident will enhance the group's experience. You make sure everyone gets a chance to participate and be the star. You make sure everyone is comfortable at the table. And you'll be making a lot of stuff up, but if you believe in it your players will too. Your God-Emperor given authority is earned by treating everyone fairly, making sure the rules work for your group, and running the best game in the Gilead System.

GENERAL ADVICE

Being a Gamemaster isn't a science — what makes one game great might be boring for another group. Advice for GMs is a huge subject that could take up several books, so we've presented some general advice, followed by the basics of what you'll do at the table, and what sets **Wrath & Glory** apart from other RPGs. Check out the GM's guide on **www.cubicle7games.com** for more tips and materials to elevate your game.

GMs should consider the following:

- Get to know the contents of this book.
- Find out what kind of game the players want to play — the Framework will help with this.
- Establish how you'll handle or bypass content that isn't to a player's taste.
- Bookmark rules you'll need frequently — your Aeldari Warlock will be referencing **Chapter 11: Psychic Powers** often.
- Be aware of plot devices and how to use them seamlessly.
- Create challenges that are exciting, achievable, and varied. Some should reward or require creative problem solving.
- Ensure enemies that need to be defeated can be beaten — and those that shouldn't be defeated can be escaped from.
- Be firm but fair about the results of Tests.
- Make a big deal about players using and gaining Wrath and Glory points.
- Detail scenes, locations and characters. You don't need long paragraphs, but a list of defining features make things memorable: smells, colours, sounds, accents, tics, an iconic weapon.
- You can't plan for everything — be ready to improvise.
- If in doubt, err on the side of having fun.

INTRO
CHARACTER
FACTIONS
ARCHETYPES
ATTRIBUTES & SKILLS
TALENTS
ADVANCEMENT
RULES
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WARGEAR
PSYCHIC POWERS
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RULES NOTES

You don't need to know all the rules right away — you'll pick them up as you play. The points below are specific to **Wrath & Glory**, and worth keeping in mind whilst you're learning to play.

- **Tests:** Rolling the dice adds drama to the game, but you should understand when and why to implement Tests to get the best use out of them. Everything you'll need to know on Tests is in **Chapter 8**.

- **Difficulty:** The tables in **Chapter 5** can be useful for determining what DN you should apply to a Test. Use these tables for guidance, suggestions from players, or just your own opinion to determine Difficulty.

- **The Wrath Die:** This Die is your friend — remind players they should include it whenever they make a Test. Wrath Criticals add Glory and trigger Critical Hits. Complications add drama, so it's worth looking through the advice in **Chapter 8** on tailoring them to your game.

- **Shifting:** Understanding Exalted Icons and when players can Shift is a key part of **Wrath & Glory**. Shifting can speed up play, add narrative flair to a Test, and generate Glory. Make sure your players still have enough Icons in their pool to succeed after Shifting.

- **Wrath Points:** By rerolling all failed dice, Wrath Points can turn almost any failure to a success — it's worth reminding players about this if you think success is essential. You might want to award Wrath for good roleplaying, creative use of Skills, or thrilling actions, but keep in mind the amount of Wrath you give out largely determines the difficulty of the game.

- **Glory Points:** As a group resource, it helps to discuss rules for using Glory with your players. Glory can speed up play and dramatically swing combat the group's way. You might want to award players Glory for particularly impressive feats.

- **Ruin Points:** These are your currency, similar to Wrath, but to be used with the enemies you'll throw at the players. You'll find more information on Ruin later in this Chapter. Save them up for dramatic battles with the true villains of your adventures to give your players a real sense of competent adversary.

CHARACTER CREATION

Before you play your first game of **Wrath & Glory**, your players will need to create characters, or choose from ready-made characters at **www.cubicle7games.com**. The ready-made characters have a Framework that should suit almost any adventure you come up with, so you're ready to start playing immediately. If you're giving your players a Framework — either one you've found or that you've tailor made yourself — it's worth explaining to the group why it's fun.

If your players are planning on creating their own characters, help guide them through the process. It might help you to build a character yourself using **Chapter 2** as a guide. Once you've completed the process, you'll understand characters (and the entire game) well enough to teach it, and you'll have made your first NPC — good job!

The next step to building a party is deciding on a Framework. This is the perfect time to decide what kind of game your group wants to play; investigative, combat heavy, political, whatever you like best. It's also a good time to identify any inappropriate content to avoid (sex, violence, body horror, etc.). Give everyone a chance to voice their opinions, and don't ask for reasons why — respect their opinions, nobody should have to explain their preferences.

Framework

Read through how Frameworks function in **Chapter 2**. Your goals should be to create a Framework that:

- Sounds entertaining for the whole group to play
- Fits any adventures you have planned
- Promotes cooperation between the characters
- Aligns with the setting
- Gives the group a clear shared goal
- Implies Archetypes that would be suitable

Your Framework should give everyone an idea of a role they want to play — if you're a squad of assassins, you might need an infiltrator, a sniper, a tech expert, and someone who can talk their way out of any situation. If you're a team of diplomats, you'll need a smooth talker, a knowledgeable advisor, and someone to execute clandestine operations. With diverse characters, everyone gets a chance to shine and be the star.

The motivation for your Framework could be an external source — the dangers of the Great Rift are most obvious if you're working in the Gilead System, but you could be a group of undiscovered Psykers, or a team of suspected charlatans trying to clear their name.

Suggest what Archetypes will and won't work for the Framework, and don't be afraid to be firm — there are very few circumstances in which any Imperial would consider working alongside an Aeldari, and almost none with an Ork. Your games will run smoothly if the characters cooperate and have a good rapport.

You might need a reason why Archetypes of different Factions are working together; were you ordered to join this new group, or did you volunteer? Were you all hired separately? Or are you the only survivors of a failed operation? The Gilead System offers plenty of opportunities for creating Frameworks — read **Chapter 12** if you'd like to use that as your setting, or just for inspiration.

Characters

Building characters should be reasonably easy once you've settled on a Framework — use **Chapter 2** as a guide. Encourage players to work collaboratively to create a diverse group — even two Imperial Guard troopers could have wildly different Backgrounds, Attributes, Skills and Talents. If everyone is involved, character background can be woven together so they already know each other when they start playing — and you can take elements of those backgrounds to weave into the plots of the adventures to make them personal.

Preparation

The first thing you'll need is an adventure; a structured plot for your players to engage with. Bespoke adventures are available at **www.cubicle7games.com**, or if you feel up to it you can make your own — there's advice for doing just that on the website too.

Once you've read through your adventure, all you need to do is follow the steps listed in **What A GM Does** below. You might like to keep some notes on the NPCs you'll be playing and locations the players will be visiting. Then grab all the dice, paper, pencils and other things you need as detailed in **Chapter 1**, sit down with your group, and you're ready to go!

Remember that You Know No Fear. If you get worried about your adventure, your abilities, or anything at all, don't fret — everyone is playing to have fun. Take a deep breath, read the section below, and relax — you're about to have a great time.

What A GM Does

1. Set The Scene

Describe where the characters are, what's around them, and what is happening. Entice them with immediate prompts to action. End with an event or question that gets the players involved — a street preacher accusing a citizen of heresy, a messenger bearing a dataslate, whatever pushes the adventure forward.

If you're starting your first session, you can give some background to the adventure that's about to begin — why the characters are all together, what they're intending to do. If you're picking up the action in a new session, you can summarise what happened in the last session. You can get the players involved with the recap if you want, just make sure to keep it short and sweet; 'Previously in **Wrath & Glory**...'

2. Ask The Players

Your players might instantly react to your scene-setting, and start telling you what their character does — that's great! Move on to **Step 3**. If so. If not, ask them what their character is doing.

This is one of the fundamentals of Gamemastering — asking your players open questions, like 'what do you do?', 'what do you say?', 'how do you feel?', even 'do you stand and fight?'. These questions prompt roleplaying, making sure the players are central and the action keeps moving.

3. Listen To The Players

The players will interpret and react to your scene-setting, describing or acting out their responses. Often, their responses will be ludicrous — but as GM, you have all the information the players don't. Part of the enjoyment is observing the players figuring out what's going on and maybe following a red herring or two. They'll get there in the end, and the weird adventures they have on the way will give you a chance to expand the world.

While you're processing the players' reactions, you can think about how they might affect the next scenes and advance the plot. Listening also means paying attention to who isn't talking — give every player a chance to contribute to the story using open questions, but remember that everyone enjoys playing differently.

4. Describe The Consequences

React to your players' actions — if they talk to a Non-Player Character (NPC) you've described, respond to them as that NPC. If they take an action, you decide if a Test is required to see if it is successful, and the nature and Difficulty of that Test — whether a Test is required or not, you decide the outcome of their action.

The players might all leap into action, triggering a cascade of responses you'll have to resolve. Take your time and make sure everything feels real and reasonable, that actions have meaningful consequences, and again, ensure all players have the opportunity to participate.

This player-directed phase of play can go on for a while, and you might have to be reactive for a while and make a few improvisations — players can shortcut the plot, cause a domino effect, or all manner of wild and wonderful eventualities.

5. Keep The Plot Moving

The players are the stars of the show, but they aren't the only people in the living world you're crafting. Other characters — particularly the villains — are executing their own plans, moving their plots forward. You'll introduce additional events that happen without player input, which they'll need to react to without planning, interrupting their current efforts.

You can use these events to reinforce the consequences of the players' actions, or to show that the living world will keep moving forward even if they do nothing. To be the stars, the players have to act, and you can prompt them into action.

This can bring the players back onto the critical path of the adventure if things go awry, but be careful to make sure you aren't forcing them toward an inevitable conclusion — everyone likes to feel like they have agency. Plus, the crazy plot your characters have caused might be more interesting than the adventure you had planned!

FAIL FORWARD

If a player fails a Test it's an opportunity to heighten the drama, not deliver a punishment.

Failure is a part of life; every Test you make has the possibility of failing with interesting negative consequences. This keeps tension and drama in the game, and makes for far better stories. Failure should never rob the players of fun, or undo their hard work.

These are the foundations of Fail Forward:

- Failure has interesting consequences.
- Failure doesn't stop the fun.

When you make a Test in **Wrath & Glory**, the result is rarely 'nothing happens'. Every action has a consequence and the narrative won't pause because someone didn't get a good enough roll on their dice. Failure adds to the story, creates new roleplaying opportunities, and can even provide new solutions.

When thinking about failure, it's worth having multiple fail-states. Failing once might incur a minor penalty for the rest of the scene, but open up other opportunities. Failing again on a different Test might influence the narrative in a way that raises the tension or danger of the situation. Failing a third time might make a fight with a fearsome foe all but inevitable, unless you can come up with an inventive way to get out!

Generally the consequences of failing forward can be split into two groups: narrative and mechanical.

Narrative Consequence

Out of the frying pan into the fire. You've solved one problem, but caused another. Your solution has created a new obstacle, lost you time, alerted threats, or made a future encounter more difficult.

Sometimes, you can succeed completely at a task even if you roll badly, but the consequence is that something else bad happens. This can make the game feel like a high-octane, energy-filled action movie.

Persuasion Test Example: *Erasmus asked Deacon Abignatus for access to restricted Ministorum facilities, but failed his Persuasion (Fel) Test. The GM knows the party needs to get to those facilities next, so she decides that Deacon Abignatus will let Erasmus in — provided he can assassinate one of her rivals without anyone knowing.*

Tech Test Example: *Alysha hacked into the cogitator systems of House Kvaternik, rivals of Deacon Abignatus, to get information on their security protocols. She failed the Tech (Int) Test, but the GM decides that she still gets the information she needs. The problem is, House Kvaternik know they've been hacked, and now are trying to track down Alysha!*

Mechanical Consequence

You've succeeded, but at a cost. Your equipment breaks, you sprain your ankle, or you bite your tongue whilst talking. Usually this is represented by a +2DN penalty on Tests for the applicable Skill for the rest of the scene and can create a challenging roleplaying opportunity. Alternatively, a GM can offer a player a choice of failing or taking one of the options below.

- The GM gains 1 Ruin.
- You lose Wealth or Ammo.
- You lose Influence.
- You suffer Shock.
- You suffer Wounds.
- Some of your Wargear is broken.

Pilot Test Example: *Fernanda is flying a Fury Interceptor through an asteroid field, chasing a treacherous Aeldari Corsair that stole Imperium archeotech. Fernanda failed her Pilot (A) Test, but instead of destroying her ship and ending the campaign there, the GM offers Fernanda the choice between losing track of the Aeldari Corsair and damaging her Fury Interceptor. Fernanda takes the damage, breaking the ship's weapon systems — Fernanda will have to get creative to catch that Corsair.*

Leadership Test Example: *Numitor is trying to rally a corps of injured Astra Militarum troopers to make a counterattack against some Aeldari Corsairs. He failed his Leadership (Wil) Test, and the GM offers him a choice: the troopers all ignore him, or he bribes them at the cost of 2 Wealth. Numitor doesn't fancy his chances on the frontlines, so he pays the bribe.*

RUIN

Ruin is a currency that the GM can spend to make the 41st Millennium even more dangerous. The stories you tell at the table are born from drama; powerful enemies are more fun to overcome. You can spend Ruin in much the same way players spend Wrath, representing the dark power to change reality many enemies have.

Ruin should not be spent to punish anyone — we're all at the table to have fun. The amount of Ruin you have should be visible to the players, highlighting the malevolence and corruption that infest the 41st Millennium and the growing darkness that raises tension at the table. Spending Ruin should escalate the situation, empower the dangerous Threats in the scene and ensure the game is challenging. Remember that although you play the villains of the story, you aren't the players' enemy.

Spending Ruin

You can spend Ruin to activate any of the following effects:

- **Reroll Failures:** You can spend 1 Ruin to reroll failures (but not Complications) on any Test for an NPC.
- **Seize The Initiative:** You can spend 1 Ruin to Seize the Initiative (p.177). You can't Seize the Initiative more than once per turn.
- **Restore Shock:** The GM can spend 1 Ruin to restore 1d3+3 of an NPC's Shock. Doing so counts as an Action for that NPC.
- **Roll Determination:** The GM can spend 1 Ruin to make a Determination roll (p.196).
- **Activate Ruin Actions:** Some powerful enemies possess special Abilities that activate or improve when you spend Ruin.

Ruin Actions

Certain Threats have access to special actions beyond the normal scope of Ruin's effects. These are Ruin Actions and cost a certain number of Ruin to use. Ruin Actions operate outside the normal Initiative order and may be used at any point in the round. The same Ruin Action can't be taken twice in the same Round unless otherwise stated.

Acquiring Ruin

You start every session with a number of Ruin equal to the number of players. You can have a maximum Ruin of twice the number of players. Ruin doesn't carry across sessions, and you discard any Ruin gained when the pool is at its maximum — just like Glory, Ruin is use-or-lose!

You gain 1 Ruin whenever the following events occur:

- A player fails a Corruption Test.
- A player fails a Fear Test.
- You roll a 6 on the Wrath Die.

THE 41ST MILLENNIUM

The grim darkness of the 41st Millennium is an astounding setting for all manner of stories — there are hundreds of incredible tales already written that you can use for inspiration. Ancient advanced technology intermingles with superstition and religion. Dark Gods send their daemonic agents to war with strange alien Species. Corrupt courts operate as part of byzantine bureaucracies, and war rages on a million bizarre and beautiful planets.

Suffice to say, the galaxy of **Warhammer: 40,000** is vast. Your group are just a handful of individuals, and probably won't be able to make a difference to an entire planet, let alone a star system or the galaxy. It's worth setting your adventures in a limited area, like the Gilead System, so that players can see that their actions have consequences and their heroic (or otherwise) deeds impact the lives of other people.

THE GILEAD SYSTEM

Chapter 12 details the Gilead System as a setting for your adventures. As it is isolated from the rest of the Imperium by the Great Rift, there are plenty of opportunities for adventure, and dynamic Frameworks that feature characters of different Factions are more common. With only eight planets reliant on each other to survive, the actions of a group in a single adventure can potentially alter the lives of millions of inhabitants — your players will interact with the people they are directly helping, making the world feel more alive and personal.

Travel

Often in an RPG you'll want to skip any kind of travel to get the adventure moving — roleplaying an uneventful two-week transit from Avachrus to the Voidmire isn't the most thrilling use of your time. However, there are a couple of instances where travel can add to the drama:

Travel Events

Travel is an excellent opportunity to showcase the arcane technology used in the 41st Millennium, as well as the beautiful and baleful environments the players can explore. Even if you skip through the time it takes to travel, it's worth describing environments like the brutal majesty of a Hive World seen from above, its irradiated deserts, landscapes stripped of natural resources, and towering ramshackle cities.

You can also intersperse travel with vignettes — the blasted site of a battle from centuries ago, a chunk of debris floating through the void, once part of a celebrated battlecruiser — to showcase the past of the setting and lend more verisimilitude to your game.

Of course, your players aren't just here to see the sights — whether beyond the boundaries of civilisation or travelling the hostile void of space, your players could meet (or be attacked) by all manner of strange creatures, individuals, or situations.

Securing Passage

If your group needs to get to a different location they can't reach on foot, they'll need to secure passage. This might be as simple as making an Influence Test to pull rank for a free ride, or it could be the basis of an entire adventure. This won't be a problem for Archetypes like the Rogue Trader or anyone else who already has a voidship, but could mean several sessions of action for a less well-to-do group. They might have to deal with the ship owner's business rival, improve their reputation with a Planetary Governor, or promise to protect the ship's cargo during transit — that's where travel events come into play.

Awarding Wealth

Players might find Wealth during their adventures or be rewarded with Wealth by an NPC when they complete a mission. What constitutes a point of Wealth is up to the GM.

Keep in mind that a character's Wargear determines a lot of their capability in combat — having a lot of Wealth can make the game easier. If a character is dependent on ranged weapons they might have to acquire Ammo frequently — you can adjust the difficulty of acquiring Ammo, if you want to include the theme of the ammo drought of the Gilead System into your game.

As players can make Influence Tests without any resources, we recommend Wealth is awarded sparingly — about one point of Wealth per player every three or four sessions (or whenever they achieve something significant) should be sufficient.

AFTER THE GAME

End your session in a narratively satisfying way when possible, at a moment of resolution, revelation, or on a dramatic cliffhanger — anything that gets the players excited for the next session to find out what happens to their characters.

Awarding XP

You can award XP whenever you want, but the most common time is at the end of the session. As a guideline, you should award about 10 XP to each player. You can alter this slightly, rewarding a player 12 XP if they showcased some great roleplaying or the group cooperated particularly well. If the group achieved very little, you might want to only award them 8 XP each, but remember it's better to use the carrot than the stick — rewards speak louder than punishment, especially when everyone is playing for fun.

Resolving Rules Issues

When a Rules issue comes up during the game, you should make a quick decision and move on so the fun isn't interrupted by lengthy mechanical discussions. After the game, you can talk to the players about anything they disagreed with and try to resolve any issues. Keep this as friendly and lighthearted — the rules won't cover every situation, and everyone plays differently, so compromise where you can and remember that fun is the most important factor.

BESTIARY

The Warp-torn Gilead System is home to innumerate dangers; deranged warriors with advanced archeotech, monstrous xenos bioforms, and maddening otherworldly daemons. This chapter presents a selection of Nonplayer Characters (NPCs) and creatures for use in your games — feel free to tweak and customise them as you see fit and use them as inspiration to build your own. It could be as simple as swapping out their weapons using Chapter 10, or crafting a Threat from scratch.

The Threats presented in this section are constructed to be challenging antagonists. Their statistics are designed to present an exciting play experience, rather than strictly following the same mechanics used to build characters. Some have unique abilities, or Traits that don't follow the normal calculations. All are presented as adversaries to add drama to the stories you tell, rather than sets of statistics to fight.

BESTIARY FORMAT

Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: Any Keywords the Threat has.

S	T	A	I	Wil	Int	Fel
p.25	p.25	p.25	p.25	p.25	p.25	p.25

Resilience
p.36

Defence	Wounds	Shock
p.36	p.37	p.37

SKILLS: The dice pool the Threat uses for each Skill. The Skills listed incorporate both the Skill Rating and its linked Attribute Rating, so when you see Ballistic Skill 6, you roll 6 dice. Some entries have a Default Skill; you can roll that dice pool for any unlisted Skill.

BONUSES

Any special rules that apply to this Threat.

ABILITIES: The Threat's Actions and Abilities.

BATTLECRY: A Free Action ability that activates at the start of combat, or when the Threat takes its first turn. These abilities only activate once.

ACTION: A list of Combat Actions the Threat can take.

RUIN: Any Ruin Actions the Threat can take.

WRATH: Any special rules that activate when the Threat rolls a Wrath Critical.

COMPLICATION: Any special rules that activate when the Threat rolls a Complication.

REACTION: Any Reflexive Actions the Threat can take, and what triggers them.

DETERMINATION: Any requirements for the Threat to roll Determination, as well as their dice pool.

ANNIHILATION: An ability that activates when the Threat dies or is Dying.

Conviction	Resolve	Speed	Size
p.37	p.325	p.180	p.191

TYPES OF THREAT

Some Threats are more dangerous than others. The four categories of Threats each represent a different level of opposition: Troops, Elites, Adversaries, and Monstrous Creatures.

This classification may vary by Tier, so each bestiary entry includes a Threat classification on the top left of the Bestiary entry with Tier recommendations to help you judge which Threats are appropriate to your campaign. An Ork Kommando might be a terrifying Adversary to a Tier 1 group, but a trifling Troop for a Tier 4 group.

Troops

The unnamed hordes of faceless and expendable enemies. Though individually weak, they can be a formidable threat en masse. As the faceless minions of greater powers, Troops:

- Can form Mobs (p.324).
- Can't inflict Critical Hits, but may have specific Wrath abilities.
- Don't suffer Complications, unless they have a specific Complication ability.
- Can't roll Determination unless you spend a point of Ruin.
- Don't track Ammo and don't use Salvo Options.

Elites

Raw power, skill, or experience make Elites powerful and deadly enemies on the battlefield. Whether commanding a Mob of Troops or acting as the bodyguard for an Adversary, Elites can be as dangerous as any Agent in combat.

As the lieutenants of Adversaries or intimidating leaders in their own right, Elites use the normal rules for Wrath Dice but can't roll Determination unless you spend a point of Ruin. Elites usually carry three Ammo into a fight and may use Salvo Options.

Adversaries

Adversaries are the true villains of **Wrath & Glory**. An Adversary will often appear multiple times during a campaign and play a part in characters' arcs.

As Adversaries play a larger role in the story than the Troops and Elites they marshal, they use Wrath Dice and Determination as normal, and usually have personal Ruin they can use to perform Ruin Actions (p.325). As the most dangerous Threat on any battlefield, they are considered to have as much Ammo as necessary to finish the fight, and may use Salvo Options.

Monstrous Creatures

Monstrous Creatures are dangerous Threats capable of laying waste to dozens of lesser opponents, often sporting titanic melee weapons or other devastating weaponry. Engines of raw destruction, Monstrous Creatures are similar to Adversaries, but also:

- Are immune to *Fear, Pinned,* and *Staggered* (pp.199-200).
- Cause *Terror* (see p.200).

THREATS & DAMAGE

When an Elite, Troop, or Monstrous Creature suffers more Wounds than their Maximum Wounds, they are killed outright. When an Adversary suffers more Wounds than their Maximum Wounds, they are either Dying or dead, depending on the narrative or what the GM decides.

Troops & Shock

Whenever a Troop suffers more Shock than their maximum, they are dead or destroyed. The Troop is likely unconscious and trampled by their allies, left for dead, or suffocates in the mud. In any case, unconscious or *Exhausted* troops are assumed to be out of the battle and can be removed from the encounter.

Determination

Survival is far from guaranteed in the grim darkness of the far future. It is difficult for anyone to withstand serious damage and continue to fight. The GM can spend 1 Ruin to have any Threat roll Determination. Adversaries do not need to spend 1 Ruin to roll Determination. For more information on Determination, see p.196.

Unstoppable Threats

Some Threats are immune to effects that would stun or knock out other opponents. A Threat with a Shock value of '–' never suffers Shock damage.

MOBS

A Mob is a group of near identical Threats, for example, a crowd of ten Ork Boyz. If you have a lot of Troop Threats, it's often easier to treat the group as a single individual with one Turn in each Round.

CREATING MOBS

Mobs can only be formed of Troops, and they should be the same Threat; for example, all Ork Boyz or all Chaos Cultists. This means you can use one Threat profile for the entire Mob.

If you have two or more Troop Threats that share a profile, you can form them into a Mob as a Free Action on any individual's Turn. The Mob then takes its turn immediately; the other individuals in the Mob lose their place in the Initiative order.

You can also start a combat with Troops already in a Mob.

Splitting Mobs

A Mob can split into smaller Mobs or individual Troop Threats as a Free Action. The new Threats act independently and separately in the Initiative order. You can't split a Mob in the same Round it was created.

Example: *A party of three Agents are battling a Mob of 12 Cultists. On the Mob's turn, the GM decides to split the Mob into three smaller Mobs of 4 Cultists as a Free Action. One Mob of four Cultists takes their turn immediately. The others are later in the Initiative order. With the same number of Mobs and Agents, the Initiative order will be easier to track.*

MOB ATTACKS

When a Mob attacks, make a single Test for the Mob as though it were an individual Threat. Add +1 bonus dice for every Troop in the Mob. The maximum number of bonus dice is half the number of Troops in the Mob.

If individuals in a Mob have different Wargear, you should use the rules for Splitting Attacks.

Example: *In a Tier 2 campaign, the GM sends a Mob of ten Ork Boyz to leap into the fray. The entire Mob attacks a single Agent, surrounding them with a storm of hacking Choppas. The GM assembles a dice pool for an Ork Boy's Weapon Skill (7), adding 1 die for Charging, then an additional 5 bonus dice for half the size of the Mob. The total dice rolled for the attack Test is 13 (7 + 1 + 5).*

Mobs Splitting Attacks

A Mob can split their attacks between multiple targets. This action does not incur any DN penalty and is not considered a Multi-Attack (p.187). The GM must specify how many members of the Mob are involved in each attack when a Mob splits its attacks. Each group gains bonus dice equal to half the Troops involved, rounded up.

Example: *A raging Mob of ten Ork Boyz surrounds a group of three Agents. The GM decides to have the Mob act as a single entity and split its attacks against the Agents. Three Orks target the first Agent, three Orks attack the second, and the remaining four Orks attack the third Agent. The four Orks gain a bonus of*

+2 dice (half of the number involved). The two groups of three Orks also gain +2 dice on their attacks (half of the number involved, rounded up).

MOB DAMAGE

Mobs are only made up of Troops, and every individual in a Mob has 1 Wound. If your attack deals more damage than a Mob's Resilience, your target dies.

The number of Icons rolled on an attack Test determines how many individuals in the Mob are hit. Every Icon rolled over the Mob's Defence means an additional individual in the Mob is hit.

Every individual Threat in a Mob has the same Maximum Shock. If a Mob suffers more Shock damage than their Maximum Shock, one individual in the Mob is removed. If a Test to inflict Shock damage exceeds the Mob's Defence, it hits multiple individuals, as with a normal attack.

Example: *Yasmin fires her Boltgun at a Mob of ten Aeldari Guardian Defenders. She rolls 6 Icons on her Ballistic Skill Test, and the Mob of Guardians has a Defence of 3. Yasmin hits 4 Guardians with the attack — one for rolling 3 Icons and equalling the Mob's Defence, and an additional +1 for every Icon rolled over the Mob's Defence.*

The Boltgun deals 10 Damage, more than enough to deal 1 Wound to the Mob. All four Guardians die.

MOB LEADERS

Most Mobs have someone in charge. Sergeants, veterans, Nobz, and bosses are often found directing a Mob. These Threats are often Elites or Adversaries. Mob leaders often provide options, bonuses, or even Ruin Actions that make Mobs more dangerous. While not mechanically part of a Mob, they operate with it and are protected by it.

If a Mob leader is damaged by an attack, you may spend a point of Ruin to have that attack hit one of the Troops in the Mob instead.

RESOLVE

Even hardy enemies may break and run when the tide of battle turns against them. You can roll a Resolve Test for a Threat whenever they are in a situation where their nerve might break. If they fail, they flee.

The GM decides when a Threat should make a Resolve Test. The trigger could be gaining a certain number of Wounds, or becoming *Exhausted*. Some abilities can trigger Resolve Tests, as could particularly impressive uses of the Intimidation Skill.

Usually, the DN of a Resolve Test is 3, but may increase if a Threat has already seen an ally flee or the situation is particularly dire.

Mobs & Resolve

If half or more of the Troops in a Mob are slain, they should make a DN 3 Resolve Test at the end of the Round. If they fail, the entire Mob flees, as though suffering from the *Terror* Condition, until they can pass a Resolve Test to rally.

Some Mobs may fight to the death, and circumstances might dictate that otherwise cowardly Troops fight with fanatical fervour — these cases are always decided by the GM.

Resolve & Complications

Turning your back on the enemy is rarely a good idea. If a Mob rolls a Complication on a Resolve Test to avoid fleeing, 1d3 members of the Mob are slain as they are caught in a crossfire or trampled by members of their own unit.

RUIN ACTIONS

Some Threats are considered Champions. Champions can take Ruin Actions, and may have Personal Ruin. Normally, there should only be one Champion in a Scene. The GM can make any Threat a Champion.

At the end of any Agent's Turn, the GM may spend a point of Ruin to activate a Champion's Ruin Actions. A Ruin Action does not count as a Turn — after a Ruin Action is resolved, it is their Turn or another Threat's Turn.

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Default Ruin Actions

These Ruin Actions are available to all Champions.

- **Move**: The Champion may make an additional Move Action.
- **Attack**: The Champion can make a melee, ranged, or Interaction Attack.

Withstand

The GM can spend 1 Ruin when a Champion reaches Max Wounds to immediately recover 1 Wound and survive the attack.

SCALING THREATS

Each entry in this chapter has a number of Wounds and Shock listed as a guideline for that Threat. Wounds and Shock give a rough idea of how substantial a Threat is and how long a fight with them is likely to take.

Troops

Troops usually have 1 Wound and 3 Shock. Troops should be dealt with in the simplest way possible. The focus of the battle should be on the Agents and any Elites, Monstrous Creatures, or Adversaries present.

Elites

Elites use the listed Wounds and Shock. Elites are tougher and more difficult to kill than the Troops they lead. At the GM's discretion, any Threat used as an Elite may add a number of Wounds and Shock equal to the game's Tier.

Adversaries & Monstrous Creatures

The most difficult opponents to kill. Use the listed Wounds and Shock, or, at the GM's discretion, add a number equal to the number of players plus the game's Tier to both. This approach ensures that the battle can last more than just a few Rounds if the Agents focus their attention on one of these Threats.

Quick Threats

You can use the recommended Skills, Attributes, and Talents for the Archetypes in Chapter 4 to make NPCs and Threats on the fly. For quick NPC stats at any Tier of play, use the table below, and feel free to tweak the numbers up or down based on what makes sense — for example, a known gun for hire might have a Ballistic Skill of 6 at Tier 1, instead of 4.

IMPERIAL THREATS

The Imperium spans the divided galaxy, billions of souls on thousands of worlds. While all Threats in this section are of direct Human ancestry, many also cling to ideologies and outlooks that diverge from those of loyal Imperial citizens.

QUICK NPC STATS

	Default Skills	Defence	Resilence	Wounds	Shock	Conviction	Resolve	Speed
Tier 1	4	1	4	3	2	2	2	6
Tier 2	6	2	8	5	4	4	4	7
Tier 3	8	3	10	7	6	6	6	8
Tier 4	10	4	12	10	8	8	8	9

IMPERIAL CITIZEN

By the Throne! God-Emperor, please protect me, I'll never sin again!
—Evangeline Galdain, Manufactorum Labourer

The unwashed trillions that form Imperial society and prop up the Emperor's war machine through sweat and blood are diverse beyond imagining, hailing from the million unique worlds that make up the Imperium. However, there are some commonalities between the downtrodden commoners: they are utterly devoted to the God-Emperor, and ignorant of anything beyond the propaganda they are fed. They labour in hazardous conditions for punishing hours, and their treacherous work has left them with missing body parts replaced with cheap augmetics.

Evangeline Galdain is a typical citizen, working for 18 hours every day at a plascrete manufactorum in Hive Ultio on Gilead Primus. She lost her organic leg when an overtired co-worker fumbled with a Heavy Rock Crusher. Her eye was replaced after a blight of Rector's Rot swept through her hab block; all she can remember from the incident that broke her ocular augmetic is the smell of incense, and she refuses to repair it or check the recordings.

Evangeline spends her few spare credits on holy writs of protection sold by the Ecclesiarchy, though she can barely read the High Gothic script — even so, she has noticed some disquieting errors, which she has written off as mistranslations on her part.

If an Imperial Citizen is encountered during or after their work for the day, they are more than likely *Exhausted*.

IMPERIAL CITIZEN				
Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: IMPERIUM

S	T	A	I	Wil	Int	Fel
2	2	3	2	3	1	2

Resilience
3 (Ragged Clothes: 0 AR)

Defence	Wounds	Shock
1	4	3

SKILLS: Default 4, Awareness 3 (Passive 2)

ABILITIES

ACTION: Unarmed, 2 +1 ED / Range 1

COMPLICATION: Cheap Augmetic
Whenever this Threat rolls a Complication, one of their augmetics malfunctions. They are *Hindered* and unable to use the body part effectively until it is repaired by a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg

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ASTRA MILITARUM TROOPER

What's another minute in hell? Tell me where to go and who to shoot at.
—Sergeant Jäger Brolin, last recorded survivor
of the third Charybdian incursion

See the Astra Militarum Faction on p.60 or the Imperial Guardsman Archetype on p.93 for more information on the living backbone of the Imperium's war machine.

Strictly drilled, terrified by their Commissar, and guided by their faith in the Emperor, Astra Militarum Troopers never back down, and are rightly feared as the beating heart of Humanity's war machine. Each regiment of the Imperial Guard trains their teeming masses differently, resulting in combat styles as varied as Humanity itself. That said, the results of deploying overwhelming numbers and focused firepower are undeniable, leading to some obvious universal strategies across the Astra Militarum. As the Imperium's standing army, many Troopers remain stationed on the planet they were trained, acting as security and law enforcement.

ASTRA MILITARUM TROOPER

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: **IMPERIUM**

S	T	A	I	Wil	Int	Fel
3	3	3	3	2	1	2

Resilience

7 (Flak Armour: 3 AR)

Defence	Wounds	Shock
2	5	3

SKILLS: Default 4, Awareness 5 (Passive 3), Ballistic Skill 5

ABILITIES

ACTION:
Lasgun 7 +1 ED / Range 12 – 24 – 36 / Salvo 2 / Rapid Fire (1), Reliable
Frag Grenade (1 Ammo) 10 +4 ED / Range 12 / Salvo – / Blast (6)
Knife or Bayonet 5 +2 ED / Range 1

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg

Mob Options

Ten-Strong Squad: In a Mob of ten or more Astra Militarum Troopers, one Trooper can exchange their Lasgun for any of the following weapons:
Flamer: 10 +4 ED / Range 4 – 8 – 12 / Salvo 1 / Assault, Flamer
Melta Gun 16 +2 ED / AP -4 / Range 6 – 12 – 18 / Salvo 1 / Assault, Melta
Grenade Launcher
- **Frag:** 10 +1 ED / Range 12 – 24 – 36 / Salvo – / Assault, Blast (6)
- **Krak:** 14 +2 ED / AP –2 / Range 12 – 24 – 36 / Salvo – / Assault, Blast (4)
- **Plasma Gun**: 15 +1 ED / AP -3 / Range 12 – 24 – 36 / Salvo 2 / Rapid Fire (1), Supercharge, **5 +2 ED / Range 1**

Twenty-Strong Squad: In a Mob of twenty or more Astra Militarum Troopers, two Troopers can operate a heavy weapon carriage with one of the weapons below. The heavy weapon carriage negates the Heavy Trait.
Autocannon: 16 +1 ED / AP -1 / Range 24 – 48 – 72 / Salvo 3 / Heavy (8)
Heavy Bolter: 12 +2 ED / AP -1 / Range 18 – 36 – 54 / Salvo 3 / Brutal, Heavy (4)
Lascannon: 18 +3 ED / AP -3 / Range 24 – 48 – 72 / Salvo 1 / Reliable, Heavy (8)
Missile Launcher
- **Frag Missile:** 12 +5 ED / Range 24 – 48 – 72 / Salvo – / Blast (10), Heavy (8)
- **Krak Missile:** 16 +6 ED / Range 24 – 48 – 72 / Salvo – / Blast (4), Heavy (8)

MOB ABILITIES

Human Waves: Whenever this Mob fails a Resolve Test or is destroyed the GM gains 1 Ruin.

Bring It Down! This Mob gains +2 ED when all individuals attack the same target.

VETERAN TROOPERS & SERGEANTS

The rare Troopers who survive their first battles are left changed. Some become stronger, grizzled soldiers; others break, but instead of running away from the enemy, they charge straight in.

Defector Veterans make great Elites, perhaps leading a band of Scum, acting as a bodyguard for a Rogue Psyker, or working in partnership with a hulking Chrono Gladiator. Veteran Troopers are typically armed as Troopers, however you may wish to give them unique weapons loadouts — many carry a Laspistol and a Chainsword to maximise their versatility. Particularly seasoned Veterans can work well as Adversaries for Tier 1 and 2.

Resilience		
9 (Flak Armour: 3 AR)		
Defence	Wounds	Shock
3	7	5

SKILLS: Default 6, Awareness 8 (Passive 4), Ballistic Skill 7, Leadership 7

ABILITIES
RUIN: Stand Fast! The Veteran Trooper may make a Leadership-based Action or Test.
REACTION: First Rank, Fire! Second Rank, Fire! Pick an allied Mob within 6m — that Mob may add a Salvo Option to its next ranged attack in addition to any other attack option.
DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
5	5	6	Avg

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TACTICAL SPACE MARINE

Their number is unimportant. If they are enemies of the Emperor, they shall be slain.
If they are powerful, we shall adapt. To each their due
—Remiel, Tactical Space Marine of the Absolvers Chapter

See Adeptus Astartes on p.70 or the Tactical Space Marine Archetype on p.113 for more information on the Emperor's Champions.

Each Space Marine is a genetically-engineered superhuman. Trained to their limits in adolescence and gen-hanced with superior organs, they are Humanity's greatest warriors. Physically and mentally beyond any of the other children of the sprawling Imperium, each Adeptus Astartes can go toe to toe with an Ork and is psycho-conditioned to do so in a tactically advanced manner. Tactical Space Marines are trained to adapt to any situation and use it to their advantage, but prefer surprise deployment and withering concentrated Bolter fire.

Though few in number, Space Marines are daunting foes and are likely to be major antagonists in any game where they are a Threat.

TACTICAL SPACE MARINE

Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: **ADEPTUS ASTARTES**, **IMPERIUM**, **[CHAPTER]**

S	T	A	I	Wil	Int	Fel
7	5	5	5	4	4	2

Resilience

11 (Aquila Mk VII Power Armour: 5 AR)

Defence	Wounds	Shock
4	9	6

SKILLS: Default 7, Awareness 9 (Passive 5), Ballistic Skill 10, Weapon Skill 9

BONUSES

Know No Fear: Reroll any failed dice on a Resolve Test.

Space Marine Implants: Gain bonus dice and options for actions from Space Marine Implants p.75.

Champion: This Threat may use Ruin Actions and has 3 personal Ruin.

ABILITIES

ACTION:
Boltgun: 10 +1 ED / Range 12 – 24 – 36 / Salvo, 2 / Brutal, Rapid Fire (2)
Astartes Combat Knife: 10 +2 ED / Range 1 / Reliable

RUIN: Angel of Death
Spend 1 Ruin to add the game's Tier in ED to all attacks this round.

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
4	4	7	Avg

SERGEANTS & ASSAULT MARINES

A Space Marine squad normally includes a sergeant. They gain +2 Wounds and replace their Boltgun and Astartes Combat Knife as follows:
Bolt Pistol 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Brutal, Pistol
Power Sword 12 +4 ED / AP -3 / Range 1 / Parry
Assault Marines are specialised for close combat. They may have a Jump Pack (p.237). They replace their Boltgun and Astartes Combat Knife as follows:
Bolt Pistol 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Brutal, Pistol
Chainsword 12 +4 ED / Range 1 / Parry

ENFORCER

Rights? You've got whatever rights the Governor decides you have, mate.
—Caro Felexian, Enforcer to Governor Thelonius Crichter

On the planetary level, those who maintain order and impose the decrees of the authorities — particularly the Planetary Governor — are known as Enforcers. Equipped with sturdy armour and deadly weaponry, these agents discipline, capture, and execute those who go against the authorities' proclamations. More often than not, Enforcers are an extension of the planetary governor's will, empowered to arrest and detain with even the flimsiest excuse.

Enforcers are arrogant and believe themselves above the law. They are cunning enough to cover their corrupt activities (or their employer's), but will not hesitate to use whatever means necessary to enforce their governor's laws, bringing Shock Maul and Shotgun to bear. Without sufficient leverage they are difficult to sway from their tasks, but many have rackets on the side in case their governor suddenly turns up dead. Enforcers are usually most dangerous when directed by a commander, but if they take it upon themselves to mete out some rough justice, they can be an intimidating force on their own. Characters should certainly think before killing an Enforcer, lest they bring down the full weight of planetary law upon their heads.

ENFORCER				
Tier	1	2	3	4
Threat	E	T	T	T

KEYWORDS: **IMPERIUM**

S	T	A	I	Wil	Int	Fel
3	3	3	3	3	3	3

Resilience

7 (Flak Armour: 3 AR)

Defence	Wounds	Shock
2	5	4

SKILLS: Default 5, Awareness 6 (Passive 3), Intimidation 7, Investigation 6, Weapon Skill 6

BONUSES

Brutal Discipline: +2 bonus dice to Tests made against targets with the SCUM or HERETIC Keywords.

ABILITIES

BATTLECRY: Freeze, Scum!
Make an Intimidation Interaction Attack against 2 targets with no penalty.

ACTION:
Combat Shotgun
10 + 1 ED / Range 6 – 12 – 18 / Salvo 2 / Assault, Rapid-Fire (1), Spread
Shock Maul: 7 + 4 ED / AP -1 / Range 1 / Agonising, Brutal

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
3	2	5	Avg

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CHRONO GLADIATOR

Your blood sings to me when it hits the sand.
—Grax Steelheart, Champion of Portonian

A brutal union of flesh and metal, a Chrono Gladiator is forced to undergo extreme augmetic enhancement to become a killing machine. A clock in their nervous system constantly ticks down to their death, only reset through the act of killing. Some are criminals sentenced to 'death by Chrono', while others are victims of enslavement, or unfortunate debtors who give their lives to settle their account.

Few escape the toll their gross augmentation takes on their sanity. Those that are able to make their peace with their new life rise to new heights of power as bodyguards and assassins. Others are warped in both mind and body: the Timekeeper of Hive Testimonium on Gilead Primus marks their kills with the precise time of death daubed on the walls above their victims, sustaining decades of life through bursts of violence.

Chronos are physically powerful, with augmentations such as oversized hydraulic claws, buzz-saw arms, iron lungs and piston-driven legs. Most have subdermal armour and chemically-induced resistance to pain. A Chrono's behaviour depends on how much of their humanity they retain — some protect fragile lives outside their bloody business. Others have lost themselves to a red rage, immune to reason or compassion. All of them know it is only a matter of time, and may attack allies when their precious seconds are running slim. Chrono Gladiators are a terrifying foe to throw against characters, whether fighting for their lives in a Scum Pit or hunting them down through the chaotic corridors of a Hive.

CHRONO GLADIATOR				
Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: **ADEPTUS MECHANICUS**, **IMPERIUM**, **SCUM**

S	T	A	I	Wil	Int	Fel
4	4	2	4	3	2	1

Resilience
6 (Grafted Flak Plates: 1 AR)

Defence	Wounds	Shock
3	6	4

SKILLS: Default 7, Awareness 4 (Passive 2)

ABILITIES

ACTION: Power Claw: 13 +3 ED / AP -2 / Range 1 / Brutal, Unwieldy (2)

WRATH: Borrowed Time
Make an Attack as a Free Action against any target in range.

REACTION: Combat Stimms
Once per round, you can suffer 1 Shock to immediately take a Combat Action. Roll a Opposed Initiative Test if interrupting.

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

CUSTOM CHRONO

Some Chrono Gladiators are outfitted with different weapons. The following two examples use the same statistics as the normal Chrono Gladiator with the changes listed.

CHRONO SCISSOR
Second Strike: This Threat reduces the Multi-Attack penalty by –2DN, as though it had the Dual Wield Talent (p.133).
ACTION: Power Blades 9 +3 ED / AP -2 / Range 1 / Parry

CHRONO SECUTOR		
Defence	**Resilience**	**Speed**
5	8	5
ACTION: Shock Whip 8 +2 ED / Range 4 / Agonising, Rending (2).		
DETERMINATION: Storm Shield Spend 1 Ruin to roll 4d6. This Threat can roll Determination against Mortal Wounds.		

MUTANT

If the laws of Humanity will not protect us, then why should we be bound by them?
—Iguine 'Threearms' Spliknf, self-proclaimed preacher of Rad Falls

Humans born with severe genetic deviations are known collectively as 'Mutants'. These mutations can vary limitlessly: additional limbs, scaly skin, serpentine eyes, tentacles, bony crests, erupting sores, distended jaws, and all manner of appendages. They are distinct from the stable and acceptable Abhumans, such as Ogryns or Ratlings, who may join the Imperial Guard. Mutants have no singular identifier save their mutation and are not accepted as part of wider Imperial society. The exact cause of their mutations are widely speculated on, with no shortage of potential culprits — toxic environments, xenos intervention, a blessing from the God-Emperor, or even the mark of Chaos.

Some worlds have a standing kill order on Mutants, and some use them as slave labour, forcing them to work in the deepest chem-mines. A bloody history of attempted rebellions reinforces the need for cruel treatment and restricted freedoms in the minds of many citizens. Some speak with concern of a rumoured Mutant colony surviving in the junkyard wastelands between manufactorums on Avachrus — named the Children of Ceto, they worship extreme self-augmentation to remove (or improve) mutations.

Mutants are normally forbidden from carrying weapons, and are limited to what they can scavenge or fashion themselves. They are resourceful and paranoid, hardened by years of mistreatment, but circumstances may be drastic enough to push them into a tentative alliance with those who offer something of value. They have an advantage on their home turf, and their mutations have an undeniable shock value on those they face.

While lower-Tier characters may find them a challenge, at higher Tiers, Mutant enemies have to rely on overwhelming numbers or desperate alliances to have an impact.

MUTANT

Tier	1	2	3	4
Threat	E	T	T	T

KEYWORDS: MUTANT, SCUM

S	T	A	I	Wil	Int	Fel
4	3	3	4	3	2	2

Resilience

5 (Scavenged Armour: 1 AR)

Defence	Wounds	Shock
3	5	4

SKILLS: Default 5, Weapon Skill 6

BONUSES

Mutative: Whenever a Mutant deals a Wound, the GM gains +1 Ruin.

ABILITIES

ACTION: Industrial Bludgeon 8 +2 ED / Range 1 / Brutal, Unwieldy

WRATH: Sticky Fingers
A target within 2m must succeed on an opposed Strength Test or drop a random piece of Wargear.

REACTION: Desperation
Whenever a piece of Wargear is dropped within 18m of a Mutant, they Sprint toward it and pick it up as a Reflexive Action. Their Defence is reduced by 2 for the next Round.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

SCUM

Scum they call me. Nah, I says. I won't wear that label. What makes me less than them Up-hivers? Just because I'm down here in the filth of their decisions, don't make my life worth any less.

—Telis San-Jurmane, head of the Styimi water vendors.

See the Scum section on p.68 or the Scum Archetypes for more information on the downtrodden (un)commoners of the Imperium.

Scum are unlikely to attack alone and often coordinate ambushes to tilt the odds in their favour. They are strong on their home turf and have no compunction about cheating if it prolongs their survival by a second or two.

SCUM

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORD: **SCUM**

S	T	A	I	Wil	Int	Fel
2	3	3	3	2	1	2

Resilience

4 (Ragged Clothes: 0 AR)

Defence	Wounds	Shock
2	5	3

SKILLS: Default 5, Awareness 6 (Passive 3), Stealth 7, Weapon Skill 6

ABILITIES

ACTION: Autopistol: 7 +1 ED / Range, 6 – 12 – 18 / Salvo 2 / Pistol
Combat Knife: 4 +2 ED / Range 1

BATTLECRY: Without Honour
Scum cheat in any fight. On the first round of combat, this Threat may substitute their Stealth for Weapon Skill or Ballistic Skill Tests.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg

MOB OPTIONS

SCROUNGERS
Occasionally Scum acquire better Wargear than would otherwise be expected. In a Mob of ten or more Scum, replace one of the Mob's Autopistols with one of the following weapons:

- **Lasgun:** 7 +1 ED / Range 12 – 24 – 36 / Salvo 2 / Rapid Fire (1), Reliable
- **Heavy Stubber:** (+2 DN penalty unless operated by two Scum)
- 10 +2 ED / Range 18 – 36 – 54 / Salvo 3 / Heavy (4)
- **Industrial Bludgeon:** 8 +2 ED / Range 1 / Brutal, Unwieldy

MOB ABILITIES

Followers: If a friendly Elite or Adversary is within 10m, the Scum Mob gains +1 Resolve.

COMBAT SERVITOR

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: **ADEPTUS MECHANICUS**, **IMPERIUM**, **SERVITOR**

S	T	A	I	Wil	Int	Fel
4	2	2	2	1	1	1

Resilience

7 (Grafted Flak Plates: 4 AR)

Defence	Wounds	Shock
1	4	-

SKILLS: Default 4, Weapon Skill 5

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

ABILITIES

ACTION: Servo Arm: 9 +2 ED / AP -3 / Range 1 / Brutal, Unwieldy (2)

COMPLICATION: Error
The Servitor is *Exhausted* for 1 Round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
1	1	5	Avg

COMBAT SERVITOR

Halt. Halt. Hch... alt
—Unit XY118, Gun Servitor.

Servitors are Humans whose brains have been lobotomised and reprogrammed by the Adeptus Mechanicus, and whose bodies have been heavily modified with technology — an apt supporter for the Imperium war machine, requiring no thoughts, only actions. They are perfectly adapted to their purpose, whether as a living weapon, a technical toolkit, or a portable cogitator. While the Human components of some Servitors are grown in vats, and others are condemned criminals, some well-connected crime lords and tyrants turn those who have failed them into Servitors. The infamous Commissar Nero Domitius went rogue with a unit of loyal soldiers to avoid investigation into his re-use of troops as illegally-programmed Combat Servitors. Once caught he stated it was so that they could continue to protect the Imperium, even in death.

Many Servitors have the capacity to speak in binary cant, and some nobles have luxury models that can speak Low Gothic, but all Servitor communication is functional and pre-programmed at best. At worst, the fractured mind of the Human it once was misfires, producing incoherent, unnerving speech patterns. Servitors are all but immune to pain, with reinforced plating hammered into their torsos and armoured mesh wrapping their vital organs. Those marked for death by a Combat Servitor's programming best beware the heavy weapon in place of one arm, aided by the targeting array on the other. More specialised models may have a different weapon instead of an off hand, ranging from fairly standard Heavy Bolters and Power Claws to more dangerous and unstable weapons such as Plasma Cannons. The eyes of most Combat Servitors are replaced with targeting optics that allow them to see in all light conditions. Some are given tracks or mechanical talons rather than legs.

Combat Servitors are effective in a Mob or under the control of a commander, and are utterly implacable until forcibly stopped, as their programming overrides anything left of their free will.

GUN SERVITOR

The Adeptus Mechanicus also equips Combat Servitors for ranged combat. Gun Servitors have Ballistic Skill 5 and a Heavy Bolter instead of a Servo Arm.

Heavy Bolter: 12 +2 ED / AP -1 / Range 18 – 36 – 54 / Salvo 3 / Brutal, Heavy (4)

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SERVO SKULL

Whirr. Click.
—'Skully', beloved Servo-Skull of Inquisitor Lucetta Gargreve

Servo-Skulls are Human skulls that have been fitted with support systems and an anti-grav motor, usually the sacrificed remains of a terminal favoured servant, or a low-ranking member of the Adeptus Mechanicus. Often seen flitting around laboratories of Tech-Priests, Administratum archives, and along the trenches of battlefields on the fringes of Imperial space, their small size and manoeuvrability allow them to enter otherwise inaccessible spaces or hazardous areas, as well as the ability to act as additional 'eyes and ears' for their masters. The Adeptus Mechanicus regard these creations as excellent servants, and their Machine Spirits as exceptionally faithful and pure. Some Inquisitors use Servo-Skulls as a proxy for their own senses. It is rumoured that Inquisitor Lucetta Gargreve invested parts of her consciousness in a specially-customised Servo-Skull, but such an act would be heresy; after her death, Gargreve's Servo-Skull was never found.

Servo-Skulls are capable of communication but their Machine Spirits are rudimentary, only able to provide information drawn from their data banks. Most Servo-Skulls possess a variety of useful devices: a Vox system, Illuminator, Ident Scanner, a Pict-Relay, and Cogitator link to its master. Some are optimised for a specific purpose, possessing a built-in Medicae Diagnostor, Laud Hailer, or Multi-Tool. Dissector Skulls have a disturbing selection of sharp Monoscalpels, while Gun-Skulls possess a pistol-sized weapon wielded with machined accuracy.

Servo-Skulls are difficult to hit due to their small size, and are most likely to be the scout or assistant for a larger force.

SERVO SKULL				
Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: **ADEPTUS MECHANICUS**, **IMPERIUM**, **SERVITOR**

S	T	A	I	Wil	Int	Fel
1	1	2	4	2	3	2

Resilience
2

Defence	Wounds	Shock
5	3	-

SKILLS: Default 5, Awareness 6 (Passive 3), Stealth 7

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

Assistant: Any Elite or Adversary ally within 10m of the Servo-Skull gains +2 bonus dice to all Skill Tests.

ABILITIES

ACTION: **Skull Bash:** 3 +1 ED / Range 1

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
2	1	10 Flight	Tiny

OTHER SERVO-SKULLS

GUN-SKULL: Some Servo-Skulls are upgraded to Gun-Skulls armed with pistol weapons. A Laspistol is the most common armament.
Laspistol: 7 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol, Reliable
DISSECTOR-SKULL: A few Servo-Skulls are equipped with medical or interrogation tools, suited for close combat if necessary.
Mono Knife: 6 +2 ED / AP -1 / Range 1 / Rending (1)

HERETICAL THREATS

The Ruinous Powers can corrupt and seduce even the strongest of souls. Some once served the Imperium, but have strayed far from the Emperor's light, devoting themselves to the Chaos Gods. Those that are still even partially Human crave more power — those that have fallen further into darkness and depravity revel in their vile deformity, or accept that there is no reversing the warped changes to their form. This section presents but a few of those who serve the Chaos Gods.

Profane Blessings

Any Heretical Threat can have the **MARK OF CHAOS** Keyword and the Mark of Chaos Talent (p.136). Champions of the Ruinous Powers are often rewarded with their Mark granting greater abilities. Cultist Leaders are excellent choices to bear a Mark of Chaos, adding some extra flavour to these demagogues of the Dark Gods.

Service to the Dark Gods also has other rewards — consider using the Mutation charts on p.288 to further customise your Cultist Leader and Cultists. Other Talents might also work for your heretics; many cultists of Tzeentch practice summoning Chaos Familiars (p.130), and those that worship Khorne develop a bloodlust that can be represented by Blood Must Flow! (p.130).

CULTIST

I will follow a Corpse-God no more. I am free.
—Anonymous

Cultists come from all walks of Imperial life; anyone can become disenfranchised with the Imperium's totalitarian rule. Those who forswear their loyalty to the Imperium almost invariably soon place their faith in the Dark Gods. Often those beings — or their agents — drew the unwitting sinner away from the Emperor in the first place.

To the unwary, a cultist may appear no different than any other citizen of the Imperium. Most cover their blasphemous brands and tattoos with clothing, revealing them only in the presence of their peers, lest they draw undue attention. Only when an appropriate opportunity arises do they throw off their Imperial costumes and reveal their true forms.

Cultists are rarely alone and fight with savage fury, whether following a leader or simply lashing out on the whims of Warp-born Chaos. They are willing to sacrifice themselves for their cause, revealing the screaming fanatic under their mundane exterior.

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RANGED ATTACKERS

Some Cultists are better armed for long-ranged attacks instead of melee. Replace the Cultist's Autopistol and Knife with an Autogun, and their **Stab and Shoot** ability with **For the Dark Gods!**

Autogun: 7 +1 ED / Range 12 – 24 – 36 / Salvo 3 / Rapid Fire (1)

WRATH: For the Dark Gods

Whenever the Cultist rolls a 6 on the Wrath Die, the GM gains 2 Ruin instead of 1.

CULTIST				
Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: CHAOS, HERETIC

S	T	A	I	Wil	Int	Fel
2	3	2	3	3	2	3

Resilience
4 (Ragged Clothes: 0 AR)

Defence	Wounds	Shock
2	5	4

SKILLS: Default 3, Awareness 4 (Passive 2), Deception 5, Stealth 5, Weapon Skill 5

BONUSES

Devotion: Any time a Cultist is slain by a Critical Hit, the GM gains 1 Ruin.

ABILITIES

ACTION: **Shoot and Stab**
A Cultist takes no Multi-Action penalty on a turn where they elect to shoot their Autopistol and stab with their Knife.
Autopistol: 7 +1 ED / Range 6 – 12 – 18 / Salvo 2 / Pistol
Knife: 4 +2 ED / Range 1

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

CULT LEADER

Cast off the lies of oppression. The True Path is before us. Open your eyes to the change made possible by the Master of Fates. Swap thankless toil for righteous service and you will be rewarded in gifts most holy.
—Ivano Caroson, High Cleric of the Transcendent Eye

Fanaticism is most dangerous when focused by a leader. Smaller churches are led by those who began as any other cultist: a disgruntled citizen in need of hope, filling the void of faith with a new ideology. Cult leaders are people of firm conviction and zeal, skilled orators who are able to draw on community bonds to forge a loyal congregation. Larger, more powerful cults are led by enigmatic scions of the Dark Gods. Mysterious and charismatic strangers who arrive on a backwater world speaking enticing truths; latent Psykers whose gifts grant them nightmarish visions, allowing them to dominate weaker minds; mutants reviled by society who find a dark reflection in the multitudinous forms of the Warp.

Chaos Cultist Leaders make fantastic Adversaries, the cackling shepherd behind a corrupted flock, or lieutenants to a greater Threat at higher Tiers. They are masters of misdirection, often maintaining a respectable facade and cooperating with the characters just enough to throw them off the scent. When cornered into a fight, they surround themselves with Cultists to further enhance their power. They do not hesitate to use their Chainswords to rend their enemies asunder, and take a particular glee in forcing others to kneel before the power of their dark god.

CULT LEADER				
Tier	1	2	3	4
Threat	A	E	E	T

KEYWORDS: CHAOS, HERETIC

S	T	A	I	Wil	Int	Fel
3	4	3	4	5	4	4

Resilience
6 (Armoured Robe: 1 AR)

Defence	Wounds	Shock
3	8	7

SKILLS: Default 6, Awareness 7 (Passive 4), Deception 7, Intimidate 7, Persuasion 8, Stealth 6, Weapon Skill 7.

BONUSES

Herald of Ruin: At the start of each Round this Threat is alive, the GM gains a point of Ruin for every 6 Cultists alive in the Scene.

Champion: This Threat may use Ruin Actions and has 1 personal Ruin.

Priest of the Dark Gods: This Threat gains +2 bonus dice to all Interaction Attacks.

ABILITIES

ACTION:
Autopistol: 7 +1 ED / Range 6 – 12 – 18 / Salvo 2 / Pistol
Chainsword: 8 +4 ED / Range 1 / Brutal, Parry

BATTLECRY: Kneel Before the Dark Gods!
As an Action the Cult Leader makes an Interaction Attack against all targets within 15m who do not possess the CHAOS Keyword. Any target affected by the Interaction Attack is *Prone* in addition to the normal effects.

RUIN: Kill Them ALL!
Spend 1 Ruin. As a Free Action, the Cult Leader commands a Mob of Cultists within 3m to make one Combat Action immediately. The GM may spend 1 Ruin to have the Cult Leader use **Kneel Before the Dark Gods!** as a Ruin Action.

DETERMINATION: Spend 1 Ruin to roll 4d6

Conviction	Resolve	Speed	Size
5	4	6	Avg

ROGUE PSYKER

I pity you, standing there with your cherished Wargear. How naive of you to think such trinkets can keep me from the power that is my birthright. I will wipe you from existence with a single thought.
—High Adept Sywethan of the Divine Path

A Rogue Psyker can manipulate reality by channelling the power of the Warp, unconstrained — and unprotected — by the teachings of the Adeptus Astra Telepathica. Unsanctioned Psykers are illegal citizens, and those that avoid the torturous tithes of the Black Ships and the wrath of Ordo Hereticus witch hunters commonly fall to Chaos. The malignant power of the Warp flows through their blood, tainting their every thought — when the Ruinous Powers tempt them with offers, the corruption is already half complete.

Whatever their background, Rogue Psykers are lonely, unstable individuals with everything to lose. Rogue Psykers often ally with others for safety, hiring mercenaries or working with Chaos Cultists out of necessity, but their connection to the Warp makes them fundamentally unpredictable. They are uncommon and unstable enough that they are unlikely to band together with others like them, though there are a few rare cases of two working together as master and apprentice.

Rogue Psykers will fight for their lives, either willingly serving Chaos or unable to control the Warp power as it oozes from them.

YOUR ROGUE PSYKER

A Rogue Psyker could focus on any of the Disciplines presented in **Chapter 12** — use whatever best fits your sorcerer. You might also like to add the following ability to turn a Rogue Psyker into a potential recurring Threat:

ANNIHILATION: Daemonic Possession
When this Threat exceeds its Maximum Wounds, roll a Wrath Die. If you roll a Complication, a daemon possesses the Threat, turning it into a Possessed Mortal that has suffered 5 Wounds.

ROGUE PSYKER

Tier	1	2	3	4
Threat	A	E	E	T

KEYWORDS: CHAOS, HERETIC, PSYKER

S	T	A	I	Wil	Int	Fel
2	3	2	5	5	4	2

Resilience

4 (Ragged Clothes: 0 AR)

Defence	Wounds	Shock
4	7	7

SKILLS: Default 5, Awareness 6 (Passive 3), Psychic Mastery 8

BONUSES

Champion: This Threat may use Ruin Actions and has 2 personal Ruin.

Warp Touched: Whenever a Rogue Psyker rolls a Psychic Mastery (Wil) Test, they gain bonus Wrath dice equal to the Tier of the game.

ABILITIES

ACTION: **Maleficarum:** The Rogue Psyker attempts to activate Smite or a Maleficarum psychic power (p.280).
Laspistol: 7 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol, Reliable

RUIN: **Psychic Storm**
Spend 1 Ruin. The Rogue Psyker attempts to activate a psychic power or Deny the Witch (p.267).

DETERMINATION: Spend 1 Ruin to Roll 3d6.

Conviction	Resolve	Speed	Size
5	4	6	Avg

POSSESSED MORTAL

Pain paves my path to glory!
—Welbec Ironlock, servant of Khorne

Mortal beings, particularly Psykers, are vulnerable to possession by Daemons that are unable to manifest independently in the Materium. Daemons take pleasure in encouraging a hubristic mortal's endeavours until the very moment they are forced to turn to the Daemon for aid. While there are common traits in the physical changes wrought by possession, no two cases are alike: they might display discoloured skin that puckers and scabs, a blackening or whitening of the eyes, extra limbs, bone protrusions and even wings. A Possessed Mortal becomes stronger, faster, and more resilient, able to think more quickly as they draw on forbidden knowledge.

The more a Possessed succumbs to the Daemon, the more power the Daemon can channel through them. But mortals were not meant to be worn in such a way, and the more control a Daemon exercises, the quicker the host body withers and dies. Each time the mortal taps their power, it edges them closer to their return to the Warp — unless they can find another host. Even if a Daemon returns as a future Threat in a campaign, it will likely be in a different body, as mortals burn bright and briefly.

Daemonic possession is not subtle. It warps the Possessed Mortal in body, mind, and soul, often manifesting claws, tentacles, and even wings, as well as sporadic regeneration that make it a dangerous, frenzied fighter. Caged in a mortal form, a Daemon's power is much lesser than if it truly manifested, and as such a Possessed Mortal is an intimidating leader at lower and mid Tiers, but most dangerous as a Mob at higher Tiers.

POSSESSED MORTAL				
Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: CHAOS, DAEMON

S	T	A	I	WIL	INT	FEL
5	4	2	4	3	4	3

Resilience

8 (Mutating Flesh: 3 AR)

Defence	Wounds	Shock
3	6	4

SKILLS: Default 6, Awareness 9 (Passive 5), Weapon Skill 7

BONUSES

Champion: This Threat may use Ruin Actions and has 2 personal Ruin.

ABILITIES

BATTLECRY: Frightful Form
Anyone that can see this Threat must make a DN 3 Fear Test.

ACTION: Horrifying Tendril: 11 +2 ED / AP -2 / Range 4

DETERMINATION: Daemonic Determination
Spend 1 Ruin to roll 4d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

ANNIHILATION: Burnt Body
Unless prevented from doing so, the Daemon escapes back to the Warp, and the resultant Warp energy explodes from the now empty mortal host.
Warp Explosion: 5 +5 ED / Agonising, Blast (6)

Conviction	Resolve	Speed	Size
3	2	6	Avg

DAEMONIC GIFTS

Possessed Mortals manifest their transformations in a variety of different ways. Replace the Horrifying Tendril with one of the following options:
Razor Claws:10 +2 ED / AP –4 / Range 1
Scything Talons: 8 +2 ED/ AP –1 / Range 1 / Brutal

Some Possessed Mortals have wings:
Wings: This Threat may clumsily Fly at Speed 10; Athletics (S) Tests may be required for manoeuvring.

CHAOS SPACE MARINE

A hundred lifetimes of murder and still the thrill of combat calls to me.
—Ashesh Kushal Siddhran, Pleasure Prince of Slaanesh

The fall of a Space Marine is a tragedy, the dark echo of the best that Humanity has to offer. Treacherous, narcissistic warmongers, they fight for no cause save their own.

The corrupting influence of the Warp twists and mutates his ceramite armour, sprouting grotesque growths of bone and glowing daemonic runes. As an Astartes succumbs further to the dark will of the Ruinous Powers, his armour may even fuse with his flesh in a hideous mockery of the Black Carapace. Their weapons, too, are reforged — gun barrels take on the form of leering mouths, and swords become cruel talons. Their frightening visage is a physical manifestation of their traitorous allegiance, adorned with skulls and strips of tattered flesh.

No Space Marine's fall is alike. Some simply thirsted for power, giving themselves wholly to the Dark Gods. Some believed Horus to be right, and followed him willingly from the Emperor's light. Others were caught in Warp-storms, left with little choice but to beg the Dark Gods for salvation, and damn themselves in the process.

Most are ancient, having turned their backs on the Imperium at the dawn of the Horus Heresy, but time moves differently in the Realm of Chaos, the churning currents of the Warp distorting temporal logic. Many Chaos Space Marines emerge into real space having lost only a few moments since the siege of the Emperor's Palace. Others have travelled untold plains, explored vast swathes of the galaxy, and amassed power close to that of a towering Daemon Prince.

Whatever their past, all Chaos Space Marines are united by one purpose: to see the galaxy consumed by war. They know only hatred, a gnawing hunger for the utter and total destruction of the worlds they once crusaded to save. A Chaos Space Marine makes a truly terrifying Adversary as a lasting enemy — Humanity's corruption given form.

ASPIRING CHAMPION

An Aspiring Champion is a Chaos Space Marine who leads a band of heretic Astartes. They have the following additional Wargear and Ruin Action.

Power Sword: 13 +4 ED / AP –3 / Range 1 / Parry

RUIN: Death to the False Emperor!
Spend 1 Ruin to Charge, gaining +2 bonus dice to the attack Test.

CHAOS SPACE MARINE				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: ADEPTUS ASTARTES, CHAOS, [LEGION], [MARK OF CHAOS]

S	T	A	I	Wil	Int	Fel
8	6	5	5	4	3	2

Resilience
12 (Mark V Power Armour: 5 AR)

Defence	Wounds	Shock
4	10	6

SKILLS: Default 5, Awareness 9 (Passive 5), Ballistic Skill 8, Weapon Skill 8

BONUSES

Architect of Ruin: The GM gains 1 point of Ruin at the start of each of this Threat's turns.

Champion: This Threat may use Ruin Actions and has 1 personal Ruin.

Mark of Chaos: This Threat has a Mark of Chaos (p.136)

Space Marine Implants: Gain bonus dice and options for actions from Space Marine Implants (p.75)

ABILITIES

ACTION: Bolt Pistol: 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Brutal, Pistol
Chainsword: 13 +4 ED / Range 1 / Brutal, Parry

RUIN: Veteran of the Long War: Spend 1 Ruin to add the game's Tier as ED to all attacks this Threat makes this Round.

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
4	4	7	Avg

LEGIONS OF CHAOS

The Legions of the Chaos Space Marines have each been warped by the influence of the Ruinous Powers in different ways. You can customize your Chaos Space Marines to suit using daemonic abilities and weapons, or drawing on the Mutations in **Chapter 11** to represent the corruption these traitors have accepted into their cursed forms.

For example, the foul Death Guard are a Chaos Space Marine legion that have embraced the repulsive gifts of Nurgle, each a host for the Plague God's virulent diseases. Protected by pestillinal mutation, their lives are a cacophony of constant pain — their rotting bodies shamble forth undeterred and unafraid, bent on spreading the malefic maladies of their god with corrupted weapons and a sickly presence. A Plague Marine of the Death Guard is identical to a Chaos Space Marine, with the following changes:

Toughness	Wounds	Resilience	Speed
8	12	14	5

ACTION: Plague Belcher
10 +1 ED / Range 5 – 9 – 15 / Salvo 1 / Assault, Inflict (Poison 4)
Plague Sword
13 +5 ED / Range 1 / Brutal, Inflict (*Poison 4*)

REACTION: Noxious Discharge
Whenever this Threat takes a Wound, roll a d6. If you roll an Icon, a mix of virulent gasses and toxic effluent spills from the Wound. The Noxious Discharge hits every target Engaged with the Death Guard.
Noxious Discharge:
2 +4 ED / AP –4 / Blast (4), Inflict (*Poison 4*)

DETERMINATION: Disgustingly Resilient
You do not need to spend Ruin to roll Determination for this Threat. Roll 8d6. This Threat can roll Determination against Mortal Wounds.

POSSESSED CHAOS SPACE MARINE

My flesh for your power. My soul for your strength.
—Taln'ar of the Night Lords upon his possession

Power cannot come quickly enough for some Chaos Space Marines; the daring or insane are willing to invite a Daemon into their bodies to achieve their ends. Yet it is not only the over-ambitious who find themselves sharing their body with a Daemon: a Chaos Space Marine who has failed his patron or angered a powerful Daemon might find themselves possessed by way of penance. Others still were tempted into striking quick bargains to stave off death, or provide the sudden advantage needed to best a rival.

Possessed Chaos Space Marines are nightmarish to behold, covered in mutated armour plates that snarl as though living. They are the bastard union of Space Marine and Daemon, with strength, speed, and resilience pushing the mortal host far beyond any perceived limits. Wings, claws, bony protrusions, and even extra limbs sprout in an amalgamation of mortal flesh, armour, and Warp energy. Many Possessed Chaos Space Marines lose the ability to speak, their tongues and throats mangled in giving voice to the Daemon's twisted syllables, and their minds are shattered by the fevered whispering of the Daemon within.

Possessed Chaos Space Marines attack in a whirlwind, violent architects of ruin without subtlety. They can act as leaders of Chaos forces, carving their way through their foes, or a closely-knit unit claiming trophies. Even experienced Agents may struggle to face more than one, and at lower and mid Tiers they make a formidable Adversary.

POSSESSED CHAOS SPACE MARINE

Tier	1	2	3	4
Threat	A	A	A	E

KEYWORDS: CHAOS, DAEMON, HERETIC ASTARTES, [LEGION], [MARK OF CHAOS]

S	T	A	I	Wil	Int	Fel
9	8	6	6	5	5	1

Resilience

14 (Mark V Power Armour: 5 AR)

Defence	Wounds	Shock
5	16	9

SKILLS: Default 5, Awareness 9 (Passive 5), Ballistic Skill 9, Weapon Skill 9

BONUSES

Architect of Ruin: The GM gains 1 point of Ruin at the start of each of this Threat's turns.

Champion: This Threat may use Ruin Actions and has 4 personal Ruin.

Writhing Tentacles: This Threat may Multi-Attack all enemies it is Engaged with without suffering a DN penalty.

ABILITIES

BATTLECRY:
Sea of Mutations: The Daemon warps its host's form, preparing it for battle. At the start of any combat with this Threat, apply a Severe Mutation to this Threat. You can roll on the Severe Mutations table (p.288) when this Threat is encountered, or before the session.

ACTION:
Horrifying Mutatios: 13 + 2 ED / AP –2 / Range 1

RUIN:
Veteran of the Long War: Spend 1 Ruin to add the game's Tier as ED to all attacks this Threat makes this Round.

DETERMINATION: Daemonic Determination
Spend 1 Ruin to roll 9d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

ANNIHILATION: Painful Lessons: When this Threat dies, the GM gains 2 Ruin.

Conviction	Resolve	Speed	Size
5	5	7	Avg

DAEMONIC THREATS

The Warp spawns all manner of horrifying creatures of eldritch form and thought. Composed of the Immaterium itself, they cannot manifest in reality without a point of crossing; a Warp rift, a summoning circle, or by possessing a mortal. Though they may fight one another in the Great Game, the ultimate goal of every Daemon is to enter reality, corrupt the innocent, and destroy in their god's name.

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BLOODLETTER

Slay without pity; triumph without remorse. You are the legions of Khorne, His favourite warriors. You shall bring defeat and death to His enemies. You shall crush
—Rorath'rath the Skullweaver

Bloodletters are the most numerous of all Khorne's daemonic creatures, Lesser Daemons that act as heralds of the Blood Tide and reapers of skulls. Battle is a Bloodletter's singular reason for existence; they have no purpose other than to fight and slaughter and kill. Spawned in the Warp, they have spent every moment since their creation fighting others of their kind, and possess a martial skill that no mortal can hope to equal. Huge red-skinned beasts with towering horns and hircine legs, they cleave through the battlefield in blood and hellfire. Those around them are exhilarated by the fight, drawn into murderous exultation.

In some unholy places, the echoes of Khorne's rapture can leave a scar: on Nethreus, an ancient battlefield where Bloodletters walked, has been declared off limits to all, supposedly since a party of scavengers turned on their own, cannibalising their allies and building a shrine of skulls.

Armed with murderous obsidian Hellblades, Bloodletters attack in frenzy; hacking through armour and flesh, severing limbs, and claiming skulls for Khorne. A single Bloodletter can dramatically dominate most scenarios, but for higher-Tier games, a number of them might form a carnage craving unit.

BLOODREAPER

A Bloodreaper may lead Bloodletters in battle, using the same statistics with the following adjustments:

SKILLS: Default 9, Awareness 11 (Passive 6), Intimidate 10, Weapon Skill 11

BONUS

Blood Must Flow!: Whenever a Critical Hit or a *Bleeding* Condition is suffered within 10m of a Bloodreaper, the GM gains 1 Ruin.

ABILITIES

ACTION: Howl of Rage: The Bloodreaper makes an Intimidation Interaction Attack, with +1 bonus dice for every Bloodletter within 5m.
WRATH: Wrathful Summoning: Whenever a Bloodreaper rolls a 6 on the Wrath Die, a Bloodletter is summoned from the Warp.

BLOODLETTER				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: CHAOS, DAEMON, KHORNE

S	T	A	I	Wil	Int	Fel
7	6	3	4	3	3	3

Resilience
7

Defence	Wounds	Shock
3	10	–

SKILLS: Default 5, Awareness 9 (Passive 5), Weapon Skill 10

BONUSES

Locus of Fury: Anyone who makes a melee attack within 2 metres of this Threat (including itself) may reroll any 1s on their Weapon Skill Tests. Complications may not be rerolled in this way.

ABILITIES

BATTLECRY: Frightful Form: Anyone that can see this Threat must make a DN 3 Fear Test

ACTION:
Hellblade: 13 +2 ED / AP –3 / Range 1 / Brutal, Parry

WRATH: Blood for the Blood God! If this Threat rolls a Wrath Critical as part of an attack, the target suffers the *Bleeding* Condition in addition to any other effects.

DETERMINATION: Daemonic Determination
Spend 1 Ruin to roll 6d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

Conviction	Resolve	Speed	Size
3	2	6	Avg

DAEMONETTE

Your desires betray you, mortal. The lies of your heart are sweet as nectar on my tongue.
—Lyssa'har, Pleasureherald of Slaanesh

Daemonettes form the mainstay of Slaanesh's pleasure hosts. Those who behold the Lesser Daemons become convinced that they are the very definition of beauty. At once sickly captivating and utterly revolting, their every movement robs their opponents of the will to fight. Daemonettes have androgynous forms, bird-like legs, and pale, near-translucent flesh, with hideous claws and pincers instead of hands. Many seek to lure soldiers from their posts and isolate their enemies with tempting words. Few see a Daemonette and live to tell the tale, but there are those that whisper the sculptor Malchior's unsettling, beautiful statues are inspired by his interaction with a Daemonette. The sources of these whispers invariably find themselves the focus of an Inquisitorial investigation, and are never heard from again.

Daemonettes are swift, devastating foes. Precise in their savagery, they weave among their enemies to snip off limbs and peel open flesh. Given to the rapture of combat, they savour every wound, killing in the most agonising ways while whispering lies to the dying. Daemonettes confound the strengths of hardened fighters, meaning characters cannot fall back on reliable tactics. Even outside combat, they can attempt to lure characters away and isolate them.

A group of lower-Tier Agents will find a Daemonette a tough challenge, while a group of them are a grim (but alluring) prospect for any higher-Tier group.

DAEMONETTE				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: CHAOS, DAEMON, SLAANESH

S	T	A	I	Wil	Int	Fel
5	4	7	7	4	4	6

Resilience		
Defence	Wounds	Shock
6	6	-

SKILLS: Default 8, Awareness 9 (Passive 5), Deception 9, Persuasion 9, Weapon Skill 9

BONUSES

Allure of Slaanesh: Attack Tests made against Daemonettes use Willpower as their Attribute — ranged attacks use Ballistic Skill (Wil), melee attacks use Weapon Skill (Wil).

ABILITIES

BATTLECRY: Disquieting Creature & Quicksilver Swiftness: Anyone that can see or hear a Daemonette must pass a DN3 Fear Test. The Daemonette then acts first in the Initiative order as though they had Seized the Initiative.

ACTION: Piercing Claws: 1 1 +2ED / AP -1 / Range 1 / Parry, Penetrating (3)

DETERMINATION: Daemonic Determination
Spend 1 Ruin to roll 4d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

Conviction	Resolve	Speed	Size
4	6	7	Avg

ALLURESS

An Alluress may lead Daemonettes in battle, using the same statistics with the following adjustments:

SKILLS: Default 9, Awareness 11 (Passive 6), Weapon Skill 10

BONUS

Alacrity of Speech: An Alluress gains +2 bonus dice to Interaction Attacks.

ABILITIES

WRATH: Wrathful Summoning: Whenever an Alluress rolls a 6 on the Wrath Die, a Daemonette is summoned from the Warp.

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PINK HORROR

PINK HORROR				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: CHAOS, DAEMON, PSYKER, TZEENTCH

S	T	A	I	Wil	Int	Fel
3	3	3	4	4	4	4

Resilience		
Defence	Wounds	Shock
3	5	–

SKILLS: Default 8, Awareness 9 (Passive 5), Psychic Mastery 9, Weapon Skill 9

ABILITIES

BATTLECRY: Frightful Form: Anyone that can see this Threat must make a DN 3 Fear Test.

ACTION: Coruscating Flames: 9 +1 ED / Range 12 – 24 – 36 / Salvo 1 /Assault, Inflicts (On Fire), Spread
Magical Claws: 6 +2 ED / Range 1

DETERMINATION: Daemonic Determination
Spend 1 Ruin to roll 3d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

ANNIHILATION: Split: The Pink Horror splits into two Blue Horrors.

Conviction	Resolve	Speed	Size
4	3	6	Avg

MOB ABILITIES

ACTION: Magic Made Manifest: As an action, the Mob of Horrors may collectively activate the Smite psychic power. Make a single Psychic Mastery (Wil) Test for the Mob. This power is always activated at the Transcendent Power Level.

I am many made one.
—Tyzek V'th, Changebringer of Tzeentch

Horrors claim a mastery of the Warp far beyond most mortals, revelling in their progenitor Tzeentch's status as the greatest sorcerer in any realm. Horrors manifest their power as spheres of change-fire that bypass armour to burn and mutate body and soul, or psychic bolts that rip asunder any physical form in their path. The largest of these Daemons are Pink Horrors, which caper across the battlefield like leering, excited children, burning everything in their wake. A slain Pink Horror splits into two Blue Horrors, coalescing into two smaller Daemons until there is not enough Warp energy left to sustain further manifestations. The Blue Horror splits further into two Brimstones when damaged, tiny Daemons of living Warpfire that burn with hatred and swarm forward to consume their foe.
Horrors care nothing for their own safety, gleeful at the prospect of the change their deaths will cause to their forms. The replicating nature of Horrors makes them a devastating adversary, but also gives characters opportunities to learn and adapt their strategy. Adding more than one at lower Tiers may make the fight overwhelming for the Agents, but at higher Tiers a capering group of Horrors are a constantly changing challenge.

BLUE HORROR

Pink Horrors split into two Blue Horrors on death. Blue Horrors use the same statistics as Pink Horrors, with the following adjustments:

BLUE HORROR

SKILLS: Default 7, Awareness 7 (Passive 4), Psychic Mastery 8, Weapon Skill 8

WOUNDS: 3

ABILITIES

ACTION: Scrabbling Claws: 5 +2 ED / Range 1

ANNIHILATION: Split
The Blue Horror splits into two Brimstone Horrors.

BRIMSTONE HORROR

Blue Horrors split into two Brimstone Horrors on death. Brimstone Horrors use the same statistics as Pink Horrors, with the following adjustments:

BRIMSTONE HORROR

SKILLS: Default 6, Awareness 5 (Passive 3), Psychic Mastery 7, Weapon Skill 7

WOUNDS: 1

ABILITIES

ACTION: Scrabbling Claws: 4 +1 ED / Range 1

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PLAGUEBEARER

Soft flesh and brittle bone. You will feel the Grandfather's touch.
—Foeticus, Plaguewarden of Nurgle

Cursed to endure the endless monotony of tallying every sickness that spurts from Nurgle's foetid cauldron, a Plaguebearer spends the entirety of their blighted existence counting poxes, plagues, and epidemics. Compelled to organise and regulate in a galaxy of chaos and confusion, they go about their thankless duty morosely. Foetid Lesser Daemons with one eye and a single horn erupting from their foreheads, their humanoid bodies are swollen and distended with sickness, covered with exposed sores and raw pockets of mucus leaking putrid fluid. Unlike other Daemons, Plaguebearers were once Human, the souls of those who succumbed to Nurgle's Rot.

To fight a Plaguebearer is to fight the limits of your own body: clouds of toxic air surround them, at best blinding their foes and at worst ruining respiratory systems and causing asphyxiation. Swarms of blight flies and a rancid rot hang in the air around them. The bloated insects carry all manner of plagues and descend like a stream of corruption upon clean flesh, clogging up armour plates, strangling limbs, and forcing their way into screaming mouths until their hosts' stomachs rupture. Vulkaris is rumoured to house a strain of Plaguebearers: the remains of the research teams sent down to investigate it over the years.

Plaguebearers are preternaturally resilient, their damaged flesh sloughing off and regenerating with diseased muscle. The rot of the Plaguebearers does not impede their combat efficiency and those struck by their Plague Swords die in slow torment as their body is wracked with pox and ruin. Plaguebearers are well-suited to a grand finale, the final revelation of the rot spreading across a planet, likely accompanied by a Mob of Poxwalkers. At lower Tiers, they are likely to be sole Adversaries, but at higher Tiers, they may either form part of a larger force or group up to harrow their enemies.

PLAGUEBEARER

Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: CHAOS, DAEMON, NURGLE

S	T	A	I	WIL	INT	FEL
4	8	3	4	3	3	1

Resilience
9

Defence	Wounds	Shock
3	12	–

SKILLS: Default 8, Awareness 7 (Passive 4), Weapon Skill 9

BONUSES

Cloud of Flies: A Plaguebearer is surrounded by a supernatural cloud of filth-blackened flies, obscuring it from view and threatening to choke enemies that get close. The Plaguebearer counts as being in Full Cover at all times (+2 bonus, already calculated in Defence above).

ABILITIES

BATTLECRY: Frightful Form: Anyone that can see this Threat must make a DN3 Fear Test.

ACTION: Plaguesword: 11 +2 ED / Range 1 / Inflict (*Poison 7*), Parry

DETERMINATION: Disgustingly Resilient Daemon
You do not need to spend Ruin to roll Determination. Roll 7d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.

Conviction	Resolve	Speed	Size
3	2	5	Avg

PLAGUERIDDEN

A Plagueridden may lead Plaguebearers in battle, using the same statistics with the following adjustments:

SKILLS: Default 9, Awareness 8 (Passive 4), Weapon Skill 10

BONUS

Harbinger of Rot: Any individual that dies within 10m of the Plagueridden is infested by the cloud of disease that exudes from its noxious form. The body bursts instantly (or whenever the GM deems it appropriate) with the following effect:
Rotten Explosion: 2 +8 ED / Blast (6), Inflict (Poison 7)

ABILITIES

WRATH: Wrathful Summoning
Whenever Plagueridden rolls a 6 on the Wrath Die, a Plaguebearer is summoned from the Warp.

POXWALKER

Join us...
—The Ending Horde, Septis Manufactorum

Poxwalkers are the end result of some of Nurgle's most virulent plagues. Once infected, a host withers, degrading until their soul erodes and their body is left a disease-ridden husk. After death the body continues to mutate, sprouting horns and bony protrusions similar to those borne by Plaguebearers.

Clumsy and slow, armed with only the crudest of weapons, a lone Poxwalker poses little threat to an experienced warrior, but in a horde they descend to spread infection with sickening abandon. Even the din of their baleful groaning can be enough to infect those who hear it.

Poxwalkers soon number in the tens of thousands, overrunning a world's defences and all efforts to contain them. More often than not, once an outbreak has reached critical mass, nothing short of Exterminatus will cleanse a planet of Nurgle's touch. Only the most foolish would presume to try and cure the Walking Pox, but the scientist Gallus Keen is said to have amassed a library of as many diseases as possible, driven by their grief to take on the Plague Lord's creations personally.

Poxwalkers make excellent Troops, slow and lacking tactical intelligence, but dangerous enough to be a significant threat should they corner a character or swell in numbers. In an unguided Mob, larger numbers make them an unstoppable tide, or they can provide harrying muscle for an Elite or Adversary.

POXWALKER

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: CHAOS, NURGLE

S	T	A	I	Wil	Int	Fel
4	3	2	2	1	1	1

Resilience
4

Defence	Wounds	Shock
1	5	2

SKILLS: Default 3, Awareness 3 (Passive 2), Weapon Skill 5

BONUSES

Mindless: This Threat automatically passes Resolve Tests.

ABILITIES

ACTION: Infectious Fists and Teeth: 6 +1 ED / Range 1 / Inflicts *(Poison 3)*

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
2	1	4	Avg

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CHAOS SPAWN

Kill me...
—Anonymous

The result of failed attempts to ascend to daemonhood, each Chaos Spawn writhes with pain and power, their shifting flesh suffused with uncontrollable Warp energy. No two Spawn look the same: some are multi-limbed beasts with claws and wings, while others are bulbous or serpentine masses. For some Chaos Champions, spawndom is the direct result of failing their patron or drawing the ire of one of their god's rivals, while others stumble unknowingly down the road to corruption.

Chaos Spawn attack with swift aggression and shifting forms, equipped with raking claws one moment and grasping tentacles the next. In rare instances, where a Chaos Spawn was once a sorcerer or where its patron god's sadistic humour allows, a Chaso Spawn can exhibit psychic powers. Their bodies shimmer with latent power, burn with ethereal fire, or are wreathed in crackling hoarfrost. These bursts of power go through the same uncontrolled shifts as the rest of a Spawn's existence, not discriminating friend from foe.

Chaos Spawn are rarely coherent enough to lead and are more likely to be isolated encounters or muscle for other Threats. Encountering a Chaos Spawn is a memorable experience for even hardened characters, and makes for an interesting tactical situation when supported by Chaos Cultists.

CHAOS SPAWN

Tier	1	2	3	4
Threat	E	E	E	E

KEYWORDS: CHAOS, HERETIC, MUTANT

S	T	A	I	Wil	Int	Fel
5	6	5	4	1	1	1

Resilience
7

Defence	Wounds	Shock
3	10	–

SKILLS: Default 5,
Awareness 6 (Passive 3), Weapon Skill 9

BONUSES

Architect of Ruin: The GM gains 1 point of Ruin at the start of each of this Threat's turns.

Champion: This Threat may use Ruin Actions.

ABILITIES

BATTLECRY: Terrifying: Anyone that can see this Threat must make a DN 5 Terror Test.

ACTION: Hideous Mutations
Roll 1d3 on the table below at the start of each of the Chaos Spawn's turns to determine the nature of its constantly shifting mutations.
1: Razor Claw: 12 +3 ED / AP –4 / Range 1
2: Grasping Tendrils: 12 +3 ED / AP –2 / Range 4 (melee)
3: Dripping Poison: 12 +3 ED / AP –2 / Inflict (*Poison 7*) / Range 1

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
1	1	7	Large

WINGED & PSYCHIC SPAWN

Winged Spawn

Some Chaos Spawn manifest wings; these can endure for the Spawn's entire cursed existence, break after their first use, or mutate into something else entirely.

Wings: This Threat may clumsily Fly at Speed 10; Athletics (S) Tests may be required for manoeuvring.

Psychic Spawn

Warp energy spills uncontrollably from some Chaos Spawn. On a Psychic Spawn's turn, you may roll on any of the tables on p.263 to attempt to trigger a psychic power. The Psychic Spawn has a Psychic Mastery Skill of 6, and always casts at the Transcendent Power Level.

ORK THREATS

Green-skinned, foul-mouthed, and driven by the lust for battle, Orks are an intimidating prospect for any Imperial citizen. They rampage across the galaxy in warbands or occasionally gather under the banner of a Warboss, forming a host known as a WAAAGH!

See the Orks Faction on p.80 for more information on the grisly green tide of death. Any Ork Threat you run can be a member of a Clan, giving them a bonus and an idea of the tactics they use. For example, Clans like the Evil Sunz and the Goffs begin every battle by charging murderously at the Agents, whereas the Blood Axes might stage an ambush — and then charge murderously at the Agents.

ORK BOY

I 'ate Humies. Now come 'ere so I can break yer bones.
—Gutwakka, Toofless tribe

Hulking monsters possessed of immense strength standing head and shoulders above most Humans, Ork Boyz value cunning over intelligence and possess an innate affinity with combat and the tools of war. Their formidable constitution lets them shrug off wounds that would fell a Human. Indeed, their Painboyz perform surgery more akin to mutilation, amputating limbs and shoddily welding in bionik replacements. Armour, for most Orks, consists of iron plates hammered into place across their bodies.

Orks band together in loose groups called 'mobs' led by the toughest, meanest Ork, numbering from half a dozen to many hundreds of thousands. Orks are shock troops by nature, running straight into the fray, but this approach makes for poor marksmanship. In fact, few Orks even bother to learn how to reload, referring to the weighty pistols they carry as 'noise makers' — something to announce their presence before they can introduce their foe to the business end of their Choppa. What they lack in accuracy, however, they make up for with a storm of bullets.

Where there is one Ork, there are many, and for those looking to rid themselves of the greenskin menace, a Flamer is highly recommended. Every atom of an Ork must be removed to prevent the spores in its skin releasing and taking root. Orks attack in Mobs, and while their tactics are chaotic, they are also extremely effective. Boyz can provide a hefty challenge for a lower-Tier group or an exciting horde to fight through for higher-Tier Agents.

See the Ork Boy Archetype on p.98 for more information on the individual Boyz that make up the green tide of death known as a WAAAGH!

ORK BOY

Tier	1	2	3	4
Threat	E	T	T	T

KEYWORDS: ORK, [CLAN]

S	T	A	I	Wil	Int	Fel
4	4	2	3	1	1	1

Resilience

5 (Ripped Clothes: 0 AR)

Defence	Wounds	Shock
2	6	2

SKILLS: Default 5, Awareness 4 (Passive 2), Ballistic Skill 4, Weapon Skill 7

BONUSES

'Ere We Go! If this Threat is Engaged at the start of its Turn, it gains +2 damage to melee attacks.

ABILITIES

BATTLECRY: Get Stuck In!
The Ork Boy Charges the nearest enemy, firing their Slugga wildly. Make a Ballistic Skill (A) Test against the target's Defence as part of the Charge; if it hits, it does not deal damage, but all enemies within 30m of the Ork Boy must make a DN3 Fear Test.

ACTION: Slugga: 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol, Waaagh!
Choppa: 7 +3 ED / Range 1 / Reliable, Waaagh!
Stikkbombz (2): 9 +5 ED / Range 16 / Blast (6)

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
1	1	6	Avg

MOB OPTIONS

MORE DAKKA!: For every ten Ork Boyz in the Mob one may have one of the following options (while keeping their Choppa and Slugga):
Big Shoota: 12 +2 ED / Range 18 – 36 – 54 / Salvo 3 / Assault, Waaagh!
Rokkit Launcher: 16 +1d3 ED / AP –2 / Range 12 – 24 – 36 / Salvo – / Blast (4)

MOB ABILITIES

COMPLICATION: Anarchy
Whenever the Mob rolls a Complication, the Mob starts infighting and inflicts 1d3 Shock on itself. Add 1d3 Shock to this damage for every ten Boyz in the Mob.

Mob Rule: A Mob of Ork Boyz gains +1 bonus Icon to any Resolve Tests. This increases by +1 for every ten Boyz.

KOMMANDO

'Ere boyz, watch this one try to scream.
—Gogsnag Throatslitter

Orks are not renowned for their subtlety. Indeed, most Imperial Commanders think them incapable of it, and for the most part, they're right. Kommandos, however, represent the exception to this rule. Excelling at acts of cunning, they range ahead of an Ork army, acting as scouts, saboteurs, and guerilla fighters.

Other Orks view Kommandos with a mix of suspicion and disdain, pouring scorn on their lack of proper Orky behaviour. For their part, the Kommandos take pride in their apparent un-Orkiness. While some Orks eventually return to the mob proper, others labour under a self-imposed exile, evolving into instinctual hunter-killers, as likely to ambush other Orks as they are anyone else.

Kommandos are armed with all manner of weapons and tools, carrying everything from large knives and clubs to Stikkbombs and cutters. Despite their use of stealth, they would not be an Ork were they not also carrying an impressively loud Shoota. Taking full advantage of their unique load out, each Kommando fulfils a specific battlefield role and normally has an honorific to match, such as Spleenstabber, the vicious Kommando of Odesh Plains who knifed to death an entire Imperial platoon, and Hedbasha who carried an oversized hammer into the trenches of Gitfyre pass and bludgeoned his way into infamy. A Kommando's real strength is their stealth, so putting them in a situation where they can get the drop on the characters with their extremely effective close-combat weapons makes for a memorable encounter.

See p.108 for more information on these rare, disciplined Ork operatives.

KOMMANDO

Tier	1	2	3	4
Threat	E	E	T	T

KEYWORDS: ORK, [CLAN]

S	T	A	I	Wil	Int	Fel
4	4	4	3	2	2	1

Resilience

5 (Ripped Clothes: 0 AR)

Defence	Wounds	Shock
2	6	3

SKILLS: Default 5, Awareness 6 (Passive 3), Ballistic Skill 4, Cunning 6, Stealth 8, Survival 7, Weapon Skill 7

ABILITIES

BATTLECRY: Sneaky Gitz
During the first round of combat in which a Kommando ambushes their opponent, they may use their Stealth dice pool of 8 for any Test.

ACTION: Slugga: 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol, Waaagh!
Choppa: 7 +3 ED / Range 1 / Reliable, Waaagh!
Stikkbombz (2): 9 +5 ED / Range 24 / Salvo – / Blast (6)

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg

MOB OPTIONS

MORE DAKKA!: For every ten Kommandos in the Mob, one may have one of the following options (while keeping their Choppa and Slugga):
Burna: 10 +1 ED / Range 4 – 8 – 12 / Salvo 1 / Assault, Flamer
Big Shoota: 12 +2 ED / Range 18 – 36 – 54 / Salvo 3 / Assault, Waaagh!
Rokkit Launcher: 16 +1d3 ED / AP -2 / Range 12 – 24 – 36 / Salvo – / Blast (4)

MOB ABILITIES

Kunnin' Infiltraters: When a Mob of Kommandos makes a Stealth (A) Test, add +1 Icon to the result.

ORK NOB

Pretty flag. I will strip it from its pole and hang your flesh in its place.
—Barrukk Life-breaker

Ork Nobz are organic sledgehammers, hulking brutes whose fists are large enough to clamp around a man's head and strong enough to rip it from his shoulders. To rise through an Ork mob is to be even tougher and more brutal than those clambering for power around you, and Nobz are born to the task. Larger than normal Orks, a Nob's already massive musculature continues to thicken as they grow, as does their appetite for violence. Brawlers by nature, Nobz are always where the fighting is thickest, second only to a Warboss.

While lone Nobz tend to act as crude leaders for the Orks around them, a Warboss often forms his Nobz into a single mob, acting as his personal bodyguard. Crashing into battle wearing a nigh-impregnable suit of Mega Armour equipped with massive mechanical Power Klaws and wrist-mounted Shootas, these Mega Nobz tear through armoured vehicles and fortifications in their rush to get stuck in. Nobz work best when lording it over other Orks, though they are much more likely to charge than hang back behind a wall of Troops.

See the Ork Nob Archetype on p.115 for more information on these Orky elites.

MEGANOBZ

What's bigger, fightier, and shootier than an Ork Nob? A Nob in Mega-Armour — a Meganob! Ork Meganobz often lead other Nobz and mobs of Boyz into battle. Meganobz use the same statistics as Nobz, with the following adjustments:

SKILLS: Strength 10, Resilience 15, Speed 6 (May not Run or Sprint)

ABILITIES

ACTION: Big Shoota: 12+2 ED / Range 18–36–54 / Salvo 3 / Assault, Waaagh!
Power Klaw: 16 +5 ED / AP -3 / Range 1 / Brutal, Unwieldy (3), Waaagh!

ORK NOB				
Tier	1	2	3	4
Threat	A	A	E	T

KEYWORDS: ORK, [CLAN]

S	T	A	I	Wil	Int	Fel
6	6	2	4	3	1	2

Resilience

11 ('Eavy Armour: 4 AR)

Defence	Wounds	Shock
3	10	5

SKILLS: Default 6, Awareness 4 (Passive 2), Ballistic Skill 3, Weapon Skill 10

BONUSES

Champion: This Threat may use Ruin Actions and has 3 personal Ruin.

'Ere We Go! If this Threat is Engaged at the start of its Turn, it gains +2 damage to melee attacks.

ABILITIES

ACTION: Shoota: 10 +1 ED / Range 9 – 18 – 27 / Salvo 2 / Assault, Waaagh!
Big Choppa: 11 +5 ED / AP –1 / Range 1 / Waaagh!
Stikkbombz (2): 9 +5 ED / Range 20 / Blast (6)

RUIN: I'm Da Boss!
Spend 1 Ruin. All allies with the ORK Keyword within 10 metres gain +2 bonus dice to Weapon Skill (I) Tests.

REACTION: Orks Is Never Defeated
Whenever a Threat with the ORK Keyword dies within 10 metres of the Ork Nob, the Nob may sacrifice 1 Shock. If it does, the ORK Threat may make an immediate attack before it dies.

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
3	2	5	Avg

PAINBOY

Stop yer screamin', 'dis a good fing! Yer old arms was rubbish, these three will be way more killy!
—Nork Rivets, Painboy

Those Orks with a gleeful interest in 'eksperimentin' on their fellow greenskins become Painboyz, the doctors of the Ork forces. They stitch their kin up on the battlefield with callous efficiency, but the true joy of the Painboy lies in attaching highly speculative augmetics to their patients. Occasionally, they might replace the wrong bits, but their patient usually ends up with an exciting new bionik out of it. When Painboyz go too far, they are exiled from their clans and become dangerous loners known as Bad Doks.

PAINBOY				
Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: ORK, [CLAN]

S	T	A	I	Wil	Int	Fel
5	4	3	4	3	2	1

Resilience

6 (Dok's Gubbinz: 1 AR)

Defence	Wounds	Shock
3	6	4

SKILLS: Default 5, Awareness 6 (Passive 3), Medicae 6, Weapon Skill 8

BONUSES

Champion: This Threat may use Ruin Actions and has 3 personal Ruin.

Bionik Boyz: A number of ORK Threats equal to the Tier of the game that accompany the Painboy may have Bioniks.

'Ere We Go! If this Threat is Engaged at the start of its Turn, it gains +2 damage to melee attacks.

ABILITIES

ACTION: Wetwork: The Painboy uses their Dok's Tools on an ally and makes an attack using one of its weapons, ignoring the Multi-Action DN penalty.
Dok's Tools: The Painboy makes a DN 3 Medicae (Int) Test on an ally as a Simple Action. Every Shifted Exalted Icon causes the target to recover 1 additional Wound. If the Painboy rolls a Complication, the Test fails, and the target suffers an additional Wound.
Power Klaw: 11 +5 ED / AP -3 / Range 1 / Brutal, Unwieldy (3), Waaagh!
'Urty Syringe: 8 +2 ED / Rending (6)

RUIN: Kwik Fix:
The Painboy uses its Dok's Tools Simple Action.

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

GROT

What's it? What's it? Give Sniklat the shiny.
—Sniklat Daggerback

Grots are the smaller, weaker cousins of the Orks, but what they lack in size, they more than make up for in raw cunning and natural spite. Sometimes referred to as runts, or Gretchin, a Grot's greatest natural weapons are their rows of razor-sharp teeth.

For all their apparent weaknesses, Grots are integral to Ork society. Far smarter than most Orks, and possessing spindly limbs they use to tinker with tiny gears and levers, Grots provide Ork Meks with invaluable pilots, mechanics, and test subjects. Grots are also responsible for making sure an Ork's weapon fires on demand, and often carries said weapon to battle if the Ork has more guns than hands.

Grots are smart enough to know when to be selfish and may cut deals where Orks would shoot first and ask questions later. They may even be willing to try to persuade their larger brethren to go along with an alliance. Grots have much better eyesight than Orks, which makes them ideal sharpshooters — at least in comparison to the average mob of Boyz.

They tend to be armed with archaic guns such as blunderbusses, stub pistols, and whatever else they can loot from the dead. Grots are ideal to use as a large Mob, either for a deceptively tough challenge or supporting other Orks. They harry their targets with hit-and-run tactics and draw them into traps, and will retreat to fight another day if overwhelmed.

RUNTHERD

The rare Orks with the necessary patience to lead Grots on the battlefield are known as Runtherds. These unusual Orks exhibit slightly less violent tendencies than the average greenskin, taking the time to train the Grots in their care to fight more effectively. However, a Runtherd knows that Ork authority is always underpinned by size and punishment, the latter of which they dole out with custom weaponry.
A Runtherd uses the same statistics as an Ork Boy with the following changes:

SKILLS: Wounds 10, Fellowship 3

ABILITIES

Fight, Ya Runts!: If the Runtherd makes a successful melee attack against a Mob of Grots, that Mob gains +3 bonus dice to their next attack Test.
Size Is Authority: A Mob of Grots within 10 metres of a Runtherd gains +3 bonus dice to Resolve Tests.

A Runtherd wields one of the following melee weapons:
Grabba Stikk: 7 + 3 ED / Range 2 / WAAAGH!
Grot-Prod: 7 + 2 ED / AP -1 / Range 2 / Agonising, Unwieldy (2), WAAAGH!
Grot Lash: 5 +1 ED / Range 4 / Agonising

GROT

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: GROT, ORK

S	T	A	I	Wil	Int	Fel
1	1	3	3	2	2	1

Resilience

2 (Rags: 0 AR)

Defence	Wounds	Shock
3	2	3

SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 2

ABILITIES

ACTION: Grot Blasta: 7 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol
Combat Knife: 3 +2 ED / Range 1

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
2	1	5	Small

MOB ABILITIES

Surprisingly Dangerous in Large Numbers: In Mobs of ten or more, Gretchin reroll all die results of 1 on Ballistic Skill (A) Tests, excluding Complications.

KILLA KAN

Look at dat lil' runt go. Already killed a buncha Gurggdad's Boyz, an' we didn't even finish weldin' on the Grotzooka. Kan's like dat make a Mek proud!
—Grukk Baddakka, Ork Mek, moments after the creation of Lil' Blitza

Operated by a Grot wired into the chassis, Killa Kans are 10-foot-tall metal silos on spindly piston legs. They are most often seen lurching across conflict zones laying waste to their enemies haphazardly with Scorchas, Buzz Saws, or powered shears.

Grots compete for the opportunity to become Killa Kan pilots, and once wired in, live and sleep inside the Kans. The Killa Kans' signature weapon is the Grotzooka, a blunderbuss filled with junk fired at close range to create a spread of high-speed metal that can turn a person into a paste with remarkable efficiency.

The Grot pilots of Killa Kans are often chosen for their untapped rage, and their screams of 'WAAAGH!' as they charge at the nearest tank with a buzzing Drilla can strike fear into the hearts of hardened soldiers. This can have some unfortunate side effects when the power goes to their heads, as evidenced by the rogue unit 'Lil' Blitza's Gang', a group of Killa Kans who have, somehow, initiated a Grot revolution on a very small scale aboard Persephone's Regret, succeeding in taking a portion of the Hulk for themselves. In truth, their Warboss simply forgot about the small mob of Kans, content to focus on the endless war the Orks wage against the Genestealers aboard the hulk.

KAN WEAPONS

Each Killa Kan is a bespoke, hand-cobbled death machine. A Killa Kan may have the following ranged weapons instead of a Grotzooka:

Big Shoota: 12 +2 ED / 18 – 36 – 54 / Salvo 3 / Assault, Waaagh!
Rokkit Launcher: 16+1d3 ED / AP -2 / 12–24–36 / Blast (Small) / 3 Ammo

A Killa Kan may have the following melee weapons instead of the Buzz Saw:
Drilla: 14 +3 ED / AP -4 / Range 1 / Brutal, Rending (3)
Kan Klaw: 16 +5 ED / AP -3 / Range 2 / Brutal, Unwieldy (3)

KILLA KAN

Tier	1	2	3	4
Threat	A	A	E	T

KEYWORDS: GROT, ORK

S	T	A	I	Wil	Int	Fel
10	5	3	3	3	2	1

Resilience
12 (Kan Armour: 6 AR)

Defence	Wounds	Shock
2	9	5

SKILLS: Default 5, Awareness 6 (Passive 3), Ballistic Skill 7, Weapon Skill 6

ABILITIES

ACTION: Grotzooka: 12 +2 ED / AP -1 / 9 – 18 – 36 / Salvo 1 / Brutal, Spread
Buzz Saw: 17 +6 ED / AP -2 / Range 1 / Brutal, Unwieldy (2)

REACTION: Kanned Rage: Whenever a Killa Kan is *Exhausted* or fails a Resolve Test, roll 1d6. If you roll an Icon, the Killa Kan becomes *Frenzied*, ignoring any penalties and continuing to fight.

DETERMINATION: Spend 1 Ruin to roll 4d6.

ANNIHILATION: Explosive: When a Killa Kan dies, roll a d6. If you roll a Complication, the Killa Kan explodes. Killa Kan Explosion: 12 +5 ED / Blast (10)

Conviction	Resolve	Speed	Size
3	2	5	Lrg

MOB ABILITIES

Scrag 'Em: When a Mob of Killa Kans makes a melee attack Test, it gains a number of bonus dice equal to the Tier of the game.
Mob Confidence: A Mob of Killa Kans gains +1 bonus dice to Resolve Tests for every individual in the Mob.

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AELDARI THREATS

An ancient and proud civilisation, Aeldari Threats should not be taken lightly. While they are physically similar in strength and size to Humans, many of the long-lived Aeldari have spent multiple Human lifetimes obsessively honing their skills.

GUARDIAN DEFENDER

Worry not of the portents — if they come to us, they have chosen death.
—Meyennan, Ul-Khari Guardian Defender

GUARDIAN DEFENDER				
Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD]

S	T	A	I	Wil	Int	Fel
2	2	4	4	2	3	1

Resilience
6 (Aeldari Mesh: 3 AR)

Defence	Wounds	Shock
3	4	3

SKILLS: Default 4, Awareness 6 (Passive 3), Ballistic Skill 6

ABILITIES

ACTION: Shuriken Catapult: 10 +1 ED / Range 6 – 12 – 18 / Salvo 3 / Assault, Rending (3)
Plasma Grenade (1 Ammo): 10 +5 ED / Range 8 / Blast (6)

WRATH: Fire and Fade: If a Guardian Defender rolls a Wrath Critical on any Test, they may move up to double their Speed after the Test resolves.

RUIN: Spend 1 Ruin. The Guardian Defender may activate **Fire and Fade** as though they had rolled a Wrath Critical on a Test.

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
3	3	7	Avg

MOB ABILITIES

In a Mob of ten or more Guardian Defenders, two individuals can operate a heavy weapons platform with a Shuriken Cannon. The heavy weapons platform allows the Mob to ignore the Heavy (6) Trait of the Shuriken Cannon.
Shuriken Cannon: 15 +2 ED / Range 12 – 24 – 36 / Salvo 1 / Assault, Heavy (6), Penetrating (3)

The Aeldari are a Species in decline — their long-lived people are slowly dying out, their numbers dwindling due to millennia of war, tragedy, and unavoidable entropy. As such, every citizen of a Craftworld must be trained in the elegant art of Aeldari warfare, ready to defend their home from the hostile galaxy. Though the entire Aeldari population are capable Guardians, they are often outnumbered when called to battle, relying on their advanced technology and sophisticated hit-and-run strategies to defeat their multitudinous foes with minimal losses.

Each Defender may walk a different Asuryani Path. Artisans are called away from their craft, Dreamers from their deep meditation, all armed with advanced Shuriken weaponry and clad in protective Aeldari Mesh. Each may bring wisdom learned from the Paths they have walked to the battlefield.

The Guardians of the isolationist Craftworld Ul-Khari have not been called to war for over a century, their seers carefully charting courses through the galaxy to avoid any potential dangers. Their skills remain undiminished, but now they must fight on unfamiliar footing, defending their sundered Craftworld on the shifting ice floes of Trollius. Their orange armour contrasts clearly against the cold blue of the frozen planet, but they are loath to abandon the colours that honour the heraldry of their ancient Craftworld. Many Guardians that have ventured forth into the snowstorms return changed — some oddly silent, others with a simmering rage that boils over into a shocking ferocity.

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WRAITHGUARD

Gather the dead for war, let them join our ranks, lest we are forced to join theirs.
—Farseer Kelmon

The Infinity Circuit central to every Craftworld houses the still-conscious souls of deceased Aeldari. These spirits power the colossal Craftworlds with their collected psychic prowess. Though these ancestral souls are not truly alive, through the arcane majesty of Aeldari technology they can still take to the battlefield in times of dire need. Their Spirit Stones are implanted into powerful statuesque constructs formed of psycho-reactive wraithbone. The departed Aeldari souls move these constructs much as the brain moves a body.

Standing taller even than the Primaris Astartes, the Wraithguard are built for war — strong, durable, and freed of the constraints of biology. In addition to their mighty wraithbone-forged forms and centuries of Aeldari warrior experience, each Wraithguard is equipped with a Wraithcannon; a psychically operated weapon that tears a hole through reality, sucking portions of its unfortunate target into the Immaterium.

Wraithguard view reality through the veil of the Warp, peering through the Immaterium to see the present much as Seers scry the future. Though this allows them to perceive much a mortal cannot, it also leaves them susceptible to the fickle trickery of the Warp's shifting tides.

Craftworld Ul-Khari rarely summons Wraithguard from their slumber, but their intricate groves of wraithbone are obsessively tended, and many survived the crash on Trollius. The devastated Craftworld has called on its ancestral spirits to defend themselves as many Aeldari died when Ul-Khari was sundered. The tireless Wraithguard stand vigilant throughout the shattered Asuryani craft, eager to enact their vengeance on daemonkind.

A few Wraithguard operated alongside the Varonius Flotilla, but the effects of the Great Rift on on Wraithsight has impacted their reliability. Rumours of Wraithguard obliterating Sanctioned Psykers and charging invisible foes drove a wedge between the Rogue Trader's camp and the Warlocks of Ul-Khari. Even the Wraithguard stationed on Trollius have been affected, many pausing immobile to stare skyward at the Agri World Ostia for days at a time, as if lost in a trance.

WRAITHGUARD				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: AELDARI, ASURYANI, PSYKER, WRAITH CONSTRUCT, [CRAFTWORLD]

S	T	A	I	Wil	Int	Fel
9	7	4	6	6	8	2

Resilience

12 (Wraith Construct Body: 4 AR)

Defence	Wounds	Shock
5	15	–

SKILLS: Default 7, Awareness 8 (Passive 4), Ballistic Skill 8, Weapon Skill 8

BONUSES

Wraith Construct: This Threat is immune to the *Bleeding*, *Exhausted*, and *Poisoned* Conditions, and cannot Suffocate.

Wraithsight: This Threat is immune to vision penalties from any source other than the Warp.

Psyniscience: This Threat can automatically activate Psyniscience (p.267) as a Free Action.

ABILITIES

ACTION:
Wraithcannon: 20 +2 ED / AP -4 / Range 6 – 12 – 18 / Salvo 1 / Assault, Force, Heavy (8), Warp Weapon
Wraithguard Fists: 9 +1 ED / AP -1 / Range 1

COMPLICATION: Wraithsight Illusion
If a Wraithguard rolls a Complication on any Test, they are immediately *Blinded* as the Warp clouds and muddles their vision. The *Blinded* penalty is applied to the Test that caused the Complication. This blindness can only be removed by succeeding on a DN 8 Willpower Test made as a Combat Action on the Wraithguard's turn, or through an Aeldari Psyker within 10 metres succeeding on a DN 4 Leadership (Wil) Test.

DETERMINATION: Spend 1 Ruin to roll 10d6.

Conviction	Resolve	Speed	Size
6	5	5	Large

RANGER

RANGER				
Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD]

S	T	A	I	Wil	Int	Fel
2	3	7	4	3	3	1

Resilience

7 (Aeldari Mesh: 3 AR)

Defence	Wounds	Shock
3	5	4

SKILLS: Default 7, Awareness 8 (Passive 4), Ballistic Skill 8, Stealth 8, Weapon Skill 8

BONUSES

Cameleoline Cloak: Gain +1 bonus die to Stealth (A) Tests and +1 Defence while in cover or shadows.

Champion: This Threat may use Ruin Actions and has 2 personal Ruin.

ABILITIES

ACTION:
Ranger Long Rifle: 10 +1 ED / Range 18 – 36 – 54 / Salvo 0 / Sniper (2)
Combat Knife: 4 +2 ED / Range 1

WRATH: Sniper
When this Threat rolls a 6 on the Wrath Die as part of a ranged attack, all Wounds inflicted are Mortal Wounds.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	7	Avg

To wander the stars without destination is to fall to the deepest agonies. The light of each moment is too fleeting, too fragile a thing to discern purpose from.
—Taldar Asuleth

Armed with a specialised Long Rifle and shrouded by chameleon cloaks, Rangers are able to blend into almost any environment. Most enemies will not know what hit them when a Long Rifle shot finds its mark. Decades, sometimes centuries of exploring the most inhospitable environments and ruined worlds mean that Rangers can move through even the densest terrain as though it were open ground, leaving their prey little hope of escape.

Rangers are often forced to cooperate with those they cross paths with to survive or advance their own agenda and have been known to offer up their services as scouts, trackers, and assassins. Though a Ranger may occasionally accompany a Rogue Trader or Inquisitor, their presence is only ever temporary. A Ranger's only true allegiance is to the Path, and where it calls, they will follow. Like all Eldar, they are agile, swift, and highly intelligent — traits honed by exposure to strange stars and distant planets.

At higher Tiers, a squadron of highly trained Rangers working together efficiently to neutralise targets makes for an interesting and dramatic Threat. See the Aeldari Faction on p.76 or the Ranger Archetype on p.107 for more information on the webway wanderers still loyal to their Craftworlds.

PATHFINDERS

Rarely, Rangers walk the Path of the Outcast for centuries, becoming especially adept at survival and infiltration. Pathfinders have the same statistics as an Aeldari Ranger, with the following improvements:

SKILLS: Default 8, Awareness 10 (Passive 5), Ballistic Skill 10, Stealth 10, Survival 9, Weapon Skill 9

WOUNDS: 8 **SHOCK:** 8

CORSAIR

Betrayal is inevitable. Each of us walks the stars alone. What I do not take from you, you will only use as means to take from me.
—Drasar Yl'aqir

Like Rangers, Eldar Corsairs have abandoned the relative safety of their Craftworld to follow the path of the Outcast, but Corsairs find little peace in simply wandering the stars. Unable to look inwards for meaning, they cast ambitious eyes out into the galaxy, hoping to find purpose in adventure, pleasure, and riches. It is this innate insecurity and fragility of self that leads Corsairs to be far more aggressive, even indirectly, than other Aeldari.

A Corsair is often found in lavish attire — fine tunics buttoned under flowing jackets or expensive cloaks. Their armour, too, is more decadent than that of other Aeldari with gilded or baroque plates forged into ceremonial battle-suits. Others bare their flesh, asserting their individuality through tattoos, piercings, and ritual scarring. Even a Corsair's weapons are designed to accentuate the persona they embody, while some wield golden Shuriken Pistols and delicate rapiers, others carry wicked blades and toxic Needle weapons.

Aeldari Corsairs work with whoever serves their purposes best, whether other Corsairs with a common goal or mercenaries of other Species who are willing to throw themselves into the fray. Of course, when the going gets tough, such alliances rarely last long.

See the Aeldari faction on p.76 or the Corsair Archetype on p.97 for more information on these pleasure-seeking, fast-fighting privateers.

CORSAIR				
Tier	1	2	3	4
Threat	E	T	T	T

KEYWORDS: AELDARI, ANHRATHE, [COTERIE]

S	T	A	I	Wil	Int	Fel
2	2	4	4	1	3	2

Resilience
6 (Corsair Armour: 3 AR)

Defence	Wounds	Shock
3	4	2

SKILLS: Default 4, Awareness 6 (Passive 3), Athletics 6, Pilot 5, Weapon Skill 8

BONUSES

Uncanny Balance: Corsairs gain +1 bonus die when they use Athletics (S) Interaction Attacks.

Reckless Abandon: Corsairs gain an extra +2 bonus dice when they All-Out Attack.

ABILITIES

ACTION: Lasblaster: 7 +1 ED / Range 12 – 24 – 36 / Salvo 4 / Assault
Shuriken Pistol: 10 +1ED / Range 6 – 12 – 18 / Salvo 2 / Pistol, Rending (3)
Corsair Sword: 5 +3 ED / Range 1 / Parry

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
1	1	7	Avg

MOB ABILITIES

BATTLECRY: Cutting Camaraderie
A Mob of Corsairs gains +2 bonus dice to all Tests until they fail a Test or one of them is slain

CORSAIR FELARCH

A Felarch is an accomplished veteran warrior who may lead a Mob of Corsairs. They replace their Shuriken Pistol and Corsair Sword with a Fusion Gun and a Power Sword. Felarchs gain the following Attributes, Skills, and Special Abilities:

SKILLS: Default 5, Athletics 7, Awareness 8 (Passive 4), Ballistic Skill 7, Deception 6, Weapon Skill 9

BONUSES	ABILITIES
Champion: This Threat may use Ruin Actions.	**ACTIONS** Fusion Gun: 16 +2 ED / AP –4 / Range 6 – 12 – 18 / Salvo 1 / Assault, Melta Power Sword: 7 +4 ED / AP 3 /Range 1 / Parry

GENESTEALER THREATS

Extragalactic aliens driven by a hive-minded hunger to consume biomass, the Genestealers are but one bioform of the bestial xenos known as Tyranids. Whether a chitinous crowd of savage horrors infesting a Space Hulk, or a subtle insurrection undermining Imperial society, the Genestealers are a terrifying, multi-layered foe.

GENESTEALER

They move in the blink of an eye, and kill in the beat of the heart. Underestimate them at your peril.
—Kilovan, Veteran Sergeant of the Dark Angels

Genestealers are insidious aliens characterised by their six limbs, bulbous craniums, and ridged carapaces. A subtype of Tyranids, a xenos lifeform that swarms across the universe, Genestealers are agile, durable, and surprisingly strong bipeds, able to scuttle with horrible speed on clawed limbs. They can tear through even the toughest armour with their razor-sharp talons. Skulking from the shadowed corridors of Space Hulks and devastated Imperium facilities, Genestealers are nightmare creatures cunning enough to lay traps and launch ambushes upon unsuspecting prey, coordinating telepathically with inhuman efficiency.

Genestealers attack in packs with a single-minded drive and eerie coordination. They are versatile Threats that can be used as nightmarish Adversaries for lower Tiers, threatening Elites at mid Tiers, and a Mob of screeching fangs and teeth at higher Tiers. Given their fearsome reputation and ambush tactics, Genestealers are a perfect opportunity to inject some true survival horror into a campaign.

GENESTEALER				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: GENESTEALER CULT, TYRANID

S	T	A	I	Wil	Int	Fel
6	6	6	6	4	1	1

Resilience
7

Defence	Wounds	Shock
5	12	7

SKILLS: Default 6, Awareness 8 (Passive 4), Athletics 10, Stealth 10, Weapon Skill 10

BONUSES

Second Strike: This Threat reduces the Multi-Attack penalty by 2DN, as though it had the Dual Wield Talent (p.133).

ABILITIES

BATTLECRY: Swift and Deadly
The Threat Seizes the Initiative without spending a point of Ruin and Charges. It gains an additional +1 bonus die to its attack Test as part of the Charge.

ACTION: Rending Claws: 12 +4ED / AP –2 / Range 1 / Rending (2)

DETERMINATION: Lightning Reflexes
Spend 1 Ruin to roll 6d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
4	3	8	Avg

MOB ABILITIES

Flurry of Claws: As long as all individuals in a Mob of Genestealers target the same opponent, they gain +2 bonus dice to the attack Test.

GENESTEALER PATRIARCH

GENESTEALER PATRIARCH				
Tier	1	2	3	4
Threat	A	A	A	A

KEYWORDS: GENESTEALER CULT, PSYKER, TYRANID

S	T	A	I	Wil	Int	Fel
10	8	6	8	8	4	2

Resilience		
	9	
Defence	Wounds	Shock
7	18	–

SKILLS: Default 8, Awareness 10 (Passive 5), Athletics 11, Psychic Mastery 10, Stealth 10, Weapon Skill 12

BONUSES

Champion: This Threat may use Ruin Actions and has 4 personal Ruin.

Living Idol: Any Threats with GENESTEALER CULT within 10 metres gain +2 bonus dice to all Tests.

Second Strike: This Threat reduces the Multi-Attack penalty by 2DN, as though it had the Dual Wield Talent (p.133).

ABILITIES

BATTLECRY: Swift & Deadly
The Threat Seizes the Initiative without spending a point of Ruin and Charges. It gains an additional +1 bonus die to its attack Test as part of the Charge.

ACTION: The Genestealer Patriarch may use its **Broodmind** and **Monstrous Rending Claws** without suffering the -2DN Multi-Attack penalty.
Broodmind: The Genestealer Patriarch may attempt to activate any of the following psychic powers:
Smite p.272, Psyniscience p.267, Deny the Witch p.267, Compel p.268, Fog the Mind p.279, Psychic Shriek p.279, Terrify p.280.
Monstrous Rending Claws: 15 +4 ED / AP –3 / Range 1 / Rending (3)

RUIN: Broodmind
Spend 1 Ruin. The Genestealer Patriarch attempts to activate a Psychic Power or Deny the Witch (p.267).

DETERMINATION: Lightning Reflexes
Spend 1 Ruin to roll 8d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
8	7	8	Large

A perfect form... four arms, glistening claws, the better to rend our deluded foes. All hail the Emperor Scaled! Come, brood siblings, our lives for his glory!
—Evelyn Webbyr, convert to the Cult of the Giving Claw

When a Genestealer is separated from the gestalt Tyranid Hive Mind, its genetic makeup alters. Whether fallen to a world on a chunk of debris from a Space Hulk, or covertly hidden on an Imperial Cruiser, a lone Genestealer relies on an innate set of strange instincts. It creates a lair, then captures living prey, implanting its own unholy genetic material into the host body. Those infected by the 'Genestealer's Kiss' fall under the dominion of the Patriarch's latent psychic powers — the Broodmind. Connected telepathically, the converted host utterly worships the Genestealer, and sets about bringing others to be 'converted' by their new god.

As the Patriarch's cult grows, so does its power. Its body morphs and enlarges, becoming stronger, faster, and deadlier. Its psychic powers develop, spreading the near-telepathic link between its progeny and gaining new abilities akin to the Maleficarum wielded by Chaos.

The Patriarch's brood breeds in secret, sometimes over centuries. The first generation are monstrous fusions of Human and biomorph, but no less holy to the worshippers of the cult — angels standing beside the Patriarch God. As the infestation of the Genestealer spreads and more are brought under its sway, later generations become more and more Human, but none shake the genetic devotion to the Patriarch. These cultists are embedded in every stratum of the local planetary populace, including the manufactorum workforce, government, and military. They sow discord and rebellion against the tyrannical Imperium, bringing more into their accursed fold.

When a Tyranid hive fleet enters an infested system, the Hive Mind asserts itself over the Genestealers and their progeny, using them to throw planetary defenders into disarray and leave the prey world vulnerable to the merciless onslaught of a Tyranid invasion.

A Genestealer Patriarch is a terrifying foe at any Tier. A suitable leader for a planetary rebellion of nightmarish Human-xenos hybrids, the Patriarch is strong, fast, resilient, and possesses terrifying psychic powers. Armies have fallen to these deadly villains — the Agents may be better off fleeing.

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ACOLYTE HYBRID

Well, at least we know the cooker works on these things. Burn the corpses of the fallen and find out what Throne-damned hole this blasphemous beast crawled out of!
—Marie Von Xardt, Ordo Xenos Inquisitor

The first and second generations of the Genestealer Infection are known as Acolyte Hybrids, bestial creatures closest in form to the Genestealers that infected their parents and grandparents. They have a strong Broodmind bond, hunting in packs through the sewers of cities and long-abandoned mineshafts.

The physiology of Acolyte Hybrids is too recognisably inhuman to allow them to integrate with society, and so they exist as the nightmare predators of the urban sprawl, dragging their prey into the sewers and tearing them to pieces or infecting them with a new generation of cultists. They have bulbous heads and purple or pink skin, echoing that of purestrain Genestealers, and their three arms are capable of enough strength to operate heavy machinery such as rock drills, which allows them to crack open armour, hulls, or grates with equal ease.

Living at the edges of society, they must often make do with whatever weapon they can scavenge, and mining equipment is easy to acquire. The gruesome murders of citizens in isolated places may be assumed by planetary Enforcers to be the product of some Mutant serial killer or animal, but it is one of the earliest identifiable signs of the Genestealer Infection.

As with all Genestealer Cult members, Acolyte Hybrids are completely loyal to their Patriarch and kill for it without question. Given their monstrous shapes and limited intelligence, they cannot assist with the social aspects of the cult's aims, but provide valuable protection for its members, discouraging the curious as well as stalking and kidnapping those they wish to infect.

Acolyte Hybrids are powerful foes at most Tiers, easily cast as hook-handed urban legends in a fraught mystery leading to a hunt through the sewers, or swarms of enemies protecting their cult with their lives.

ACOLYTE HYBRID				
Tier	1	2	3	4
Threat	A	E	T	T

KEYWORDS: GENESTEALER CULT, TYRANID

S	T	A	I	Wil	Int	Fel
5	4	4	4	4	2	1

Resilience
7 (Customised Worker's Fatigues: 2 AR)

Defence	Wounds	Shock
3	8	5

SKILLS: Default 6, Awareness 8 (Passive 4), Stealth 8, Weapon Skill 8

BONUSES

Second Strike: This Threat reduces the Multi-Attack penalty by 2DN, as though it had the Dual Wield Talent (p.133).

ABILITIES

ACTION: Autopistol: 7 +1 ED / 12 – 24 – 36 / Salvo 3 / Rapid Fire 1
Cultist Knife: 6 +2 ED / Range 1
Rending Claw: 11 +4 ED / AP –2 / Range 1 / Rending (2)

REACTION: Unquestioning Loyalty
You can activate this ability whenever a Threat with the GENESTEALER CULT and PSYKER Keywords within 6m of the Acolyte Hybrid is targeted by an attack. The Acolyte Hybrid interposes themself and becomes the new target for the attack.

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

MOB ABILITIES

Broodmind: This Threat gains +3 bonus dice to Resolve Tests when within 20 metres of a Threat with the GENESTEALER CULT and PSYKER Keywords.

NEOPHYTE HYBRID

NEOPHYTE HYBRID				
Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: GENESTEALER CULT, TYRANID

S	T	A	I	Wil	Int	Fel
3	3	3	3	3	3	2

Resilience		
Defence	Wounds	Shock
2	5	4

6 (Worker's Fatigues: 2 AR)

SKILLS: Default 4, Awareness 5 (Passive 3), Ballistic Skill 5, Stealth 6, Weapon Skill 5

BONUSES

Passes For Human: A DN 3 Awareness (Int) Test is required to notice a Neophyte Hybrid is not Human.

ABILITIES

ACTION: Autogun: 7 +1 ED / 12 – 24 – 36 / Salvo 3 / Rapid Fire 1
Autopistol: 7 +1 ED / 6 – 12 – 18 / Salvo 2 / Pistol

REACTION: Unquestioning Loyalty
You can activate this ability whenever a Threat with the GENESTEALER CULT and PSYKER Keywords within 6m of the Neophyte Hybrid is targeted by an attack. The Neophyte Hybrid interposes themself and becomes the new target for the attack.

DETERMINATION: Spend 1 Ruin to roll 3d6

Conviction	Resolve	Speed	Size
3	2	6	Avg

MOB ABILITIES

Broodmind: This Threat gains +3 bonus dice to Resolve Tests when within 20 metres of a Threat with the GENESTEALER CULT and PSYKER Keywords.

Don't decry his skin condition, Garrus. He's the hardest worker here, even if he is sour company.
—Voigt Sevrae, Trachlan strip-mine manager

The third and fourth generations of a Genestealer Cult are known as Neophyte Hybrids and represent the point at which the Genestealer strain has integrated with Human genetics to produce cultists who can pass for Imperials. The rank and file troops of the cult, they appear almost Human, relying on numbers, preparation, and coordination in combat.

This generation is notable for being able to walk upright without difficulty and having only two arms rather than three. They possess Human intelligence linked into the Broodmind, retaining the fierce loyalty of all cult members. Third generation Neophytes retain some alien physiology, with unusual skin pallor or strange cranial formations leading them to cover up wherever possible. Fourth generation Neophytes can integrate well into Imperial society, provided they stay in roles such as manual labourers, where they will not attract scrutiny.

These jobs often have the advantage of allowing them access to useful items or methods of sabotage. Tools go missing from locked storage, mining charges are missed from the manifest, and crates of weapons come in lighter than they should. An area of a Hive has to be shut off for decontamination, and it just happens that a nosy Enforcer got trapped inside. Often mistaken for organised crime or petty theft, this sort of activity is a sign of the Genestealer Infection. Across the lifespan of the cult, they amass a stock of weapons, ammo, and explosives for the day when the cult rises and takes the planet.

Characters may notice physical traits of an alien nature when interacting with a Neophyte, or they may be evasive about their background or family. They are accomplished at blending in and covering their tracks and more often than not, someone asking too many questions will be lured into the tunnels and torn apart.

INTRO
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WARGEAR
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THE GILEAD SYSTEM
GAMEMASTER
BESTIARY

THREE-ARMED DISCOUNT

Infiltrating Imperial society from below, the Neophyte Hybrids of a Genestealer Cult that can pass for Human easily acquire work as labourers, manufacturers, and military personnel due to their inherited strength. Whilst in these assumed roles they steal supplies for the cult, stockpiling in preparation for their uprising.

Neophyte Hybrids and Acolyte Hybrids can replace any of their armaments with any Common weapon with the **IMPERIUM** Keyword. They may also use the following mining equipment as weapons:

Blasting Charge: 10 +2 ED / AP –4 / Thrown Sx4 / Blast (4)
Heavy Rock Cutter: (S)+6 +6 ED / AP –4 / Range 1 / Brutal, Heavy (6), Rending (2), Unwieldy (4)
Heavy Rock Drill: (S)+5 +5 ED / AP –3 / Range 1 / Brutal, Heavy (6), Rending (4), Unwieldy (4)
Heavy Rock Saw: (S)+6 +4 ED / AP 4 / Range 1 / Brutal, Heavy (4), Unwieldy (3)

CULT MAGUS

CULT MAGUS				
Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: GENESTEALER CULT, TYRANID

S	T	A	I	Wil	Int	Fel
4	4	3	4	8	6	6

Resilience		
Defence	Wounds	Shock
3	10	11

5 (Magus Robe: 0 AR)

SKILLS: Default 6, Awareness 8 (Passive 4), Deception 8, Insight 8, Leadership 10, Persuasion 10, Psychic Mastery 10

BONUSES

Champion: This Threat may take Ruin actions and has 2 personal Ruin.

Passes For Human: A DN 3 Awareness (Int) Test is required to notice a Neophyte Hybrid is not Human.

Spiritual Leader: Allied GENESTEALER CULT Threats within 10m of a Cult Magus gain +4 bonus dice to resist psychic powers.

ABILITIES

BATTLECRY: Cult Recruitment: The Genestealer Cult Magus attempts to activate Possession (p.281).

ACTION: Broodmind: The Cult Magus may attempt to activate any of the following psychic powers:
Smite p.272, Psyniscience p.267, Deny the Witch p.267, Compel p.268, Fog the Mind p.279, Psychic Shriek p.279, Terrify p.280.
Autopistol: 7 +1 ED / Range 6 – 12 – 18 / Pistol
Force Stave: 12 +2 ED / AP –1 / Range 2 / Brutal, Force

RUIN: Broodmind: Spend 1 Ruin. The Cult Magus attempts to activate a Psychic Power or Deny the Witch (p.267).

DETERMINATION: Spend 1 Ruin to roll 3d6

Conviction	Resolve	Speed	Size
8	7	6	Avg

A corpse asks for the sweat from your brow and the blood from your veins. Has he protected you from hunger? From the lash of the whip? The poison in the air? Has he protected you from the daemons that come from the sky? No. He is dead, and we are risen!
—Velit, Magus of the Cult of the Giving Claw

Emerging from the fourth generation of a Genestealer Cult, a Magus might be Human in appearance but is xenos of mind. The Patriarch, a purestrain Genestealer who evolves into the controlling heart of the cult, uses the mind of a powerful Psyker to communicate directly with its followers and coordinate the infiltration of the planet.

A Genestealer Cult Magus is engineered when the cultists infect a Warp-touched Human who then produces this sophisticated hybrid. The Magus acts as the lawgiver and high priest of the cult, as well as a diplomatic weapon to bring influential Humans into line with the cult's aims. An isolated cult usually has one Magus, but as it spreads across the planet, others take responsibility for their own cells in a geographic area, often plotting against one another for greater favour with the Patriarch. A Magus appears as an imposing Human and has immense charisma backed by psychic sway.

A Genestealer Cult Magus spends years charming influential people and spreading the cult, and for the most part those who interact with them cannot sense their true nature. If a Psyker breaks through their significant defences, they may recoil from the touch of a xenos mind, but in doing so they have made themselves a high priority target for the cult.

When the cult is signalled to reveal its presence, the Magus plays a vital role in directing the uprising. They are likely to send other cult members, such as Hybrid Metamorphs, ahead and then turn the enemy's own minds against them. As their enemies fall to fighting within their own ranks, the Magus directs the cult to swarm the planet's strategic targets, disabling communications and core systems. Even Psykers who attempt to target the cult members find their abilities repelled by the power of the Magus.

Player Name: _____

Character Name: _____

Tier: _____ Species: _____ Archetype: _____ Background:

Rank: _____ Faction: _____ Keywords: _____

Attributes

	S	T	A	I	Wil	Int	Fel
Rating							
Bonus							
Total							

Skills

		Rating	Total			Rating	Total
Athletics	S			Medicae	Int		
Awareness	Int			Persuasion	Fel		
Ballistic Skill	A			Pilot	A		
Cunning	Fel			Psychic Mastery	Wil		
Deception	Fel			Scholar	Int		
Insight	Fel			Stealth	A		
Intimidation	Wil			Survival	Wil		
Investigation	Int			Tech	Int		
Leadership	Wil			Weapon Skill	I		

Wrath

Uses for Wrath	
	Reroll all failed dice
	Make a narrative declaration
	Action to restore (Rank + Tier) Shock

Objective

Conviction	= Wil	**Size**	
Resolve	= Wil -1	**Speed**	

Survival

Defence	Resilience			
	Base	+ Armour	=	**Total**
= I -1	T + 1			

Wounds		Shock	
	Max = T + (2x Tier)		Max = Wil + Tier
			Determination = T

Wargear

Weapons	Dice Pool	Damage	ED	AP	Salvo	Range			Traits

Armour	AR	Traits

Gear:

Influence	Wealth
= Fell -1	= Tier

TALENTS & ABILITIES

FAITH
Max

INJURIES & CORRUPTION

TRAUMATIC INJURIES

Maximum = Tier +1

1.
2.
3.
4.
5.
6.

MEMORABLE INJURIES

MUTATIONS

CORRUPTION

Level

1
2
3
4
5

PSYCHIC POWERS

Power	DN	Activation	Duration	Range	Target	Effect

NOTES

STEALTH	Passive Awareness
	= Awareness Total / 2

XP EARNED	CURRENT XP EARNED

FRAMEWORK

FRAMEWORK BONUS

GLORY

USES FOR GLORY

- ADD 1D6 TO YOUR DICE POOL FOR A TEST
- SEIZE THE INITIATIVE
- INCREASE DAMAGE BY 1
- INCREASE THE SEVERITY OF A CRITICAL HIT

LIST OF KEYWORDS

Special Keywords

[ANY]: This Keyword can be replaced with any other Keyword of your choice. In almost all circumstances it makes the most sense to select a Faction Keyword. Discuss your choice with your GM and the group to ensure it makes sense for the narrative of your game.

PSYKER: You are a Psyker, capable of channeling the raw energies of the Warp. If you have this Keyword, you:

- Know the Universal Psyker Abilities (p.267).
- Can spend XP to learn psychic powers.
- Can spend XP to improve your Psychic Mastery Skill.

None truly know how an individual becomes a Psyker. Some are born with this twisted gift, others are cursed through exposure to the Warp. Becoming a Psyker will dramatically change your character, making them a powerful, feared, and potentially illegal citizen of the Imperium. Talk to your GM and your group before choosing this Keyword.

Faction Keywords

Your Keywords define which Factions you belong to or have very strong ties to.

ABHUMAN: Some mutated strains of Humanity, such as the muscular, oversized, impeccably loyal Ogryns, are allowed citizenship in parts of the Imperium due to their usefulness. These mutants are known as Abhumans.

ADEPTA SORORITAS: A sect of righteous warrior-monks that form the army of the Adeptus Ministorum, waging Wars of Faith to see the God-Emperor's will done.

ADEPTUS ADMINISTRATUM: The colossal bureaucratic organisation that governs the Imperium. They keep the records, levy the tithes, assemble the munitions, and fulfill a numberless host of other clerical duties.

ADEPTUS ASTARTES: The Space Marines: genetically enhanced transhuman super soldiers who know no fear.

ADEPTUS ASTRA TELEPATHICA: The organisation responsible for recruiting and training Psykers for the Imperium.

ADEPTUS MECHANICUS: Adherents to the Cult Mechanicus, the Mars-based cult of the machine that supply the Imperium with its advanced technology and guard the sacred knowledge of its workings.

ADEPTUS MINISTORUM: The state church of the Imperium that propagates and maintains the worship of the God-Emperor to unite His people.

AELDARI: An ancient xenos Species whose declining empire once spanned the galaxy. They are naturally psychic, long lived, and old enemies of the Imperium.

AERONAUTICA IMPERIALIS: The Aeronautica Imperialis are part of the Navis Imperialis, and are responsible for Imperial in-atmosphere aviation.

ANHRATHE: Anhrathe is the Aeldari name for the Corsairs, the piratical outcasts that form Coteries.

ASPECT WARRIOR: Asuryani that follow the Path of the Warrior devote themselves to a specific aspect of Khaine, the Aeldari God of War. These Asuryani are known as Aspect Warriors.

ASTRA CARTOGRAPHICA: A sub-faction of the Administratum, the Astra Cartographica are tasked with mapping the vast expanse of the galaxy.

ASTRA MILITARUM: The largest military force of the Imperium, numbering billions of mortal Humans.

ASURYANI: The Aeldari name for the citizens that live disciplined lives on Craftworlds.

BEAST: Unintelligent creatures that do not possess the self-awareness and high intelligence of Humans.

CHAOS: The forces and worshippers of the Chaos Gods.

DAEMON: The twisted creatures native to the Immaterium are named daemons and are believed to be made of Warp energy.

DARK MECHANICUM: Traitors and renegades formerly of the Cult Mechanicus, those of the Dark Mechanicum commit the sins of worshipping Chaos, abusing forbidden technologies, and practicing innovation, including the abject horrors of daemon-infused tech.

DRUKHARI: Cruel and depraved, the 'Dark Eldar' are Aeldari who have succumbed utterly to their Species' bottomless hedonism. Since the fall of the Aeldari, they have lived in the foul Webway metropolis Commorragh, subsisting their twisted souls on the psychic emanations of the suffering of their many slaves.

GENESTEALER CULT: The Genestealer life cycle infects other creatures, warping their minds and bodies to serve the grotesque Tyranid as it grows in power and plans total insurrection. The brainwashed and hybridised lifeforms that worship the Genestealer Patriarch are known as Genestealer Cultists.

HARLEQUIN: The inscrutable worshipers of the Laughing God Cegorach, the Harlequins are Aeldari that tour the galaxy in troupes, mounting theatrical reenactments of Aedlari history and intervening in combats with deadly efficiency.

HERETIC: Those that have sinned, blasphemed, or turned traitorously from the light of the Emperor are known as heretics.

IMPERIUM: The vast interstellar empire of Humanity that spans over a million worlds, led by the Emperor from Holy Terra.

INQUISITION: A clandestine organisation given absolute power to battle the greatest threats to the Imperium: heresy, xenos, and daemons.

JOKAERO: A simian-like xenos Species with an incredible innate understanding of technology.

KHORNE: One of the Ruinous Powers, the Blood God's domains are acts of violence, murder, and brutality.

KROOT: A mercenary xenos Species with the ability to control their evolution through the consumption of other lifeforms.

MILITARUM AUXILLA: A division of the Astra Militarum that consists of Abhumans.

MILITARUM TEMPESTUS: A division of the Astra Militarum that provides elite special operations soldiers.

MUTANT: Humans that have deviated from the pure, Ecclesiarchy-defined form due to the malign influence of the Warp are known as Mutants.

NAVIS IMPERIALIS: The Imperial organisation responsible for the operation and application of voidships. The Navis Imperialis, or Imperial Navy, ferry the Astra Militarum from one of a million battles to another, and engage in void combat with the many spacefaring enemies of the Imperium.

NAVIS NOBILITE: An ancient extended noble family of sanctioned Human mutants, all possessing the hereditary ability to navigate through the shifting tides of the Warp and guide a voidship through the seas of the Empyrean.

NECRON: A prehistoric Species of deathless robotic xenos that are returning to life after a multiple millennia of slumber. The Necrons employ technology beyond any other living Species in their quest to re-conquer the galaxy.

NURGLE: One of the Ruinous Powers, the Plague God's domains are disease, decay, and entropy.

OFFICIO ASSASSINORUM: A clandestine Imperial organisation that trains the deadliest assassins available to Humanity.

OFFICIO PREFECTUS: The Imperial organisation that recruits and trains Commissars.

ORK: A brutal xenos Species that crave violence and live only for war.

PRIMARIS: A new breed of transhuman Space Marines, more powerful even that their Adeptus Astartes brethren.

QUESTOR MECHANICUS: The robotic combat walkers known as Imperial Knights are referred to as Questor Mechanicus in High Gothic. Laying ancient claim to the feudal Knight Worlds of the Imperium, a

single Knight can turn the tide of a battle using the millennia of combat knowledge passed down through the Throne Mechanicum.

ROGUE TRADER: The Holders of Warrants of Trade, Rogue Traders are empowered to explore, conquer, and trade beyond the borders of the Imperium to expand the Emperor's realm.

SCHOLASTIA PSYKANA: A division of the Adeptus Astra Telepathica, the Scholastia Psykana are tasked with examining the Psykers that are brought to Terra by the Black Ships and training them to determine their usefulness to the Imperium.

SCUM: The dregs of Imperial society operating outside of other Factions, and often the law.

SERVITOR: AI, or Abominable Intelligence, is a sin to the Cult Mechanicus. Their many technological servants, known as Servitors, are all constructed around biological brains supplemented with holy mechanisms.

SKITARII: The heavily augmented Humans known as Skitarii are the eternally devoted mechanised armies of the Cult Mechanicus.

SLAANESH: One of the Ruinous Powers, the Lord of Excess — or to the Aeldari, She Who Thirsts — claims domain over decadence, hedonism, and the pursuit of perfection.

T'AU: A young but technologically advanced xenos Species, the T'au empire is rapidly spreading on the eastern fringes of the galaxy.

TYRANID: An extra-galactic gestalt Species of grotesque xenos solely intent on devouring all other life. Though they appear as multiple adaptive bioforms (including the dreaded Genestealers) they operate as a Hive Mind, deadly and singular in purpose and fighting with disgusting bio-tech weaponry.

TZEENTCH: One of the Ruinous Powers, the Changer of Ways' domains are fate, ambition, and sorcery.

WRAITH CONSTRUCT: Every Asuryani carries a Spirit Stone, a device that will capture their soul when they die to protect it from the predations of She Who Thirsts. These Spirit Stones can be attached to wraithbone technology, powering it with the nascent psychic ability of the Aeldari soul. A Wraith Construct is an artificial body that can be powered by a Spirit Stone, allowing a semblance of life beyond death.

YNNARI: A recently emerging religious sub-faction of the Aeldari, the Ynnari seek to unite the Asuryani, Drukhari, Harlequins, and Outcasts. Their ultimate mission is to awaken Ynnead, the Aeldari God of the Dead, so that they may defeat She Who Thirsts and reclaim their position as rulers of the galaxy.

Bracketed Keywords

If a Keyword is bracketed it represents a choice of sub-faction. For example, if you were an Adeptus Astartes, you would have the [CHAPTER] Keyword. If you were a member of the Salamanders Chapter, you would replace the [CHAPTER] Keyword with the SALAMANDERS Keyword.

[CHAPTER]: Every Space Marine belongs to a Chapter, an organisation of 1,000 Adeptus Astartes with their own strictures, cultures, traditions, and inherited gene-seed.
Examples: *See p.73*

[CLAN]: An Ork Clan is a cultural mindset or timeless philosophy that unites large gatherings of Orks. Each has their own focus on a specific part of Ork kultur, such as Brutality, Kunnin', or lootin'.
Examples: *See p.82*

[COTERIE]: A Coterie is a collective of Aeldari Corsairs, a band of opportunistic space pirates that have each left their former lives to indulge in adventure and hedonistic pursuits. A Coterie is a loose organisation based on camaraderie and shared goals, and may include both Aeldari and Drukhari.
Examples: *Greensteel Corsairs, Yriel's Eldritch Raiders, Sunblitz Brotherhood, Void Dragons*

[CRAFTWORLD]: A Craftworld is a gargantuan wraithbone voidcraft the size of a small planet housing a huge population of Asuryani Aeldari. Each Craftworld has its own unique culture, and is powered by an Infinity Circuit which houses the spirits of the Craftworld's deceased citizens.
Examples: *Ul-Khari, Alaitoc, Biel-Tan, Iyanden*

[DYNASTY]: The Warrant of Trade that gives a Rogue Trader their power is often subject to inheritance, with the wealth and influence of a Rogue Trader's Dynasty growing through the generations. Each Dynasty may have wildly different inherited resources, or a reputation to uphold.
Examples: *Varonius, Kahlixian, Armengarde*

[FORGE WORLD]: The Cult Mechanicus lay claim to many Imperial planets, coveting their useful mineral resources and converting their entire surface to vast interlinked manufactorums. Each has their own particular culture, methods of worshipping the Omnissiah, and specialised manufacturing patterns.
Examples: *Avachrus, Mars, Ryza, Metalica*

[HAEMONCULUS COVEN]: Haemonculi are Drukhari that have mastered the arts of inflicting torturous pain and the reshaping of flesh through biological manipulation. They frequently gather together to pursue their twisted goals as a coven, attended by the grotesque monstrosities they create.
Examples: *Prophets of Flesh, Dark Creed, Coven of Twelve*

[KABAL]: The majority of the Drukhari are part of an immoral Kabal, a scattered army of raiders and slavers that pillage the galaxy through use of the Webway. Each Kabal is led by an Archon with their own twisted goals.
Examples: *Black Heart, Flayed Skull, Poisoned Tongue, Obsidian Rose*

[LEGION]: The Traitor Legions of the Chaos Space Marines each worship the Chaos Gods differently, but all are foul renegades. Some are many thousands in strength, others mere warbands united by a common goal, scattered through the galaxy and the nightmare Immaterium.
Examples: *Black Legion, Death Guard, Word Bearers*

[MARK OF CHAOS]: Those that worship the Ruinous Powers may be gifted with a Mark of Chaos, a foul manifestation of the favor of the Dark Gods that defines a mortal as a servant of Chaos. Most of these traitors are marked with the eight-pointed star of Chaos undivided, but some focus their worship on a single god and in turn receive their specific mark.

[ORDER]: The convents of the Adepta Sororitas train righteous servants of the God-Emperor to serve many roles, each known as an Order.
Examples: *See p.51*

[ORDO]: The Inquisition comprises multiple Holy Ordos, each specialised to clandestinely combat the greatest threats to the Imperium.
Examples: *See p.64*

[REGIMENT]: Each of the diverse planets of the Imperium owe a tithe of warriors to the Emperor to fight His holy wars. The tremendous variety of planets — from jungle-covered Death Worlds to honourable industrial worlds — mean that every planetary Regiment is vastly different in training, technique, and equipment.
Examples: *See p.61*

[WYCH CULT]: The Drukari of Commorragh flock to the nightly gladiatorial murder-shows of the Wych Cults for sustinence. They relish the displays of violence and pain as literal nourishment for their depraved souls. Each Cult uses different techniques, combat drugs, and weaponry to perform glorious slaughter.
Examples: *Cult of Strife, Cult of the Cursed Blade, Cult of the Red Grief*

Wargear Keywords

In most cases, these Keywords are applied only to Wargear, and are important for certain Talents such as Armourbane (p.129) and Dual Wield (p.133).

2-HANDED: A weapon that requires two hands to wield.

ARC: Ancient weapons that spew blasts of electricity that tear asunder biological nerves and mechanical systems.

BLADE: A simple bladed weapon, such as a Sword or Knife.

BOLT: A firearm that fires the self-propelled, mass-reactive rounds known as Bolts, which explode when they penetrate the enemy.

CHAIN: A weapon that uses sharp, motorised teeth to inflict maximum damage.

EXOTIC: A strange or unusual weapon that defies usual categorisation.

EXPLOSIVE: A weapon that explodes or fires explosives.

FIRE: A weapon that shoots flames or incorporates fire.

FLAK: A sturdy, lightweight, mass-produced form of armour.

FORCE: Psykers can channel Warp energies into a Force weapon, unnaturally amplifying the power of their blows.

HEAVY: A particularly weighty piece of equipment.

LAS: Mass-produced, easily maintained, and fueled by rechargeable power cells used to fire lasers, Las weapons are the mainstay weapon of the Imperium.

LIGHT: A particularly low-weight piece of equipment.

MELTA: Firing focused beams of extreme heat, these thermal firearms are powered by sub-atomic technology and make excellent anti-armour weapons.

NEEDLE: These silent weapons have a two-stage firing mechanism: an invisible laser that penetrates the skin, followed by a poisonous crystalised needle of neurotoxin to ruthlessly dispatch foes at a distance.

PLASMA: Advanced firearms that shoot deadly pulses of superheated matter, these weapons revered for their destructive prowess and feared for their instability.

POWER FIELD: Melee weapons sheathed in matter-disrupting power fields cut through armour with ease.

POWERED: Ceramite, adamantium, and plasteel are but a few of the super-heavy materials used to provide Imperial warriors with protection against the myriad threats of the 41st Millennium. This armour would be too heavy to use were it not for the electrically motivated fibre bundles that enhance and replicate the wearer's movements, mitigating heavy weight and increasing the strength of the wearer. Armour that can increase its wearer's strength in this way is known as Powered Armour, or Power Armour.

PRIMITIVE: Equipment that uses outdated technology.

PROJECTILE: A firearm that uses ancient gunpowder technology to launch simple metal slugs at high speeds.

SHURIKEN: The advanced technology of the Aeldari allows them to construct monomolecular plasti-crystal ammunition that slices through flesh and armour when fired. These weapons usually utilise gravitic pulses to launch Shurikens at speeds so fast they screech through the air.

Psychic Power Keywords

AELDARI: An advanced psychic power employed only by the Aeldari Species.

AUDITORY: A psychic power that has an audible effect.

CHAOS: A psychic power employed only by the forces of Chaos.

FIRE: A psychic power that manipulates heat or conjures flame.

KINETIC: A psychic power that manifests kinetic force to move something in realspace.

LIGHT: A psychic power that produces light.

PSYCHIC: A Keyword attached to every Psychic Power.

TELEPATHY: A psychic power that allows the Psyker to enter the mind of another individual.

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Add a number of bonus dice to your dice pool equal to your double your Rank.
+Rank 129
Add a number of bonus dice to your dice pool equal to your Rank.

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