ONLY WAR

THE GAME MASTER'S KIT

IMPERIALIS

WARHAMMER 40,000 ROLEPLAY

CREDITS

FANTASY FLIGHT GAMES

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

For more information about the **ONLY WAR** line, free downloads, answers to
rule queries, or just to pass on greetings, visit us online at
www.FantasyFlightGames.com

OLD SOLDIERS

OLD SOLDIERS

"We cannot suffer any more losses, or we will lose this front. This cannot stand, Colonel Garn. Allow me to take a contingent of our best men and we will end this threat once and for all."

–Last Recorded Words of Lieutenant Uron Halle,
37th Maccabian Janissaries

OLD SOLDIERS is a brief scenario designed to introduce new Imperial Guard Squads to the broad range of enemies and allies available to interact with in the Spinward Front. The scenario begins as the characters arrive at the Imperial Guard forward base of operations on the world of Virbius. From there, the players must manoeuvre far behind enemy lines to eliminate a particularly renowned Severan Dominate commander, but in the process they learn far more than they bargained for about the enemies of the Imperium. While the characters are dodging enemy patrols and formations and disrupting supply lines in pursuit of their target, they come across a far more vicious threat than originally anticipated: a kabal of Dark Eldar warriors. The characters need to use all the cunning, ingenuity, and determination they can muster to return to Imperial lines with their lives, and with vital information about this menace.

This adventure tests the players' resource management and tactical thinking skills, as they must navigate a fairly broad range of approaches to the problems that arise during the course of the mission. It emphasises independence and tactical acumen when interacting with the various threats a Guardsman is likely to come across within the Spinward Front, and may also be used as the jumping-off point for a larger campaign.

OLD SOLDIERS is designed with a Squad of newly created Player Characters in mind. It can be adjusted to account for more experienced PCs by increasing the numbers and Wound and Damage totals of the enemies encountered.

ADVENTURE BACKGROUND

The campaign to secure the quasi-feral world of Virbius has stalled, and the Imperium has been beaten back in numerous engagements with what should be an inferior force of Severan Dominate troops. Severan Dominate General Harvax Scarus is the man thought responsible for a series of brutally effective lightning attacks on Imperial outposts and supply lines throughout the front, his forces using unknown weaponry and leaving no survivors. The Imperium has already sent out squads to infiltrate enemy lines and eliminate the General, but so far they have not returned.

The planet of Virbius only recently became a battleground in the ongoing fight for the Spinward Front, having been cut-off from the rest of the sub-sector by a vicious Warp storm that lasted for over four centuries. In that time the native population has gone tribal, abandoning the hives of Virbius and slowly turning into clans of combat-bike riding nomads.

The Warp storm surrounding Virbius ceased suddenly about two years ago, and Virbius was re-discovered by the Imperium and the Severan Dominate almost simultaneously. The initial skirmishes were light. Imperial command allowed the Severan Dominate to become entrenched because they knew they were going to receive reinforcements, and wanted to wait until they had overwhelming force before they tried pushing the Severan Dominate armies off planet. When the Imperial reinforcements arrived, the first heavy engagements for Virbius were joined in full.

The initial fighting did not go well for the Imperium. Entire platoons inexplicably lost contact on their way to the front, never to be heard from again. Numerous fall-back outposts and temporary headquarters were eliminated. The Imperium was not prepared for the Dominate forces to utilize such effective guerrilla tactics. According to Imperial intelligence, this was due to the tactical genius of one Dominate officer, General Scarus. What was expected to be a resounding Imperial victory instead quickly turned into a stalemate.

The truth of the matter is that, completely unbeknownst to the Imperial army, the Severan Dominate is working with a kabal of Dark Eldar on the planet, and it is this xenos force that is responsible for the raids that are decimating the Imperial Guard forces on Virbius. The superior weaponry and manoeuvrability of the Dark Eldar has made short work of the relatively spread-out Imperial battle formations.

High command is becoming concerned with the inability of Virbius command to rectify the situation. Virbius is of tactical importance to the Imperial war effort in the sub-sector for a variety of reasons: the Imperium wants to deny the Severan Dominate the use of Virbius as a foothold, they want to pacify or convert the current population so that it can be added to the Imperial tithe, and finally they want to fortify Virbius as a fall-back position in case any more Imperial-controlled planets are lost to the rampaging Ork Waaagh! of Grimtoof Git-Slaver.

ADVENTURE SUMMARY

OLD SOLDIERS is divided into three main parts: **Arrival and Assignment**, where the players receive their initial introduction to the planet Virbius; **Behind Enemy Lines**, where the players track down their target while evading Dominate patrols; and **The Dominate Encampment**, during which the players confront General Scarus and discover the true threat to the Imperium on Virbius.

In **Arrival and Assignment,** the Player Characters arrive on planet and are set up at Forward Outpost Epsilon 12, one of the Imperium's forward bases of operation, where they are equipped and given their mission. Imperial intelligence has determined the general location of General Scarus. They believe that he has entrenched himself close to the front lines, and the Squad's mission is to track him down and eliminate him.

In **Behind Enemy Lines,** the PCs travel deep within the Dominate's territory hunting for the General, and must formulate a cunning and tactically sound plan to locate General Scarus and defeat him on his own ground where he has the advantage of numbers. Along the way, the Guardsmen have the opportunity to discover the gruesome fate of one of

the squads that have been sent before them, and they have a chance to take out some of the enemy forces and gain vital information about his operations.

The environment that the squad-mates must traverse is extremely hostile, as they are well behind Severan Dominate lines. Their enemies know the terrain, and can use bombardment and receive reinforcements if they are engaged in open terrain without the element of surprise, while the players have none of these advantages. Shrewd tactics and combat awareness are the key to surviving this mission.

The adventure concludes at **The Dominate Encampment**. Unbeknownst to the players, the General (and the Severan Dominate as a whole) has been working with the Children of Thorns Kabal of the Dark Eldar, and they have been responsible for the devastation that Imperial intelligence has attributed to the General. Once they confront the General at his base of operations, this Dark Eldar force attacks, and the Squad faces a threat that they are not prepared for. The PCs need to figure out a way to delay the kabalite forces long enough to make their escape and take information about the nature of their foe back to Imperial headquarters so that Imperial command can factor the presence of the Dark Eldar into the prosecution of the larger campaign.

While this adventure details one major mission, it can easily be used to provide the foundation for a full campaign. When the characters have learned of the Dark Eldar threat, they may be tasked in rooting it out and discovering the aliens' dark purpose on Virbius. If the General lives, he may easily become a recurring villain, and the Squad now has the stain of their failed mission upon their reputation (while General Scarus's death becomes a matter of regimental honour). Once these threats have been neutralized or eliminated, the Imperium still has to defeat the main Severan Dominate forces on the planet. The resource that Virbius represents to the Imperium needs to be fully secured and exploited, and there are a variety of missions that the Imperium must carry out before the native population can be considered to be fully under Imperial compliance (for further information, see **Future Hooks** on page 24).

VIRBIUS GAZETTEER

"Ha. You cannot say you know Virbius until you have sped down her plains with the wind in your beard and a good storm at your back. Am I right, men?"

–Ferdel, son of Arkashian, High Chieftain

Virbius has been cut-off from the rest of the galaxy for the last few centuries by a violent Warp storm that made travel and communication to and from the planet impossible. After more than four hundred years of isolation, it was only a few short years ago that the Warp storms finally broke, opening Virbius up to the rest of the galaxy.

The Warp storm that cut off Virbius came without warning, and the people of Virbius were hard-pressed to cope with being shut off from the Imperium as a whole. The Imperial government of the planet broke down a few short decades after the Warp storm appeared, and much of the population succumbed to infighting and mass starvation soon thereafter. The survivors lost their
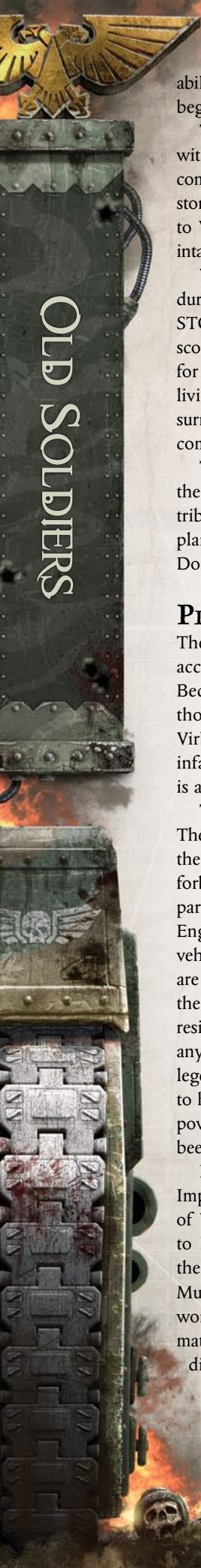
ability to maintain the minor hives that dotted the planet and began living in Virbius's wilderness.

The surface of Virbius is mostly idyllic, long rolling plains with the occasional small mountain range or forest. The main complication of living on its surface is the immense lightning storms that slowly roll over the planet. Much of the flora native to Virbius is able to weather these storms and remain mostly intact, but the effect on people and technology is devastating.

While the Virbians lost the vast majority of their technology during their diaspora, they did manage to hang on to a few STC templates for some simple vehicles. Originally used for scouting and inter-hive trade, these vehicles became the basis for the Virbians' new society. They became a nomadic people, living in large tribe-caravans, with a few big transports surrounded by large contingents of their now-signature combat bikes.

The tribes lived like this for centuries, ranging ahead of the largest lightning storms, fighting and trading with other tribe-caravans, and avoiding the now-derelict hives of the planet—until a year ago, with the arrival of the first Severan Dominate and Imperial exploratory forces.

PLANETARY RESOURCES

The most important unexploited resource of Virbius, according to high command, is its native population. Because the natives practically live in their vehicles, there are those within the Departmento Munitorum that believe the Virbians can be converted into highly effective mechanised infantry with little training, so establishing a tithe on Virbius is a high priority.

The derelict hives of Virbius also hold untapped resources. The legends the Virbians tell of them being chased out of the hives by a great enemy. They consider the hives to be forbidden and haunted, and so far no Imperial scouting parties have reported making contact with any hive-dwellers. Enginseers have noticed a few uncommon weapons and vehicles among the natives of Virbius, and believe that there are valuable STC templates likely to be found somewhere on the planet (the vehicles they use, especially, are particularly resilient), but so far campaign command has not authorized any in-depth exploration of the hives. The tribes also tell of legends that somewhere on the planet there exists a facility to harness Virbius's huge lightning storms, for use as either a power source or a weapon, but so far no Imperial agents have been able to verify the veracity of these claims.

Little record remains as to what Virbius provided the Imperium when it was still a thriving Imperial planet. The hives of Virbius are small by Imperial standards, and are unlikely to have contributed much in the way of manufacturing to the Imperial tithe. The current theory of some Departmento Munitorum officials is that the planet was likely an agri-world, or that they exported some type of valuable biological material. Requests have been made to the Administratum to discover what Virbius sent off world before it was cut off. A rush has been put on the retrieval of this information, and current estimates from the Adeptus Administratum suggest that Imperial Guard command should receive detailed records in twelve to twenty-four years.

THE LIGHTNING SQUALLS OF VIRBIUS

The lightning storms of Virbius are among the planet's most breathtaking and deadly wonders. Often seen on the horizon, these unimaginably large storms wreak devastation wherever they travel. Occasionally a lightning storm is multi-hued, with blue and purple electrical storms being the most common. These storms are often considered an omen by the native tribes of Virbius, but which type of omen is associated with which type of storm varies from tribe to tribe.

While rare, lightning-squalls do sometimes form out of nowhere, touching down over vast swathes of Virbius almost instantaneously. The only way to know that a storm is about to appear is a barely perceptible, tell-tale electrical hum in the air, something the natives of Virbius are trained from birth to listen for. When the signs begin, there are a few short minutes to get safely away before one of these majestic storms touches down, disintegrating everything in its path.

PLANETARY CULTURE

The planet of Virbius is dominated by the nomadic tribes that are the descendants of the original Virbian colonists. These tribespeople have lost most of their connection to the Imperium and the galaxy as a whole, remembering the origins of their colony only as legend. They revere and worship the large lightning storms that pass over the surface of the planet, seeing them as the manifestation of the will of the Storm Lord, which confessors have determined is all that remains of the Imperial Cult on the planet.

Shortly after puberty, each tribal warrior undergoes a set of secretive trials, and those who succeed are given their own combat bike and tasked with the defence of the tribe's convoy. From a young age, these warriors live and fight on their bikes, and are able to execute impressive synchronized combat manoeuvres. Firearms are rare, and ammunition is even scarcer, so most fighting done by the tribesmen is accomplished with lances and swords or bows and arrows. Armour is also hard to come by, and while some tribal leaders and heroes may have an ancient set of flak or carapace armour, most of the biker-warriors wear heavy leathers or chainmail. Tribal warriors decorate their combat bikes with a variety of trophies; a veteran tribesman often has a bike painted with tribal markings and festooned with skulls, feathers, and the broken weapons of his enemies.

Deeply ingrained into tribal culture is the danger of the old hives. They believe that monstrous creatures of unspeakable horror live there, and travelling near them is completely forbidden. Whether this is purely ignorant superstition, or whether the hives are actually filled with mutants or worse, has yet to be determined by Imperial intelligence. The tribes have recently started telling stories that the dark ones have risen up from the old hives, that they come into the night to steal women and children and kill warriors. Some tribes believe that it is the presence of the invaders from the sky who have caused this, as the attacks from the dark ones did not begin until after there was an Imperial and Dominate presence on the planet.

While a few large tribes have made alliances with either the Imperium or the Severan Dominate, most of the tribe-caravans of Virbius have remained neutral. The tribes don't know what to make of the strange invaders from the sky, though most recognize that these strange people have come from a place that legend says was the home of their ancestors.

The Tribe of Kalanaris

One of the early caravan-tribes encountered by the first Imperial exploratory forces to set foot on the planet was the Tribe of Kalanaris, also known as the "Tribe of Sword Crossing Lightning." Initial contact with the tribe nearly turned hostile, but a Ministorum Priest that was present was able to establish the Imperial exploratory force as agents of a tribal deity, the Storm Lord, whom the priests quickly equated with the God-Emperor. The Imperial force traded armaments for valuable intelligence on the planet, and have been using the Tribe of Kalanaris as scouts and recon forces ever since.

The tribe is named after its first leader, a man they call Urbator Kalanaris. Legend has it that Kalanaris was a great warrior and keeper of justice before the dark times, and his skill with a "shootgun" and combat bike was unparalleled. Agents of the Adeptus Ministorum are trying to verify Kalanaris as a hero of the Imperium, and if they are able to do so, will quickly attempt to establish him as one of Virbius's first saints. They believe that this would be extremely helpful in gaining the trust of the local populace and returning them to full conformity with the Imperial Cult.

While the tribe's alliance with the Imperium is still tenuous, a small detachment of the tribe has sworn full loyalty to the Imperium and has been working with the 37th Maccabian Janissaries, helping them navigate the terrain and warning them when one of the planet's vast lightning-squalls is about to approach.

The 37th Maccabian Janissaries

The 37th Maccabian Janissaries were part of the second wave of Imperial troops assigned to Virbius, and they took heavy losses from the guerrilla tactics employed by the Severan Dominate (and the Dark Eldar) at the beginning of the conflict, as well as losing a key detachment to lightning storms. Already a grim bunch, the morale of the Janissaries has taken a dark turn, as they have been unable to strike a single telling blow against General Scarus's troops. The Janissaries have also had some trouble converting their Regiment from defensive light infantry into a fully mobile force, an absolute necessity for fighting on Virbius. Their preferred heavy weapon is the missile launcher, and their favoured assault weapon is the flamer.

Like most Maccabians, the Janissaries are staunchly devoted to the Imperial Creed, and have a higher number of Ministorum Priests in their ranks than other Regiments. They believe that their current lack of success in battle is due to a greater lack of devotion amongst the forces of Virbius, and have been actively searching for signs of heresy and other transgressions against the God-Emperor within the ranks of the Imperial Guard. Some within the Regiment even believe that their alliance with the natives may have something to do with their plight. Either way, the Janissaries are on the lookout for any deviation from Imperial doctrine amongst the Player Characters, and any evidence they find that the players are not staunchly devout results in serious tensions, if not outright violence.

Colonel Raxe Garn

Colonel Raxe Garn is the grim commander of the 37th Maccabian Janissaries. In his forty years of service to the Imperial Guard, he has seen combat on dozens of worlds and faced down all manner of terrifying threats, from horrifying xenos abominations to innumerable throngs of recidivists and traitors. He has come out victorious against overwhelming odds and held his own as teeming millions battled around him.

There is one thing, however, that his experience has not prepared him for, and that is the mysterious loss of so many of his troops. Garn cannot explain the Dominate victories on Scarus. He has become unsure as to how to proceed, and is well aware of the flagging morale of his men.

The arrival of the Player Character's Squad represents what may very well be his last chance for claiming glorious victory from Virbius instead of ignoble defeat. Though he cannot explain why, Colonel Garn feels in his gut that a direct attack on General Scarus might be the act that turns the tide of the battle for Virbius in the Imperium's favour.

Severan Dominate Forces

The Severan Dominate forces are relative newcomers to Virbius, having only established their first beachhead on the planet a little over a year ago. While there are some veteran squads amongst their ranks, most of the soldiers are newly pressed into service from throughout the Severan Dominate, and Virbius is their first warzone.

Woefully outgunned and outnumbered, the Severan Dominate has endured only thanks to their Dark Eldar "allies." The Dark Eldar often destroy entire squads or detachments, leaving the Dominate forces to pick over the wreckage for equipment and kill any soldiers the Dark Eldar have left behind. Dominate command has attributed the actions of the Dark Eldar on Virbius to the workings of a mysterious Dominate squad, which they have code-named the "Fists of Severus." It is their hope that any captured Dominate soldiers are able to relay this deception to the Imperium, and so far their plan has worked.

Only the Dominate's most trusted officers and a handful of veteran squads know that the Dark Eldar fight alongside them, and most of the Dominate commanders that are aware of this alliance view their allies with extreme suspicion. Already, General Scarus believes that the Dark Eldar have attacked Dominate forces at least twice during lulls in the fighting. Whether they have done this because they cannot tell the difference between Imperial and Dominate forces, out of revenge for some perceived sleight, or purely out of ennui is unknown.

If the alliance with the Dark Eldar became common knowledge, the effect on the Dominate rank and file would be devastating. Many Dominate troops believe that they are fighting for the Imperium, and that it is their foes who are the real traitors. Such incontrovertible proof to the contrary would cause mass panic and wide-scale defection and desertion among the Dominate's ranks.

General Harvax Scarus

General Harvax Scarus is a Dominate veteran, having repulsed both Imperial and Ork forces on Kulth and Lukia. He had reservations when Duke Severus the Thirteenth began the purge of his own advisors so many years ago, but he remained silent. Now it is too late, and he has become a traitor to the Imperium. There is nothing left for him but glory in battle and duty to his men.

As time passes, Scarus becomes less and less sure of the alliance with the Children of Thorns. The Dark Eldar, ever capricious, are becoming even more brazen in their arrogance and cruelty. Scarus has no doubt that if the Imperium is ever forced to leave Virbius, or if the Dark Eldar ever find whatever it is they are looking for, that he and his men will surely be the kabal's next victims. Whatever deal the Children of Thorns have made with Duke Severus, Scarus is sure that his safety is not one of the conditions.

THE OUTCAST KABAL

Virbius has been the perverted playground for the Dark Eldar of the Children of Thorns kabal. They have been harvesting from the Imperial Guard, native tribesmen, and even some Severan Dominate forces with wild abandon, gleefully torturing and enslaving anyone in their path in lightning-fast raids under the cover of night. Like all of their brethren, the Children feed on the souls and pain of those they capture, and the harvest on Virbius has been both effortless and plentiful.

The outcast kabal is becoming restless, though. Their deal with Severus has them working alongside the Dominate in secret, but there is only so much terror one can spread under the cover of darkness. Lord Kalkus Veth, leader of the kabal on Virbius, delights in deception, but is beginning to become displeased that the Imperium is attributing his gruesome handiwork to the vastly inferior Dominate forces.

The Dark Eldar on Virbius are part of a larger kabal active in the Spinward Front. Of particular interest to the Children of Thorns is the rumour that one of the planets in the sub-sector houses the Mask of Vileth, a powerful artefact stolen from Commorragh millennia ago, and one whose acquisition could secure the kabal a return to the Dark City itself. If the Children of Thorns do find evidence that what they seek is on Virbius, it is likely the kabal will arrive on the planet en masse, with all of the Wych and Haemonculi allies it can muster, and begin to openly tear the planet apart looking for its prize. This would most likely fracture the Dominate forces and turn the ongoing campaign for Virbius into a three faction war.

Lord Kalkus Veth

Cruel and arrogant, Lord Veth feels that his being on Virbius is a waste of time. It is only his passion for the mysterious Mother of Shadows and the far-fetched promise of locating the Mask of Vileth that keeps him on the planet.

As a sybarite and a corsair, Veth has stalked the Calyx Expanse for over three hundred years, from Koronus to the Spinward Front. He has slain Arch-Militants and young Ordo Xenos initiates with ease, and sees no reason that he will fare any differently on Virbius.

ARRIVAL AND ASSIGNMENT

" From the lightning and the tempest, Our Emperor, deliver us."

–Confessor-Militant Eraln Mayul, attached to the 37th Maccabian Janissaries, reciting from the Fede Imperialis

The scenario opens with an opportunity for the Player Characters to familiarize themselves with both the environment and the inhabitants of Virbius. The PCs receive their official orders, gain some context about the conflict in which they are embroiled, familiarize themselves with the Imperial Guard forces on the front lines, and take care of squad logistics, refitting their Squad for the unique challenges of life on Virbius.

As the adventure begins, the PCs are assumed to have already made it to Forward Outpost Epsilon 12 without incident, though the details of their arrival are the prerogative of the GM. They may have made a long trek from the nearest makeshift starport, replete with a few on-planet escapades (see **Mission Complications** on page 16 for some possible pre-mission encounters), or they may have been unceremoniously dropped off by a Valkyrie transport with little fanfare.

At the end of **Arrival and Assignment**, the Player Characters should have received their mission parameters and

had an opportunity to interact with Imperial forces on the planet. The Squad should have gleaned valuable information about their mission and about Virbius as a whole, and be appropriately armed and equipped for their journey into the heart of Dominate territory.

FORWARD OUTPOST EPSILON 12

Forward Outpost Epsilon 12 is located at the fringes of Imperial-held territory, right on the front lines, and the Janissaries that make it their home are at full combat readiness. The outpost is a basic affair, mostly consisting of personnel carriers plus their support materiel, a few light tanks, and rows of large tents. The Janissaries are prepared to relocate at any given moment, and while the Forward Outpost has been engaged by Dominate forces a few times in the past, they have yet to be attacked at their current location (where they have been for a little over a week).

As the characters enter the camp, paraphrase or read aloud the following:

> *Before you is a sprawling, ramshackle collection of tents and vehicles, all sunk slightly into the muddy grass. The outpost sentries clutch their lasguns tightly, briefly looking you over and then staring back out into the open plains of Virbius intently. All around you, guardsmen are cleaning their weapons and inspecting their vehicles, though a few pause for a moment to give you a distrustful glance. In the distance, you can hear a confessor evenly chanting a catechism, praying to the Emperor for an ignoble and horrific death to the enemies of Mankind.*

The base itself is manned by elements of the 37th Maccabian Janissaries, and the mood is grim. The Janissaries have obviously been in the field for some time, and seem visibly on edge. If the characters are displaying obvious signs of devotion on their person, such as purity seals or Aquila that are not part of their uniform, or if they are accompanied by a Ministorum Priest, they are treated relatively warmly. The initial looks of anger and distrust fade slightly, and the characters can expect a +5 bonus to any Fellowship Tests they make with Janissaries at the camp. If the Squad has in it a psyker or an abhuman, however, the Janissaries openly stare at them in anger, and the players can expect a –10 penalty to any Fellowship Tests. If the characters have no such signs of devotion, or are not accompanied by any objects of the Janissaries' ire, then they receive no bonus, and the Maccabians continue with what they are doing with little regard for the Squad. If the Squad has both elements, then they receive neither a penalty nor a bonus to Fellowship Tests, though the reaction from the Maccabians is decidedly mixed.

The characters are expected to show their orders and paperwork to the base sentries promptly upon arrival. After a brief inspection, they are escorted to a patch of ground and are expected to raise their own tent and see to the rest and refitting of their Squad. After about an hour of settling in, a runner from the command tent arrives to fetch the Squad commander and vital personnel (i.e., the PCs) for their mission briefing.

INTEGRATING THE SQUAD INTO THE 37RD MACCABEAN JANISSARIES

It is up to the GM to decide why the player characters have been tasked with such a vital mission. The GM may have the characters volunteer for such a dangerous duty, he may have them tasked as a result of previous success in the field, or he may simply have the characters run afoul of one of their commanding officers, and have the squad tasked with this search and destroy mission as a form of punishment.

Either way it is important to note that the characters are part of a larger command structure, and they would likely be accompanied by their full platoon at the onset of the adventure, and only sent out as a single squad once their mission briefing has been handed down to them.

BRIEFING

Once the Player Characters have arrived at the command tent to be briefed, read aloud or paraphrase the following:

> *The first thing that catches your eye as you enter the tent is a huge, bald man sitting behind a small desk, his face knotted in concentration, pouring over paperwork as an autoquill furiously scratches away beside him. He stands to face you with a steel-eyed stare.*

It should be made clear to the players that the Colonel expects to be saluted.

> *The Colonel returns your salute with a snap. "You may be seated," he bellows, "I am Colonel Garn of the 37th Maccabian Janissaries, and for the duration of this mission I'll be your commanding officer." Colonel Garn retrieves a pointer from the desk, and turns to face the large map on his wall.*
>
> *"The Battle for Virbius has not been going well." You notice on the map dozens of small, black Xs. "The Severan Dominate forces on this planet have been waging a particularly brutal guerrilla campaign against us, but we think we may have found the man responsible. Imperial intelligence believes that they have located General Harvax Scarus somewhere in this mountain range." The Colonel takes his pointer and swats the map with a resounding crack. "In the morning, the 37th will be launching a major offensive against the General and his forces. Meanwhile, your orders are to find the General and capture or kill him. You will be well behind enemy lines and are required to maintain vox silence for the duration of your mission. Yours will be the third squad we have sent after the General, and you are expected to set off at dawn. Any questions?"*

At this time, the Colonel will hand the players written orders that spell out the following Special Operation mission objectives:
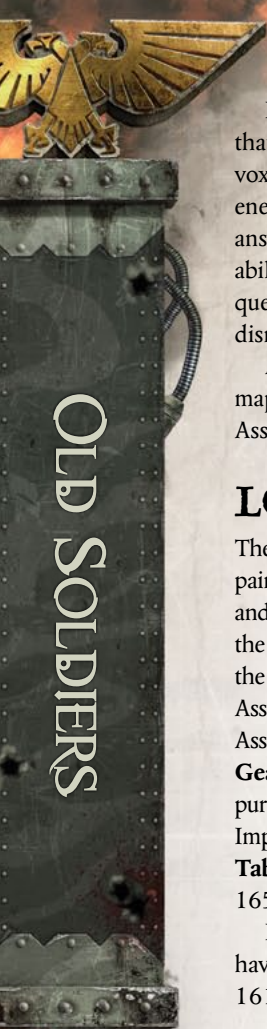
Primary Mission: Locate and capture or kill Dominate Commander Harvax Scarus.

Secondary Mission: Disrupt Dominate supply lines and destroy any Dominate forces encountered.

Tertiary Mission: Locate the most recent missing squad.

General Orders: Maintain vox silence while behind enemy lines.

It should be made clear to the players in their briefing that stealth is of the utmost importance, and that maintaining vox silence and making sure that they are not spotted by the enemy is vital to the success of their mission. Colonel Garn answers most questions the players have to the best of his ability, but if he believes they are asking unnecessary or inane questions, or simply eating up too much of his time, he curtly dismisses them.

Along with their orders, the players receive a tactical map of the front and a requisition form for their Mission Assignment Gear to deliver to the Outpost's quartermaster.

LOGISTICS

The supply and requisition area of the camp is little more than a pair of supply trucks with a tent between them and some pallets and crates haphazardly placed on the ground near the rear of the Outpost. There, the bearded Maccabian quartermaster takes the Squad's requisition form and hands them their Mission Assignment Gear (see sidebar). Have the players make a Mission Assignment Gear Logistics Test (see **Mission Assignment Gear**, page 165 of the **Only War** Core Rulebook). For the purposes of this Test, the War Condition on Virbius is "Violent Impasse," and the Mission Importance is considered "Vital" (See **Table 6–3: Mission Assignment Logistics Modifiers**, page 165 of the **Only War** Core Rulebook, for further information).

If the characters wish to requisition further equipment, have them make a standard Logistics Test (see **Logistics**, page 161 of the **Only War** Core Rulebook). For the purpose of

---

MISSION ASSIGNMENT GEAR

- One Signal Jammer
- One Missile Launcher
- Two Frag Missiles
- Two Krak Missiles
- Field Rations for One Month

---

requisition, the War Condition on Virbius is "Violent Impasse," the Squad currently has available resources of "Company or Less," and the mission importance is "Vital" (see **Table 6–2: Availability by Front Conditions** on page 163 of the **Only War** Core Rulebook for further information).

Before the players leave the quartermaster's tent, the players may make an **Ordinary (+10) Awareness Test**. If they are successful, they notice a broken down, slightly battle-damaged Chimera Armoured Transport next to the Supply Tent (see **Chimera Armoured Transport**, page 217 of the **Only War** Core Rulebook, for details). If the players investigate further, a **Routine (+20) Tech-Use Test** lets them know that the Chimera needs about twelve hours of steady work before it can run again. It takes a **Difficult (–10) Commerce Test** to convince the quartermaster to let them requisition the APC and the spare parts they need to fix the vehicle, and another **Challenging (+0) Tech-Use Test** to get the Chimera up and running before the squad is expected to leave for their mission in the morning.
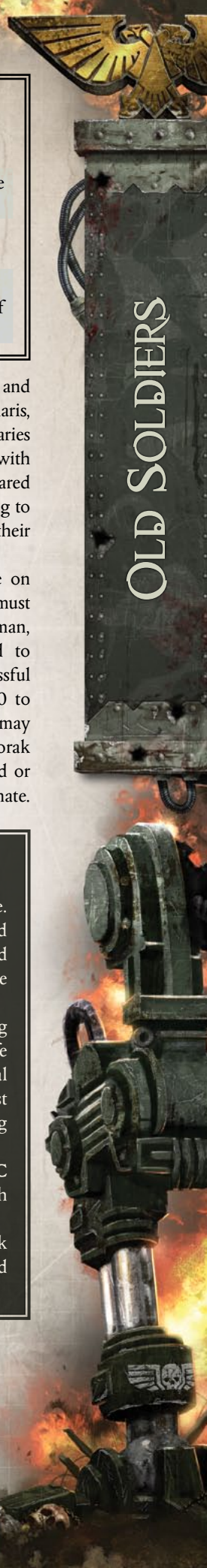
TABLE 1-1: OUTPOST INQUIRY TEST

Degrees of Success	Information Gathered
1	The Janissaries have been in contact with some of the native tribes people since shortly after planetfall. The Confessor believes that this planet was once staunchly Imperial before the warp storms hit.
2	The Severan Dominate forces have been conducting extremely effective guerrilla hit-and-run raids. Every squad they have hit so far has been killed to the last man.
3+	The squads that have been destroyed by the Dominate's ambush tactics show signs of having been killed by unknown weaponry. Further, they have never been able to retrieve all of the cognomen tags from one of these squads. There is usually only a third as many tags and corpses as should be expected.

EXPLORING THE OUTPOST

Once their briefing has been completed and the Squad's logistical considerations have been taken care of, the players have the opportunity to move freely throughout the encampment. The outpost is fairly simple, and beyond the tents and vehicles there is little of interest. Curious PCs, though, may be able to glean some information about Virbius from the soldiers already stationed here, and enterprising characters are able to do some trading with the outpost's rank and file, while the devout may wish to visit with the camp Confessor at the outpost's makeshift chapel for a pre-mission blessing.

The characters should be given the opportunity to gather some basic information from the soldiers in the encampment. Allow one of the players to make an **Ordinary (+10) Inquiry Test** to find out some simple intelligence about the encampment and Virbius as a whole (keeping in mind any Fellowship bonuses or penalties the players may have accrued), and consult **Table 1–1: Outpost Inquiry Test** for the results. As the players interact with the Maccabians they may glean further information about Virbius and its inhabitants as appropriate (as detailed in the **Adventure Background**). Use the Imperial Guardsman Profile (see page 371 of the **ONLY WAR** Core Rulebook) if stats for the Maccabian Janissaries are needed.

At this point, the characters will have a chance to interact with the rest of the Maccabian Janissaries forces in the camp. The entire camp is gearing up for the upcoming offensive. The Janissaries are preparing weaponry and equipment, with supply trucks moving back and forth throughout the expansive gathering of tents, troops, and vehicles. Junior officers are moving back and forth, shouting orders at groups of soldiers. Tanks and artillery batteries are being prepared, and attachments of Ogryns and Ratlings are cleaning their weapons and preparing for battle. Valkyries are landing in designated areas, dropping off troops and supplies. Observant characters will notice the full breadth of the resources at the 37th Maccabian Janissaries disposal, and may call upon these assets when finally confronted with the Dark Eldar threat (see **The Children of Thorns Attack**, page 21).

As night begins to fall, the Maccabians change sentries and begin setting up campfires. Shortly before dusk a pair of combat-bike riding natives arrive at camp and report to Colonel Garn's tent for about half an hour. When the two tribesmen come out, a few of the Janissaries speak with them and share with them their rations. Other Maccabians glare at the tribesmen and speak to each other in hushed and angry tones, complaining softly about the lack of devotion of the "dirty ferals."

These two biker-barbarians, Lightning-Hearted Karth and Lorak, Son of Kulk, are members of the Tribe of Kalanaris, and have been working with the 37th Maccabian Janissaries as scouts and guides. If the players approach and interact with the tribesmen with a little persuasion and perhaps some shared rations, then the tribesmen open up to them and are willing to tell them about what has been transpiring on Virbius from their perspective (as detailed in the **Adventure Background**).

The players may see this as an opportunity to hire on a scout. Lightning-Hearted Karth is insistent that he must return immediately to his caravan-tribe. The other tribesman, Lorak, Son of Kulk (see sidebar), can be convinced to accompany the characters on their mission with a successful **Challenging (+0) Charm Test** (with a bonus of +10 to +20 for appropriate bartering). Alternately, a character may attempt a **Difficult (–10) Intimidate Test** to press Lorak into Imperial service. If Lorak can be successfully cowed or bartered with, he joins the squad as a temporary squad-mate.

LORAK, SON OF KULK

Lorak is a determined warrior of the Kalanaris tribe. Like his combat-bike, he is pitted, scarred, and covered in grisly trophies. He is armed with a sword and chainmail, and has recently learned how to fire the lasgun that the Janissaries have equipped him with.

As the mission progresses, Lorak may be willing to share with the Guardsmen some stories of his life on Virbius. He has seen many battles, both with rival caravan-tribes and alongside the Imperial Guard against the Severan dominate. Lorak has a wife and three young children who remain back with the caravan tribe.

Use the Virbian Combat-Biker profile (see **NPC and Vehicle Appendix**, page 23) for Lorak, with the addition of an equipped Lasgun.

Squad Bonus: As a scout for the Squad, Lorak provides a +20 bonus to Navigation (Surface) and Survival Tests while on Virbius.
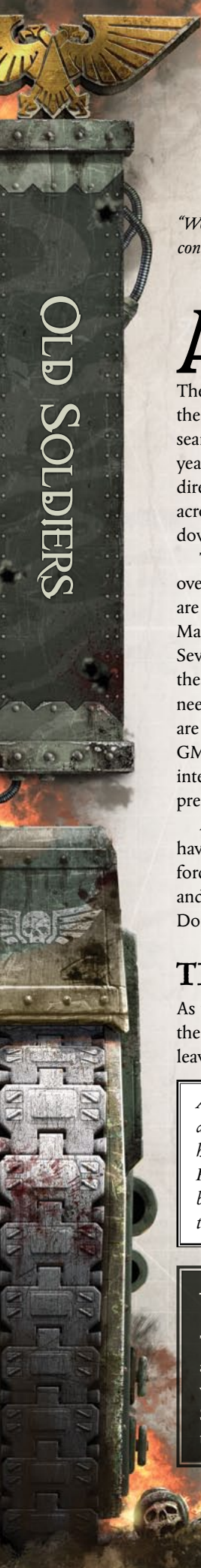
Behind Enemy Lines

"We've lost contact with Gamma Squadron. I repeat, we have lost all contact with Gamma Squadron."

—Severan Dominate vox chatter

At dawn the next day, fully equipped, briefed, and ready to deploy, the characters are expected to head off into the wilds of Virbius in search of their target. The mountain range on which Imperial Intelligence believes the General has holed up is fairly large, and an exhaustive search of the mountains would likely take months or even years. Though the players are initially given fairly little direction on how to locate the General, the Squad comes across some valuable intelligence that they can use to narrow down their search.

This section details the challenges that the Squad has to overcome to locate General Scarus's encampment. Provided are two major encounters: the discovery of the wreckage of a Maccabian Janissary squad's Chimera APC and an attack on a Severan Dominate Supply Convoy. The players must complete these encounters to successfully gain the information they need to assault the General's encampment. In addition, there are a number of optional Mission Complications that the GM can utilize to provide further opportunities for combat, interaction, or dramatic tension, depending on the needs and preferences of his players.

At the end of **Behind Enemy Lines**, the players should have had their first run-ins with the Severan Dominate forces on the planet, located the General's encampment, and potentially received valuable intelligence about the Dominate's tactics and operations.

THE GUARD MOVE OUT

As the Squad begins to head out on their mission, the rest of the regiment is preparing for a major offensive. As the Squad leaves the camp, read aloud or paraphrase the following:

As the day breaks, the Forward Outpost springs to life. Companies and platoons shape up into marching formation and begin to head out, and lumbering tank and artillery columns roar to life. Regimental banners are lifted, and the thousands strong regiment begins to break into their separate battle patterns, each heading to their own engagements on the front lines.

VEHICLE SQUADRONS

This scenario assumes that the characters belong to an infantry Regiment. If the characters are part of a vehicular squadron, a number of changes are necessary. Suggestions are included in sidebars, such as this one, to offer alternative approaches.

At appropriate times during this adventure, the PCs should be aware of the ongoing wider battles raging in the region, either close by or in the far distance. Although they would be sensible to steer well clear of the fighting, you can describe the sounds of gunfire and explosions echoing through the hills, aircraft and artillery shells screaming overhead, plumes of smoke and bright flashes in the night sky.

ENCOUNTERS IN BEHIND ENEMY LINES

Encounters in **Behind Enemy Lines**, especially the Severan Dominate patrols (as detailed in the **Mission Complications** section), rely heavily on a working knowledge of the bonuses and penalties laid out in the **Tracking and Navigation**, **Keeping a Low Profile**, and **Threat Levels** sections of the adventure. The GM should familiarize himself with all four of these sections and how they interact before running this part of the adventure.

TRACKING AND NAVIGATION

Throughout this section the players need to rely heavily on tracking and navigation to see themselves through to their destinations. From Virbius's open plains, to its forests and rolling foothills, and finally to the mountains themselves, the Squad will be hard pressed to both evade Dominate attention and complete their mission objectives. For an overview of the area the players will be traversing, see the **Terrain Map** (page 10). The front line is approximately 70km from Forward Outpost Epsilon 12, and the Dominate Encampment is approximately 120km from the front line.

Every day the players travel towards a destination have them make an **Ordinary (+10) Navigate (Surface) Test**. If they fail, they make no progress for that day. Multiple days of failure result in the Squad doubling back around to its own tracks, obviously lost.

There are three main terrain types in this section of Virbius: grassland, forest, and mountain. Grassland is the easiest to traverse, but is also the most open. The Squad suffers no navigation penalties, but is easier to spot by Dominate forces. Forest terrain is more difficult to navigate. While in a forested area increase the difficulty of Navigation (Surface) Tests, but allow the Squad an easier time hiding from Dominate Patrols. Mountainous terrain has neither advantage. In mountainous terrain it is both difficult for the Squad to navigate and relatively easy to spot the Squad. See **Table 1–2: Virbian Terrain Bonuses and Penalties** for details.

While the characters should have some control over how quickly and efficiently they reach their destination, it is vital that they arrive at the following encounters:

Tracking the Missing Squad: Shortly after the Player Characters cross over into Dominate territory, they have the opportunity to discover the fate of the previous squad sent on this mission. Have the players make a **Routine (+20) Survival Test**. If successful, the players have noticed the

Broadly, the characters need to evade Dominate attention through a series of Opposed Tests. Most enemy forces the Squad encounters require a **Challenging (+0) Opposed Stealth Test** to evade (for further details see **Dominate Threats**, page 16).

There are a few tactical options that the characters may wish to implement to ensure that their Squad remains undetected:

Military Camouflage: Appropriate camouflage helps the Squad remain undetectable by Severan Dominate forces. Characters wearing camouflage, or those who have camouflage netting for their vehicles, receive a +10 bonus to the Opposed Stealth Tests they undergo while in the field.

Exploiting Night: The Squad has a much easier time maintaining stealth if they operate under the cover of night. The Squad receives a +10 bonus to Opposed Stealth Tests while operating under night-time conditions.

Strategic Deception: If the Squad has taken out a patrol, or if they have successfully ambushed the supply convoy, they have the equipment necessary to disguise the Squad to look like a Severan Dominate patrol. Allow the Squad to make a **Challenging (+0) Opposed Deceive Test** in place of any Opposed Stealth Tests they would otherwise have to make, and give the player making the Deceive Test a +10 bonus, as the Dominate Forces are not expecting this tactic. Of course,

LIVING OFF THE LAND

While the Squad receives a full month of rations at the beginning of this mission, there is a chance that the mission stalls to the point that the Squad will begin to run low on food. If the GM wishes to represent some of the ration-related logistical issues that so often plague Imperial Guard squads in the field, he may implement the following rules:

Half Rations: If the Squad's food reserves are getting low, they have the option of rationing out their remaining supply. The Squad can double the amount of time their remaining food will last by switching to half rations, but the Squad suffers a –10 penalty to all Toughness and Command Tests while so deprived.

Foraging: The Squad may also attempt to feed itself by living off the land. For every five hours spent foraging, have every foraging character make a **Challenging (+0) Survival Test**. For every Degree of Success, the character has gathered enough nourishing but foul-tasting Virbian grubs and tubers to feed one player or squad-mate for one day. Players in a forested area should receive a +10 bonus to this Test, while players in the mountains should receive a –10 penalty. Keep in mind that this food source can be eaten at the half ration level, as above.

tread tracks of a Chimera APC. If they continue to follow these signs for approximately 5km, they come across the wreckage of the missing squad (see **The Missing Squad**).

Intercepting the Convoy: Once the players have learned of the supply convoy (by studying the mission logs of the missing squad), the next step of the mission is to intercept it. While the players know the path of the convoy, they do not know its schedule, and so will likely have to prepare for an extended wait as they arrange an effective ambush.

If the PCs fail to find or refuse to investigate The Missing Squad, it is the GM's prerogative to have the characters simply stumble across The Supply Convoy during the course of their mission.

KEEPING A LOW PROFILE

Making sure that the Squad goes undetected by Dominate forces while they search for the General's Encampment is an important challenge the players face during the mission. This is first and foremost a covert operation, and the Squad's ability to operate stealthily and subtly is the key to their success.

TABLE 1-2: VIRBIAN TERRAIN BONUSES AND PENALTIES

Terrain Type	Navigate (Surface) Modifier	Stealth Modifier	Movement Modifier
Grassland	+20	–10	None
Forest	+10	+20	Movement Halved
Mountain	None	None	Movement Halved

TABLE 1–3: DOMINATE ALERT LEVEL

Alert Level	Designation	Contacts Required to Raise Alert Level	Dominate Response
0	None	1	**Unaware:** Dominate Forces are completely oblivious to the Squad's presence.
1	Caution Advised	2	**Alert:** Dominate forces receive a +10 bonus to all Awareness Tests made to spot the Squad (as they are actively looking for them).
2	Reinforcements Requested	3	**Stepped Up Patrols:** The Severan Dominate enhance their recon patrols, sending extra men and vehicles into the field (see **Mission Complications**, page 16, for further details).
3	Priority Target	4	**Air Support and Encircling Manoeuvres:** Based on their last known location, the Severan Dominate sends Air Support and three to four Search and Destroy Patrols after the Squad, who work in concert in an attempt to encircle and eliminate them.
4	Dark Eldar Intercession	–	**The Dark Eldar Attack!:** The Squad has "earned" the attention of the Dark Eldar, and are attacked by the xenos immediately (see **The Children of Thorns Attack**, page 21, but apply the encounter to the Squad at its current location).

if they come near the main battle lines, they do run the risk of friendly fire.

If the players are having difficulty coming up with tactics for keeping themselves out of the enemy's sights, the GM may allow one of the characters to make a **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test**, and provide a brief hint or overview of a tactical option for every Degree of Success.

The type of terrain the Squad is traversing also gives them bonuses or penalties to their Opposed Stealth Tests (see **Table 1–2: Virbian Terrain Bonuses and Penalties** for further information).

THREAT LEVELS

If the characters are careless about maintaining a low profile, there are a variety of possible consequences. As the Squad's activity becomes more obvious and damaging to the Severan Dominate in the region, Severan Dominate forces become more agitated (see **Table 1–3: Dominate Alert Levels**). Each time the characters break vox silence, or are spotted by a patrol that subsequently is able to escape or successfully communicate back to the Dominate base, the Severan Dominate forces register a hostile contact. It takes a number of contacts equal to the next threat rating to increase the threat level and trigger the resulting Dominate response. For every three days that the Squad succeeds in staying unseen and disengaged from Severan Dominate forces, the Alert Level decreases by one.

If the squad continues to brazenly and openly take on Dominate Forces, and is somehow successful, the GM may wish to allow an alternate mission resolution. Once the Squad has wreaked enough havoc on the Severan Dominate to reach Threat Rating 4, the Dark Eldar attack en force, and the consequences of this battle may act as an unconventional conclusion to the adventure.

THE MISSING SQUAD

The first mandatory encounter the players interact with is the wrecked and destroyed remnants of the last squad sent on this mission. This squad was sent after General Scarus a month previous, and did not fare well. After some initial success with recon and information gathering, the squad was set upon by Dark Eldar forces, and the entire squad ended up captured or dead.

As the characters approach the wreckage, read aloud or paraphrase the following:

> *Before you lay the battered and broken remains of a Chimera APC. The Chimera is split down the middle, its two halves sunk deep into the mud. Along the breach, the metal is twisted, corroded, and blackened. The corpses of Guardsmen litter the area, some in pieces and some still clutching their weapons. It is a grisly sight.*

At the sight of their fellow soldiers lying butchered on the ground, all characters immediately gain 1d5 Insanity Points. There are a variety of clues to be found in the wreckage. First, the weapons fire is of a type the Guardsmen are unlikely to have interacted with before. A **Challenging (+0) Common Lore (Spinward Front) Test** is enough to recognise that this is not standard Severan Dominate weaponry. The Chimera was attacked with a Heat Lance, a punishing combination of melta and high-yield laser that split the APC in two. The Maccabian Janissary corpses were killed by a combination of splinter and melee weaponry. An **Ordinary (+10) Medicae Test** reveals small crystalline shards and wicked gashes were how these Guardsmen met their end. If the players think to collect the cognomen tags of the fallen Janissaries, they discover another clue: not all of the Guardsmen from the squad are accounted for. Out of the fifteen-man squad, only ten bodies remain. The rest, unbeknownst to the players, have been captured by the Dark Eldar to be tortured or sold into slavery (see **The Cavern**, page 20, for further details of the missing Guardsmen's fate).

If the characters possess specialised knowledge, this evidence might go a long way towards understanding the mystery of The Missing Squad. At the GM's discretion, and if the characters are successful in determining the type of weaponry used in the ambush, a character may make a **Challenging (+0) Forbidden Lore (Xenos) Test**, with the following results:

One Degree of Success: This weaponry is obviously of xenos origin.

Two or More Degrees of Success: This type of weaponry is often used by the Eldar. It may have been acquired by the Severan Dominate, or they may be consorting with xenos themselves.

Five or More Degrees of Success: This weaponry is utilized by a sect of black-clad Eldar who are rumoured to be even more wicked then the rest of their kin. Utilizing this weaponry is an extreme heresy, and if the Severan Dominate is actually in league with these xenos, then their crimes against the God-Emperor are multiplied still further.

Finally, there are the squad's mission logs to be discovered. An **Ordinary (+10) Awareness Test** reveals a mostly intact data-slate under some of the charred wreckage. A **Simple (+40) Tech-Use Test** is all that is required to get this data-slate back to working order.

The mission logs are mostly reports on logistics and musings on the beneficence of the God-Emperor, but one entry in particular is of interest to the players. Paraphrase or read aloud the following:

"This is Sergeant Arus Illaran of the 37th Maccabian Janissaries, Mission Log 512.01.32. Unauthorized access of this mission log is a crime against the Imperium, the punishment for which shall be death.

It is week three of our foray into Severan Dominate territory. Minimal casualties, food and fuel reserves nominal. Still no sign of our target, but our most recent recon has established the movements of a regular supply convoy that is likely refitting the General's base. While we do not know the schedule of the convoy, our trackers have mapped what we believe to be its supply route, and we are simply waiting for its next appearance. We will ambush this convoy, use it to pinpoint the General's location, eliminate him, and return to our Regiment as heroes.

The Emperor Protects! End of log."

On the data-slate is The Supply Convoy's estimated route (see the **Terrain Map**, page 10, for further details). There is little else of interest in the wreckage.

THE SUPPLY CONVOY

One thing that the players do not receive from the data-slate is a schedule for the supply convoy. The characters do not know how long they need to lay in wait for the convoy; it may take weeks or months. This can be a good source of dramatic tension for the Squad, as they lie in wait for an appearance of the convoy while remaining hidden from Dominate forces in the area.

The next scheduled arrival is, in fact, two weeks from the retrieval of mission logs, but if the GM and the players are enjoying the cat and mouse nature of interacting with Dominate forces, or if the GM wishes to give the players an additional challenge, the convoy can be delayed.

Waiting for the supply convoy is a challenge all of its own (See **Tracking and Navigation**, page 12, **Keeping a Low Profile**, page 13, and **Mission Complications**, page 16, for more information). The characters are best served by utilising terrain and employing covert operations tactics to evade Severan Dominate forces while they hold for The Supply Convoy to arrive.

There are a few tactical options the Squad may wish to consider when attacking The Supply Convoy:

Ambush: An ambush requires the Squad to conceal itself along the convoy's route and succeed at a **Challenging (+0) Opposed Stealth Test**. Successful ambush results in the supply convoy being Surprised (See **Surprise**, page 240 of the **Only War** Core Rulebook).

Spotters: A small, mobile force can be employed to keep watch for the convoy, with the remainder of the Squad waiting behind in a safer location. Coordinating with the Squad while maintaining vox silence may be tricky, but with a little creativity the Squad should have little trouble setting up an unobtrusive signalling system. A Squad utilising such a tactical option is able to recon the supply convoy while still gaining the Stealth Test Bonus of the terrain where the larger portion of the Squad is hidden.

Strategic Deception: If the Squad has captured Severan Dominate uniforms or vehicles, they may wish to approach the convoy disguised as a Severan Dominate patrol. This requires a successful **Challenging (+0) Opposed Deception Test**, with the players receiving a +15 bonus for the authenticity of their uniforms and vehicles.
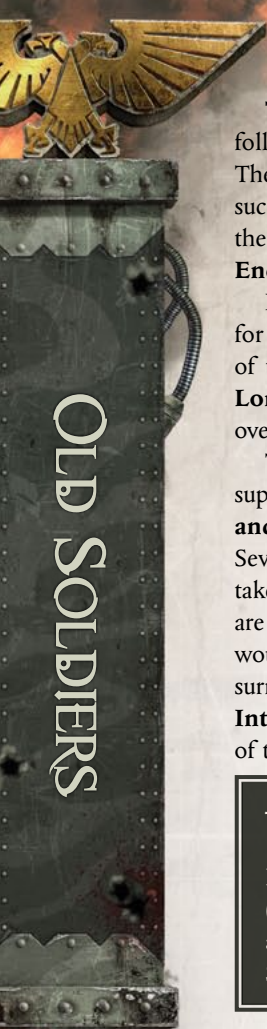
Tracking and Shadowing: The Squad may wish to follow the convoy to its destination without engaging it. The Squad may make an **Ordinary (+10) Survival Test** to successfully follow it to the Dominate encampment, though the GM should adjust the encounters in **The Dominate Encampment** to reflect this.

If the players are having difficulty coming up with tactics for taking on the supply convoy, the GM may allow one of the characters to make a **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test**, and provide a brief hint or overview of a tactical option for every Degree of Success.

The supply convoy itself is comprised of two Dominate supply trucks and ten Severan Dominate soldiers (see **NPC and Vehicle Appendix**, page 23 for supply truck and Severan Dominate soldier profiles). The Dominate troops take cover inside their vehicles and return fire as best as they are able. Once two-thirds of the enemy has been killed or wounded (i.e. suffered a critical wound), the remaining troops surrender. A **Challenging (+0) Opposed Intimidation or Interrogation Test** is all that is required to get the location of the General's encampment from the Squad's new captives.

VEHICLE SQUADRONS

For vehicle squadrons, add two Sentinel Scout Walkers (see page 219 of the **ONLY WAR** Core Rulebook), armed with lascannons, to act as an escort to the Supply Convoy.

MISSION COMPLICATIONS (OPTIONAL ENCOUNTERS)

Beyond the mandatory encounters above, there are a variety of optional Mission Complications the GM can add to enliven the scenario and give the players a feel for life far behind enemy lines.

Every two or three days the Squad spends behind enemy lines, or as the GM feels is appropriate, roll or choose an encounter from **Table 1–4: Mission Complications**.

DOMINATE THREATS

These optional encounters represent Severan Dominate movements on the front lines. While the Alert Level (see **Table 1–3: Dominate Alert Level**, page 14) is at 0 or 1, the characters are encountering Recon Patrols. When the Alert Level has reached 2 or above, Dominate command commences sending Search and Destroy Patrols after the Squad, which are slightly more difficult to evade. The Tests made to avoid these patrols are modified heavily by the bonuses and penalties explained in **Tracking and Navigation** (page 12) and **Keeping a Low Profile** (page 13), and interacting with these Dominate forces are the primary way of affecting the region's Alert Level (see **Threat Levels**, page 14).

Recon Patrols: Require a **Challenging (+0) Opposed Stealth Test** to successfully evade (keeping in mind the bonuses and penalties found in **Tracking and Navigation**, page 12, and **Keeping a Low Profile**, page 13).

Search and Destroy Patrols: Require a **Challenging (+0) Opposed Survival Test**, in

Roll	Mission Complication Encountered
1-20	Infantry Patrol
21-40	Vehicle Patrol
41-55	Major Troop Movement
55-65	Pitched Battle
65-74	Lightning Storm
75-89	Air Support
90-100	Tribe-Caravan (if previously encountered, re-roll)

TABLE 1-4: MISSION COMPLICATIONS

addition to a **Challenging (+0) Opposed Stealth Test**, to successfully evade (keeping in mind the Tracking and Navigation and Keeping a Low Profile bonuses and penalties, as above).

Infantry Patrols

Anc Infantry Patrol consists of 6 Severan Dominate Soldiers (see page 24 for profile). An expanded Infantry Patrol (sent out at Alert Level 2 or above) consists of 10 Severan Dominate Soldiers.

Vehicle Patrols

A basic Vehicle Patrol consists of 8 Severan Dominate Soldiers (see page 24) in a Chimera Armoured Transport (see Chimera Armoured Transport, page 217 of the **ONLY WAR** Core Rulebook). An expanded Vehicle Patrol (sent out at Alert Level 2 or above) consists of a basic vehicle patrol escorted by a Sentinel Scout Walker armed with an autocannon (see page 219 of the **ONLY WAR** Core Rulebook).

Major Troop Movement

A full company of Severan Dominate Troops is moving through the area. About 300 Severan Dominate Soldiers (see page 24) and attached auxiliaries are travelling from Severan Dominate territory to the front. Evading the Severan Dominate company requires a **Challenging (+0) Opposed Stealth Test** to successfully evade (keeping in mind the bonuses and penalties found in **Tracking and Navigation**, page 12, and **Keeping a Low Profile**, page 13). Unlike the patrols above, the Severan Dominate company will not pursue the squad, as they have pre-existing mission objectives. At best, if the squad is located by the company, a patrol or two will break off to pursue them.

Pitched Battle

The Squad comes across a raging battle between Maccabian Janissaries and Severan Dominate forces. Well before the Squad comes within sight of the battle, they will hear the sounds of lasrifle fire and artillery. There are over a thousand combatants on either side. If the Squad continues on, the sounds of battle will eventually recede.

Air Support

A handful of Severan Dominate Valkyries that comprise the Dominate's air support make occasional patrols of Dominate airspace. The characters need to succeed in an **Ordinary (+10) Stealth Test** to remain hidden from one of these flyers overhead, or the Severan Dominate Valkyrie reports the Squad as a contact (see **Threat Levels**, page 14) and relays the Squad's location to Dominate forces on the ground.

VEHICLE SQUADRONS

For vehicle squadrons, add one Leman Russ Battle Tank (see page 215 of the **ONLY WAR** Core Rulebook), armed with a heavy bolter, to any vehicle patrols. Add an infantryman armed with a missile launcher and Krak missiles, as well as an infantryman armed with a meltagun, to any infantry patrols.

VIRBIAN ENCOUNTERS

The following optional encounters represent threats and opportunities unique to Virbian:

Lightning Storms

The players have an impromptu run in with one of the lightning-squalls of Virbius. These environmental anomalies are fairly easy to avoid, requiring an **Ordinary (+10) Survival Test** to make sure that the Squad safely evades them. If Lorak is with the Squad, his experience with Lightning Storms means that the Squad succeeds this Test automatically. Failure indicates that the Squad misjudged the direction of the Lightning Storm, and was forced to drop some of its equipment in its hurry to get out of harm's way, which is subsequently destroyed (at the GM's discretion).

Tribe-Caravan

A large Tribe-Caravan of native Virbians makes its way through the area. There are over a thousand of them, warriors and non-combatants, with the larger vehicles in the centre of the caravan flanked by scores of combat-bikes. Dominate forces give them a wide berth, as they don't wish to start a war with the locals just yet.

The inhabitants of the Tribe-Caravan begin with a disposition of "Indifferent" (see **Interaction** on page 303 of the **ONLY WAR** Core Rulebook), which can be modified by the judicious use of Interaction Skills. If Lorak is with the Squad, the players should receive a +10 bonus to any Interaction Skill Tests they make with the Tribe-Caravan. The Tribe-Caravan doesn't have much to trade other than food, but contacts made with the tribe may be of help to the characters if they are planning further adventures on Virbius. With a successful **Hard (–20) Commerce Test**, and some extremely compelling barter, the players may even be able to secure a Virbian Combat Bike (see the **NPC and Vehicle Appendix**, page 23). One combat bike is available for every Degree of Success. Otherwise, this encounter will likely serve as nothing more than a curious footnote.

If the players reveal that they are headed to the mountain range, the biker-barbarians plead with them not to go. According to their legends, the mountains are a place of great evil, and should be avoided at all costs.

See the Virbian Combat Biker on page 23 of the **NPC and Vehicle Appendix** for a full profile of the Tribe-Caravan's warriors, if necessary.

THE DOMINATE ENCAMPMENT

"We will stand tall and we will do our duty, because that is all we have left."

–General Harvax Scarus

This section marks the conclusion of the adventure. The characters have successfully located the encampment, and located General Scarus. During this process the Children of Thorns have been alerted to their presence, and will attack. The Squad is hopelessly outnumbered at this point, and they need to make a fighting retreat back to the Imperial lines for any hope of survival.

Infiltrating the encampment, confronting the General, surviving the initial onslaught of the Dark Eldar, and making their way back to Forward Outpost Epsilon 12 are the main challenges the Squad faces during this concluding section of the adventure. They also have a chance to gain further intelligence, and particularly enterprising and shrewd players may even discover the fate of the survivors of the missing squad and the secrets upon which the encampment was built.

At the end of this section, the Player Characters, if successful, have infiltrated the encampment, confronted General Scarus, been attacked and pursued by the Dark Eldar, and safely made their way back to Imperial-controlled territory for debriefing, bringing intel that is vital to the Imperial war effort on Virbius. Whether their mission is considered a success by Imperial command depends quite heavily on how they approach the unique challenges of **The Dominate Encampment**.

INFILTRATING THE CAMP

General Scarus's encampment is nestled near the peak of one of Virbius's majestic mountains. It is a smallish affair, just a handful of buildings, but from this relatively humble headquarters General Scarus coordinates this entire front.

The encampment is set on the ruins and remains of a far older base that pre-dates the fall of Virbius, which itself was built on top of a cave system that leads to the entrance of one of Virbius's abandoned underground hives. At this hive entrance the Dark Eldar make their forbidding lair, ready to strike out at the enemies of the Severan Dominate in exchange for slaves and plunder.

The Severan Dominate troops that inhabit the base easily outnumber the Squad, and so caution must be taken when infiltrating or assaulting it. There are a few tactical options the Squad may wish to consider when initially confronted with the Dominate encampment:

Stealth: The Squad may wish to attempt to sneak into the encampment undetected. Guards are posted at the walls, and an infiltration requires a **Challenging (+0) Opposed Stealth Test** to move into position. If they can take out the guards before their first action (taking into account a surprise round) without too much noise, they are

able to enter the encampment undetected. If the Squad is operating under cover of darkness, they receive a +10 bonus to any Stealth Tests they make.

The Squad may wish to climb down the mountainside to the relatively unguarded back of the encampment. This requires an **Ordinary (+10) Athletics Test**, and also places them at the entrance to the cavern that is the Dark Eldar lair.

Infiltration by Disguise: The Squad may attempt to infiltrate the camp using trickery and guile. If the Supply Caravan is mostly intact, the Squad may attempt to enter the base disguised as the Supply Caravan. This requires a **Challenging (+0) Deceive Test**. As the Squad successfully enters the encampment disguised as members of the Supply Caravan, they are directed to deliver their cargo to the supply depot. While they are accompanied by two of the encampment's guards while unloading at the depot, they automatically gain a surprise round if they choose to attack. As above, assuming the characters do not make too much noise, if the Squad is able to kill these guards before they act in a round of combat, they will not alert the rest of the base.

Frontal Assault: It should be impressed on the players, from information gathered earlier in the adventure, that simply assaulting the base is remarkably foolhardy. If the players attack the base outright, the entire encampment rushes from the barracks and takes up defensive positions. After two Rounds of combat, General Scarus makes his way to the front lines, where he engages in the fighting personally (see **Confronting General Scarus**).

After five Rounds of combat, the Dark Eldar attack (see **The Children of Thorns Attack**, page 21).

If the players are having difficulty coming up with tactics for infiltrating the Dominate encampment, the GM may allow one of the Squad members to make an **Ordinary (+10) Scholastic Lore (Tactica Imperialis) Test**, and provide a brief hint or overview of a tactical option for every Degree of Success.

If the Squad has had trouble operating under the Severan Dominate's radar on the way to the encampment, they have a more difficult time making it into the base unseen. Depending on the Alert Level the characters have triggered (see **Keeping a Low Profile**, page 13), the troops guarding the encampment receive bonuses to detecting the Squad's attempts at infiltrating the base. The Severan Dominate forces at the encampment receive a +10 bonus to Awareness and Scrutiny Tests at Alert Levels 1-2, and a +20 bonus to Awareness and Scrutiny Tests at Alert Level 3 and above.

If Lorak has accompanied the Squad, he hesitates as they approach the encampment. He warns the players against continuing, telling them that the mountains are a forbidden place, dangerous and vile, and that no good can come of proceeding any further. Unless one of the Squad succeeds at a **Difficult (–10) Command Test**, or a **Hard (–20) Charm** or **Intimidate Test**, Lorak refuses to accompany the characters to the encampment. He urges the Squad with all his might to turn back, with obvious quivering in this otherwise stalwart warrior's voice.

The Gate and Guard Tower

The gate and guard tower are the encampment's first line of defence. At normal alert levels, the gate is guarded by two Severan Dominate Storm Troopers (see page 24) and there is one Severan Dominate Storm Trooper marksman in the guard tower. At Alert Level 2 or greater, however, the guards at the gate and guard tower are doubled, with four Severan Dominate Storm Troopers at the gate and two Severan Dominate Storm Troopers in the guard tower.

The plasticrete guard tower is five metres tall, and with a ladder that leads to ground level. The gate is chain-linked. Surrounding the encampment is a 3 metre wall, topped with razor wire.

The Barracks

The barracks is a large plasticrete building. Inside are rows of bunk beds and footlockers. There are a total of sixty Severan Dominate Storm Troopers (see page 24) stationed at the encampment, and those not on duty are found here, playing cards or cleaning their weapons. These soldiers switch out for patrol and guard duty once every three hours.

The barracks are ancient, and one of the door locking mechanisms is faulty. A player could conceivably short-circuit the barracks blast doors with a **Difficult (–10) Tech-Use Test** and 2 minutes of work. It takes the Severan Dominate Storm Troopers inside at least 15 minutes to force the doors open after they have been sealed in this manner.

The Supply Depot

The supply depot is another large plasticrete structure, with large, vehicle-bay sized doors. All of the encampment's extra munitions, rations, and other supplies are stored here.

As a tactical option, the players may wish to blow the munitions in the supply depot as a distraction. An **Ordinary (+10) Tech-Use Test** (see **Demolitions**, page 133 of the **Only War** Core Rulebook for further details) is all that is required to rig the Supply Depot's munitions to explode. This is a particularly effective distraction, and causes widespread confusion throughout the encampment. At the sound of the explosion, all of the base's personnel run to the supply depot and begin fighting the fire, giving the Squad free run of the base for the duration (1d3 hours, as long as they are not spotted).

> ## Vehicle Squadrons
>
> For vehicle squadrons, add one Leman Russ Vanquisher (see page 216 of the **Only War** Core Rulebook), armed with a heavy bolter, which is parked in front of the supply depot. This tank is unoccupied unless the encampment is on alert.

The Headquarters Bunker

This plasticrete building serves as General Scarus's de facto headquarters. The main entrance leads to Scarus's briefing room. The room to the left is the vox room, where Scarus coordinates with the troops in the field, straight ahead is the entrance to the officers' quarters, and there is a door to the right that leads to Scarus's personal quarters.

Briefing Room

The Bunker opens to the briefing room. This is where Scarus is most likely to be found during daylight hours (see **Confronting General Scarus**, page 20) with the rest of his command staff (see **Officers' Quarters**, page 19), pouring over maps and tactical reports. A **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test** allows a character to discern the Severan Dominate's current planet-wide strategy at a glance, while a character who has at least half an hour to study the maps and reports is able to accomplish the same feat with a **Routine (+20) Scholastic Lore (Tactica Imperialis) Test**. This tactical information would be very valuable to the Imperial war effort on Virbius, if the characters can get it back to Colonel Garn.

Vox Room

This room is a simple vox room, where there are two Severan Dominate Storm Troopers operating the vox consoles at all times. Other than the vox machinery, there are also a few scrolls detailing the most current Severan Dominate vox codes. These codes allow the Squad to listen in on Severan Dominate communications, but become obsolete in a week or so.

Enterprising characters may also attempt to use the vox room to send out false orders with a **Difficult (–10) Deceive Test**, causing Severan Dominate Troops in the area to inefficiently manoeuvre, become confused, or possibly even open fire on one another.

Officers' Quarters

The officers' quarters is where General Scarus's command staff makes its home. There are six officers located here, though only three are on duty at any time. There is little of note, save for the personal journals and effects of some of General Scarus's command staff. While these journals contain little of interest to the Squad, a few of them discuss coordinating Dominate attacks with an unnamed xenos force, which can be used by the GM as a foreshadowing of the upcoming Dark Eldar attack, and may also be used by the Squad as further evidence of the Severan Dominate's treachery.

Scarus's Quarters

These are General Scarus's personal quarters. The room is mostly barren, save for a bed, some half-eaten food on a desk, and various tactical manuals on shelves. Scarus spends about five or six hours a night sleeping in his quarters. The rest of his time is spent in the briefing room, or conferring with Lord Kalkus Veth on the rare occasions he is summoned to meet with the Dark Eldar.
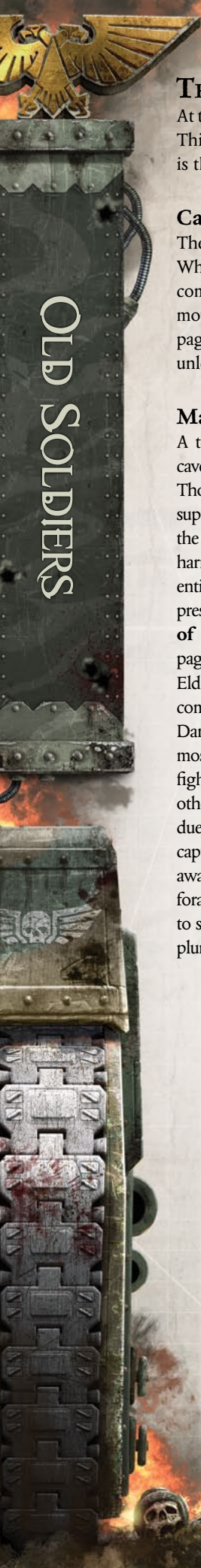
THE CAVERN

At the back of the encampment is a large, sinister cave opening. This cavern serves as the Dark Eldar's base of operations, and is the entrance to a secret, abandoned hive.

Cave Mouth

The cave mouth is set into the mountain, and is 5 metres across. While it is at the back of the encampment, the Squad may come across it first if they infiltrate the base by climbing up the mountainside. There is one Dark Eldar Kabalite Warrior (see page 357, the **ONLY WAR** Core Rulebook) standing guard, unless the Children of Thorns have left the encampment.

Main Cavern

A ten metre tunnel runs into a huge cavern, where the Children of Thorns house their troops, supplies, and vehicles. Unless the Dark Eldar are currently out harrying Imperial forces, the entirety of the Kabalite forces are present (see **The Children of Thorns Attack**, page 21, for Dark Eldar numbers and composition). The Dark Eldar spend most of their time fighting each other in ritualised duels, torturing captives, and eagerly awaiting their next foray into Virbius to slay, slave, and plunder.

Torture Chamber

A small side portion of the cavern has been set aside for the Dark Eldar to torture their captives. There are corpses set about in varying states of decomposition, with body parts taken off as grisly trophies. There are five captives on slabs, all attached to a strange xenos contraption in the middle of the chamber. The device itself is jet-black, with symmetrical spikes protruding from it. Its core is glass, and inside is a sickly green, bubbling liquid. The machine is connected to the captives by dozens of long wires that terminate in a host of needles. The captives move and moan, occasionally screaming in anguish, but are otherwise non-responsive.

There are three surviving Janissaries and two native Virbian captives left alive. A **Challenging (+0) Medicae Test** for each of the captives in turn is enough to remove them from the machine and, after a few minutes, they are well enough to get on their feet, though one of the Janissaries is too far gone and soon dies, even if removed from the xenos contraption.

Witnessing these xenos atrocities wears on the soul of even the most stalwart Guardsmen. Any characters who witness the machine receive 1d5 Insanity Points for being in the presence of such unspeakable evil.

The Hive Gate

At the back of the cavern there sit two massive doors, each 20 metres tall, covered in dust, moss, and grime, but otherwise untouched. This gate is the entrance to the abandoned hive that the Dominate encampment sits on. There is a small panel set to the side of the massive gate. An **Ordinary (+10) Tech-Use Test** determines that the gate has been locked from the inside, and that a code is required for entry.

CONFRONTING GENERAL SCARUS

Finding General Scarus is the primary objective of the Squad's mission. If they have made it this far into the encampment, they soon encounter him. There are three locations the General is likely to be found:

Headquarters Briefing Room: This is where General Scarus is most likely to be found. He spends the vast majority of his time in the briefing room, coordinating the Severan Dominate tactical efforts on the front. If the players come across the General in the briefing room, read aloud or paraphrase the following:

> *A severe man with a scarred, bald head looks up from his desk, and then rises to his full height. From the medals displayed on his desk, you can guess that you've finally located General Scarus. He places his hands on his bolt pistol and power sword and says, "Well, it looks like a few of you damn Imperials have finally made it here. Well come on, then, I haven't got all day."*

Personal Quarters: If the Squad makes their move in the dead of night, and have not raised any alarms, it is quite possible the General is found sleeping in his personal quarters. If the players discover the General asleep in his room, read aloud or paraphrase the following:

> *You see before you the famous General Scarus, terror of the Imperium and stalwart leader of the Severn Dominate, sleeping soundly. From here he looks less like a legendary war hero, and more like a tired old man. He wheezes, coughs, and then shifts slightly in his bed, oblivious to your presence.*

Front Lines: If the general alarm of the encampment has already been raised, then the Squad encounters the General fighting with his men on the front lines. If the players sight the General in the heat of battle, read aloud or paraphrase the following:

> *As the smoke clears for a brief moment, you see a figure emerge. A grey haired man with what must be decades of medals, commendations, and sashes hanging from his uniform stands up and unsheathes his power sword. He holds the sword high, power field crackling, and yells, "Come on men! For Severus, and for the Dominate!" The enemy soldiers around you roar and charge. It looks like you may have finally found the General.*

If the PCs have found General Scarus in the briefing room or on the field of battle, he attacks (see **Dominate General Harvax Scarus**, page 25). He fights to the bitter end with his bolt pistol and power sword. Asleep in his personal quarters, the General will be at the characters' mercy, easily captured or assassinated.

Once the General has been captured or killed, the Children of Thorns attack (see below).

THE CHILDREN OF THORNS ATTACK

Once General Scarus has been captured or killed, or if the Squad has been forced to retreat from the encampment, has stumbled upon their cavern, or has triggered the appropriate alert level (see **Threat Levels**, page 14), the Dark Eldar attack.

At this point, read aloud or paraphrase the following:

> *A high-pitched, screeching whine fills the air, like a mix between rusty gears groaning against each other and glass breaking. A group of black, hovering vehicles scream out toward you, ridden by black carapace and spike-clad figures.*
>
> *The lead black-clad warrior stands and laughs, "Such stalwart soldiers, you children of the Imperium. Such strong will, and so delicious when it breaks. You may try to flee, if you like, or you may stand your ground, but either way your end will be..."*
>
> *The warrior takes off his helmet, revealing dark eyes, pale skin, tapered ears, and a cruel smile. He stares at you and licks his lips, "...unpleasant."*

Upon seeing the Children of Thorns, a character may make an **Ordinary (+10) Forbidden Lore (Xenos) Test**, with the following results:

One Degree of Success: These are not Severan Dominate Troops, and are in fact xenos.

Two or More Degrees of Success: These xenos are Eldar warriors—they are known to possess advanced weaponry, and to be extremely agile and long-lived.

Three or More Degrees of Success: This is a group of vicious, black-clad Eldar, a sect of their race who are thought to be even more depraved then the rest of their kind. They revel in slaughter and torture, and prefer to harry their foes.

The Kabalite force of Lord Kalkus Veth is comprised of 2 Reaver Jetbikes armed with Front Facing Splinter Rifles (see **Reaver Jetbike,** page 361, **Only War** Core Rulebook) each ridden by a Dark Eldar Kabalite Warrior (see page 357 of the **Only War** Core Rulebook) armed with Poisoned Blades, and 1 Venom (see page 362 of the **Only War** Core Rulebook), carrying two Kabalite Warriors armed with Splinter Rifles as above and Lord Kalkus Veth himself (see **NPC and Vehicles Appendix**, page 23). They initially attack as a group, with the Reaver Jetbikes flanking the Venom transport.

VEHICLE SQUADRONS

For vehicle squadrons, arm the Kabalite Warriors on Reaver Jetbikes with Dark Lances instead of Poisoned Blades.

FIGHTING OR EVADING THE DARK ELDAR

The Dark Eldar are a far superior force, and in an open battle they should easily defeat the Player Characters. In order to escape the Children of Thorns with their lives, the PCs will need to consider the following tactical options:

Stealth: The Squad may attempt to hide from the Dark Eldar, using whatever cover is available. The Kabalite Warriors have preternatural senses, however, and it is very difficult for the players to conceal themselves from this enemy. Also, the players receive no bonus for night time conditions, as the Dark Eldar can see perfectly well in the dark.

Outmanoeuvre/Evade: The Dark Eldar hover-vehicles are extremely manoeuvrable, but they have one disadvantage. They have difficulty manoeuvring in the dense Virbian forests. If the PCs can make it past the treeline, or to the Imperial Guard forces fighting closest to the encampment, the Dark Eldar will give up the chase. The Dark Eldar vehicles will be hard to outrun, and will require an expert operator (see **High Speed Chases**, page 273 of the **Only War** Core Rulebook, for pursuit rules).

Misdirection: If the players are wearing Severan Dominate uniforms, the Dark Eldar will have a great deal of difficulty distinguishing them from Severan Dominate troops. If the Severan Dominate Storm Troopers are fired on by the Dark Eldar, especially if General Scarus is dead or incapacitated, they do not hesitate to fire back on the Dark Eldar. The Squad may escape in the ensuing chaos.

Scatter: Another effective tactic is for the Squad to split up. Lord Veth is arrogant and will not tolerate any insult, so he would undoubtedly follow anyone that taunts him instead of pursuing the Squad more tactically. While it is quite likely that the comrades or characters that divert the attention of the Dark Eldar will die or be captured, the rest of the Squad will be able to make it back to Imperial lines intact.

Assault: Alternately, the players may simply try to stand and fight. The Eldar have superior numbers, and their technology and training is very effective, so it's quite unlikely that the PCs can survive the encounter. See the **Fall Back!** sidebar for hints on how to warn your players that they may be overwhelmed.

Calling in Support: If the players were paying attention while receiving their orders at Forward Outpost Epsilon 12, they will have witnessed some of the arsenal at the 37th Maccabian Janissaries disposal (see **Exploring the Outpost**, page 11). At this point, the Squad may wish to break vox silence and coordinate with any Imperial troops in the vicinity, calling in an artillery strike or air support to even the odds, and coordinating with Janissary infantry on the ground to make their escape.

As previously, if the players are having difficulty coming up with tactics for surviving their encounter with the Children of Thorns, the GM may allow one of the Squad members to make a **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test**, and provide a brief hint or overview of a tactical option for every Degree of Success.

FALL BACK!

There are numerous points in this adventure where the characters may be faced with an overwhelming force. At the GM's discretion, allow a seriously outnumbered Squad to make a **Routine (+20) Scholastic Lore (Tactica Imperialis) Test**. A success on this Test will make them aware that they are facing losing odds, and the GM can urge them to attempt a full retreat or to fall back and regroup to the best of their ability.

REGROUPING

At this point there will be a few full companies of Maccabian Janissary forces that have penetrated deep into Severan Dominate territory that the Squad may regroup with. If the Squad arrives with the Dark Eldar hot on their heels, the Janissary company will form up and, after a brief skirmish, drive the Dark Eldar back. They will then offer the remaining squad-mates an escort to the Forward Outpost.

DEBRIEFING

"I have to admit, I didn't think any of you would make back alive."

–Colonel Raxe Garn

The adventure concludes when the characters have successfully made their way back to Forward Outpost Epsilon 12. Once the characters have returned to the outpost, they are debriefed immediately. Colonel Garn expects the player characters to report to his tent at the moment of their arrival, making an exception only for critical medical emergencies. Colonel Garn stresses the importance of any new information to the war effort, and sends a priority transmission to Virbian high command. If the players have captured General Scarus and have him with them, he is prepared for immediate evacuation and interrogation.

If General Scarus is still alive and uncaptured, the Squad has technically failed in its primary mission. While Colonel Garn suspends any disciplinary action, the Squad's record will still reflect a failure to complete their primary objective.

Regardless, if the Squad was able to save any of the Dark Eldar's Imperial Guard captives, then their safe return to the Forward Outpost is seen by the 37th Maccabian Janissaries as a sign of great favour from the God-Emperor. Morale is lifted, and any previously held grudges against the Squad will be completely forgotten. The Player Characters receive a +10 to any Interaction Tests made with the Maccabian Janissaries for the remainder of the campaign.

REWARDS

For surviving the adventure, all Player Characters receive 500 experience points. If they were able to successfully capture General Scarus, they should be awarded an additional 600 XP, while killing the General awards them only 300XP. The Squad should receive an additional 100XP if they were able to free any Imperial Guardsmen from the clutches of the Dark Eldar. Finally, at the GM's discretion, the squad should receive 100XP for each successfully completed optional encounter.

In addition to XP, the Squad's actions in the field may merit an increase to their Logistics Rating. For bringing back information that the Dark Eldar are in league with the Severan Dominate, they should receive a +1 to their Logistics Rating. If the Squad was able to secure the Dominate tactical plans from the briefing room of the headquarters bunker, the Squad should receive an additional +2 to their Logistics Rating. If the Squad rescued any Imperial captives, they should receive another +1 to their Logistics Rating. If the Squad was unable to capture or kill General Scarus, they should receive a –2 to their Logistics Rating.

At this time, the players should also be awarded any medals and commendations that they earned over the course of the adventure (see **Medals and Honours**, page 294 of the **Only War** Core Rulebook).

NPC AND VEHICLE APPENDIX

The following are the NPCs and vehicles found in the adventure. NPCs are assumed to have any Weapon Training Talents necessary to use the weapons they are equipped with.

VIRBIAN COMBAT-BIKER (TROOP)

The biker-barbarians of the Virbian Caravan-Tribes are raised from birth to ride the plains of Virbius. In combat, the Virbians will use their combat bikes and lances or swords to full effect, using the Hit & Run Action (see **Driving a Vehicle**, the **Only War** Core Rulebook, page 272).

Virbian Combat Biker (Troop)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	35	35	35	25	30	30	25

Move: 3/6/9/18 **Wounds:** 10
Armour: Chainmail (Arms, Body, Legs 3) **Total TB:** 3
Skills: Athletics (S), Awareness (Per), Dodge (Ag), Linguistics (Low Gothic), Navigate (Surface), Operate (Ground) +10, Stealth (Ag), Survival (Per) +10.
Talents: Iron Jaw.
Weapons: Lance (1d10+3 R; Pen 0; Primitive [8]), Sword (1d10+3 R; Pen 0; Balanced).
Gear: Virbian bombat bike (see page 24).

FUTURE HOOKS

The Squad's mission on Virbius could be a footnote in their careers, or it could be the beginning of a long and glorious campaign. Here are a few possible follow-up scenarios for Game Masters who wish to continue their players' exploits on Virbius:

• Once the characters have found the entrance to the underground hive, they have a whole new section of Virbius to explore. The underground hive likely has plenty of information on what Virbius was like before it was cut off from the Imperium, and searching it would help the Squad uncover Virbius' lost purpose. The hives are rumoured to be extremely dangerous, however, and may be booby-trapped, home to mutants, or worse.

• The Dark Eldar are still a threat on Virbius that must be dealt with. The characters may be tasked with finding Kalkus Veth and eliminating him. There is still the possibility of a full Dark Eldar invasion, which would change the scope of the fight for Virbius entirely.

• If General Scarus is still alive, then the characters may be tasked again with finding him and eliminating him. If he has been killed or captured, then the fight against the Severan Dominate forces on Virbius continues to rage on, and the Squad may be ordered to lead the charge.

• The Caravan-Tribes of Virbius are a fractured but powerful force on Virbius. A diplomatic and missionary envoy is sent to a large gathering of the Caravan-Tribes, and the characters may be ordered to escort it. It will be their mission both to ensure the safety of their charges, and to make sure that the diplomatic proceedings go as smoothly as possible.

VIRBIAN COMBAT BIKE

The Virbian Combat Bike is one of the last remaining pieces of Imperial technology available to the natives of Virbius. They are lovingly, almost religiously, maintained by the Virbians, and are based off of a little-known STC pattern.

Type: Wheeled Vehicle **Tactical Speed:** 20m
Cruising Speed: 80kph **Manoeuvrability:** +11
Structural Integrity: 15 **Size:** Hulking
Armour: Front 16, Side 16, Rear 16
Vehicle Traits: Bike, Open-Topped, Reliable.
Carry Capacity: None.
Crew: 1 Rider.

SEVERAN DOMINATE SOLDIER (TROOP)

The rank-and-file Dominate soldiers on Virbius are untested, and many of them have never even seen battle before. They have been sent into the field with limited training, and many of them will turn tail and run at the first sign of battle.

Severan Dominate Soldier (Troop)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	35	35	35	28	31	25	25

Move: 3/6/9/18 **Wounds:** 10
Armour: Flak Armour (4 All). **Total TB:** 3
Skills: Athletics (S), Awareness (Per), Common Lore (War) (Int), Dodge (Ag), Operate (Surface) (Ag), Linguistics (Low Gothic), Stealth (Ag), Survival (Per).
Talents: Rapid Reload.
Weapons: Lasgun (Basic; 100m; S/3/–; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable), combat knife (1d5+3; Pen 0).
Gear: Severan Dominate uniform, micro bead, 2 clips for lasgun.

Cowardly: If Severan Dominate Troops lose over half their number in a given engagement, each of the survivors must make a **Challenging (+0) Willpower Test**. Those that succeed fight on, but the remaining troops flee or surrender.

SEVERAN DOMINATE STORM TROOPER (TROOP)

These veteran troops are completely loyal to the Severan Dominate, and have fought numerous engagements. For now, General Scarus keeps them in reserve and close to him, a hedge against the inevitable betrayal of his Dark Eldar "allies."

Severan Dominate Storm Trooper (Elite)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	35	35	35	28	38	30	30

Move: 3/6/9/18 **Wounds:** 10
Armour: Storm Trooper Carapace (6 All). **Total TB:** 3
Skills: Athletics (S) +10, Awareness (Per) +10, Common Lore (Imperium, War) (Int), Dodge (Ag) +10, Operate (Surface) (Ag), Scholastic Lore (Tactica Imperialis) (Int) +10, Scrutiny (Per), Linguistics (Low Gothic), Stealth (Ag) +10, Survival (Per) +10.
Talents: Nerves of Steel, Rapid Reload.
Weapons: Hot-shot lasgun (Basic; 60m; S/3/–; 1d10+4 E; Pen 7; Clip 30; Reload 2 Full), knife (1d5+3; Pen 0), 2 frag grenades (Thrown; 9m; S/–/–; 2d10 X; Pen 0; Clip 1; Reload –; Blast [3]).
Gear: Severan Dominate uniform, micro-bead, 3 clips for hot-shot lasgun.

DOMINATE GENERAL HARVAX SCARUS (MASTER)

General Scarus is severe-looking man with a bald head marked by a long, vicious scar. He is a veteran of countless battles, and his eyes reflect this, taking in a given combat with an expert sense of tactical awareness earned by decades of experience on the battlefield.

General Harvax Scarus (Master)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	35	40	40	35	38	45	45

Move: 4/8/12/24   **Wounds:** 19

Armour: Flak Armour (4 All).   **Total TB:** 4

Skills: Awareness (Per) +20, Athletics (S), Dodge (Ag) +10, Command (Fel) +20, Common Lore (Imperium, War) Int +20, Intimidate (S) +10, Navigation (Surface), Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int) +10, Survival (Int).

Talents: Iron Jaw, Iron Discipline, Nerves of Steel, Sidearm, Two Weapon Wielder (Melee, Ballistic).

Weapons: Bolt pistol (Pistol; 30m; S/2/–; 1d10+5 X; Pen 4; Clip 8; Reload Full; Tearing), power sword (1d10+5 E; Pen 5; Power Field, Balanced).

Gear: Personal comm-link, refractor field, respirator, 4 clips for bolt pistol.

DOMINATE SUPPLY TRUCK

The canvas-covered Supply Trucks of the Severan Dominate are used to move crates of munitions, rations, and other supplies to the front lines.

Type: Wheeled Vehicle

Tactical Speed: 13m

Cruising Speed: 55kph

Manoeuvrability: +2

Structural Integrity: 26

Size: Enormous

Armour: Front 29, Side 25, Rear 23

Vehicle Traits: Open-Topped.

Carry Capacity: 8 Severan Dominate Troops plus supply crates.

Crew: 1 Driver and 1 Gunner (Pintle-mounted Weapon).

Weapon: Pintle-mounted heavy stubber (100m; –/–/8; 1d10+4 I, Pen 3, Clip 75, Reload 2 Full).

LORD KALKUS VETH (MASTER)

Like the rest of his Dark Eldar kin, Lord Veth is a tall, lithe humanoid, with pale skin and tapered ears, clad in jet-black xenos carapace armour. He moves with a preternatural grace and arrogance.

Lord Kalkus Veth (Master)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
50	50	34	39	62	37	48	36	40

Move: 9/18/27/54   **Wounds:** 21

Armour: Kabalite Armour (4 All).   **Total TB:** 3

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Command (Fel) +10, Deceive (Fel) +10, Dodge (Ag) +10, Intimidate (S) +20, Parry (WS) +10, Scrutiny (Per), Sleight of Hand (Ag), Stealth (Ag) +10.

Talents: Blademaster, Combat Master, Hard Target, Leap Up, Lightning Reflexes, Paranoia.

Traits: Dark-Sight, Unnatural Agility (+3).

Weapons: Splinter rifle (Basic; 100m; S/3/5; 1d10+2 R; Pen 3; Clip 200; Reload 2 Full; Toxic [1]), poisoned blade (1d5+3 R; Pen 2; Toxic [1]).

Gear: 4 clips for splinter rifle.

IMPERIAL GUARD CAMPAIGNS

"Take a good long look at the soldiers on either side of you. Remember that they are your brothers. All that you gain for cowardice in the face of the enemy is their deaths on your hands and a bolter round to the back of your head."

–Commissar Mardius Steen

The life of most Guardsmen is a brief one. All too often, these unwavering heroes of the Imperium are cut down in their prime. Sometimes, though, a Guardsman does, against all odds, survive the brutal battlefields of the 41st Millennium. A Squad may, time and time again, triumph over the hardships, dangers, and misfortunes that besets it. They complete harrowing missions by the skin of their teeth, use tactics and cunning to rip victory from certain defeat, and become the decisive lynchpin that turns a hopeless battle into a conquest for the Imperium. They rise through the ranks, from unsung unknowns to decorated heroes.

Charting an Imperial Guard Squad's path from new recruits to legendary heroes of the Imperium is the function of an **ONLY WAR** campaign. While most gaming sessions cover standalone missions and conflicts, a full campaign ties these adventures and battles into one epic story. As such, running an **ONLY WAR** campaign requires special considerations that standalone scenarios do not. What follows are some tips for integrating these stories smoothly into one cohesive whole, to organically confer more power and responsibility to the characters, and to aid the GM in fleshing out the Squad and Regiment as gameplay progresses.

Note, this section is intended for GMs, and though there is nothing secret that should necessarily be kept from players' prying eyes, it is written from a GM's perspective.

BASIC TIPS

A successful campaign requires considerations that a series of briefer stories does not. It requires additional planning and commitment from the Game Master and the players. To make sure that a group is sufficiently prepared for a long-term **ONLY WAR** campaign, the following are some basic questions to consider:

Does the gaming group have a high turnover rate? One of the main reasons to run an extended campaign is to be able to tell a story over a longer period of time. If a group isn't relatively stable, the GM might be the only one who ends up seeing that story unfold, while players and characters come and go, defeating the purpose of running such an extensive campaign in the first place.

Does the group like to play the same game for long periods of time? Running an extended campaign obviously means the GM and players will be playing **Only War** a great deal. Does the group get bored relatively quickly with the same game and often switch through other systems or settings? If so, a group might be better served by keeping the scope of the campaign short, so that they don't have too long between each chapter of the GM's story.

What story scope is the group interested in? Does the group prefer to run games that take a long time to build up to their climax? Do they have lots of story or character ideas in mind for **Only War** that wouldn't mesh well together in the same campaign? If a group falls into the latter category, they might prefer not to run extended campaigns so that they can play with more varied character types and missions.

If the GM and players are content with the answers to these questions, there should be little stopping them from a long and promising **Only War** campaign.

MISSIONS

Missions are the basic building block of an Imperial Guard campaign. How a Squad goes about interpreting and accomplishing their mission parameters and objectives is the main focus of an **Only War** scenario. Missions themselves can be extremely varied, from a long and tedious guard duty to exhausting pitched battles, but an important factor in all of these missions is the Squad's strategic preparation and approach. To represent this, in addition to the standard Mission Archetypes and Complications (see **Missions**, page 296, in the **Only War** Core Rulebook), the GM may wish to take into account tactical options that the players are likely to consider or implement.

TACTICAL OPTIONS

When setting up mission parameters, the GM may wish to factor in the use of creative tactical thinking into his encounter design. Taking into account and adding options for the players' effective use of strategy, such as feints and deception, economy of force, or taking advantage of terrain features, are all good ways to ensure that the Squad's victories are a result of applying out-of-the-box assessments and a military mind-set to any mission complications that arise. An important part of an **Only War** scenario is that the characters have marshalled all of the resources at their disposal and have used them in the most effective way possible.

Some common tactical options that a GM may wish to factor into his **Only War** campaign are: a defence in depth, in which the characters fall back while firing at an assaulting enemy to take some bite out of their charge; exploiting night or weather conditions, where the characters wait until nightfall or fog is present to get the jump on their foes; and overwatch, when one part of the unit supports another's movement using suppressive fire and pinning. Another option is to have the Squad's foes use strategies such as these against them, strategies that the Squad will have to recognise and counter if they are to successfully win a combat or complete a mission.

If the characters are having difficulty coming up with acceptable tactical solutions, or are consistently using sub-optimal strategies, the GM may wish to give the players suggestions and clues in the form of Scholastic Lore (Tactica Imperialis) Tests. This skill represents the accumulated military and tactical knowledge of a character, information to which a player may not have ready access. As the campaign progresses, this will hopefully allow the players to gain a better understanding of the myriad of tactical options that are open to their characters.

CAMPAIGNS

A standard overarching **Only War** campaign is comprised of a series of smaller military campaigns, each one deciding the fate of a planet or a system. It is the nature of the Departmento Munitorum to constantly shift resources from front line to front line, so a GM should in no way feel constrained by seeing a planetary campaign to its conclusion. It is possible that each mission the Squad faces will be set in wildly different parts of the galaxy.

So, in all likelihood, an **Only War** campaign will be multiple military campaigns strung together. Finishing a military campaign, by successfully defending a planet from attack by xenos forces or conquest of a rebellious planet for the Imperium, for example, is a good transition point for a larger **Only War** campaign. The GM may wish to set things up so that a military campaign concludes when the Squad has achieved enough Logistics Rating to ascend to a higher rank and a slightly different role within their Regiment and the Imperial Guard as a whole (see **Logistics and Command Responsibility**, page 30, for further information).

ADDITIONAL ELEMENTS OF A CAMPAIGN

While the basics of designing a campaign are laid out in the **Only War** Core Rulebook (see **Campaigns**, page 27), the following are some further considerations to keep in mind:

Campaign Themes: When designing a campaign, the GM may wish to pick a broad theme to design the campaign around. If the theme of the campaign is betrayal, the characters may slowly unravel the machinations of a corrupted campaign commander or Rogue Trader. If the theme of the campaign is epic scale warfare, the missions and scenarios in the campaign will be based around titanic battles and millions strong armies. Beginning with a strong theme, or even multiple themes, can allow the GM to establish a cohesive storyline out of the disparate adventures and scenes that make up his campaign.

Campaign Setting: Because of the military nature of an **Only War** campaign, the setting of a campaign has importance beyond just establishing the look and feel of missions. Tactical options based on the environment, such as day and night cycles, terrain features, and weather patterns, all deserve mechanical consideration in an **Only War** campaign. Troop movement, logistics, and disposition will be very different on an idyllic agri-world as opposed to an undeveloped feral world or the confines of a crowded hive. The topography and infrastructure of a given planet suddenly takes on a different level of importance compared to most other games in the **Warhammer 40,000 Roleplay** line.
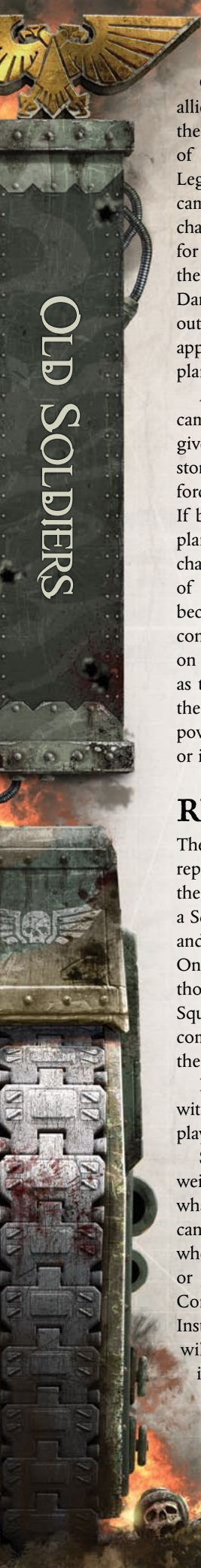
Campaign Adversaries and Allies: The adversaries and allies of a given Imperial military venture will greatly impact the nature and feel of that campaign. The main adversaries of the Spinward Front—the Orks, Dark Eldar, Chaos Legions, and Severan Dominate—are all very well suited as campaign adversaries to the Imperial Guard, though each one changes the nature of the campaign considerably. The Orks, for example, fight in endless waves, and are a good test of the players' logistical thinking as well as tactical skills. The Dark Eldar are an elite threat, and must be outwitted and outmanoeuvred. Each type of adversary has a very different approach to warfare, and that should be reflected in the planning of a campaign.

Additionally, the allies and adversaries present within a campaign often work as different factions, and may sometimes give new political and tactical dimensions to an **ONLY WAR** story, as the characters must negotiate between different forces and power blocs with different ends and ambitions. If both Orks and Severan Dominate forces are present on a planet, which is not uncommon in the Spinward Front, the challenge of waging a three pronged battle, or the option of manoeuvring both foes to fight each other suddenly, becomes a consideration the Squad has to contend with. A contingent of Space Marines, an Inquisitor, or a Rogue Trader on the battlefield will change the nature of the campaign, as the players find themselves having to deal not only with the objectives of their chain-of-command, but also with a powerful third party that may have confusing, inconvenient, or inscrutable goals.

RUNNING COMRADES

The Squad plays a vital role in an **ONLY WAR** campaign. It represents not only the character group, but also their place in the hierarchy of the Imperial Guard. As a campaign progresses, a Squad should begin forming its own reputation and habits, and the characters will start to take pride in being a part of it. One of the key factors that define a Squad is the Comrades, those NPCs seconded to the Player Characters to fill out the Squad. Comrades are vital to giving the players a sense of command and of being part of a larger whole, and epitomise the **ONLY WAR** themes of brotherhood and sacrifice.

From the GM's perspective, having Comrades present within the Squad has a variety of advantages, and they can play numerous roles beyond simply that of support to the PCs:

Setting the Scene: Comrades can lend a great deal of weight to a given scene by responding appropriately to whatever it is the players have encountered. Comrade reaction can go a long way in setting the tone the GM wishes to create, whether the Comrade is reacting with pants-wetting terror or grim determination at the sight of a given foe or scene. Comrades can also lend a sense of urgency to an encounter. Instead of simply telling the players they are in peril, the PCs will take the shelling of their position very seriously indeed if their first inkling of danger is one of their Comrades being blown to bits.

Moving the Story Forward: If a mission has begun to stall, the GM can have a Comrade attempt to get the scenario back on track. In fact, simply portraying the Comrades as restless may be enough to get the players to continue onward. Comrades can also impart useful information to the PCs that they may have missed. If the players are stuck, or have overlooked a vital clue, the GM may wish to simply have a Comrade come along to point them in the right direction and get the adventure moving forward again.

Character Development: Comrades also serve to cement a Squad's bonds of brotherhood. A good Comrade is a reliable comrade-in-arms and aide-de-camp, a stalwart soldier and an indispensible companion. A character's continued interactions with his Comrades, from building trenches to fighting side-by-side on the battlefield, all help further invoke the themes of fellowship and solidarity that are an important hallmark of an **ONLY WAR** campaign.

Side-Plots: A Comrade may also be the focus of part of the story. A Comrade may have some important knowledge or connection to a planet that the characters must wring out of him. A favoured Comrade who is captured or left behind could become the tertiary objective of a mission as the squad tries to recover him. A traitorous former Comrade may also make an excellent adversary for the player characters, whether his turning on the Squad was a result of greed, malice, or the actions of the Player Characters themselves.

Heroic Sacrifice: It is a Guardsman's lot to die in service to the Emperor. Themes of loss and sacrifice are important to successfully evoking the feel of an **ONLY WAR** campaign, and having Comrades take the bulk of the death and injury allows the GM to showcase these themes without constantly killing and mutilating the Player Characters.

ROLEPLAYING COMRADES

For a player, a Comrade can sometimes feel like they are merely an addition to their character. There are a variety of mechanical benefits to having Comrades that the players can call upon, and they often act as a front line of defence for the players, soaking up damage that would otherwise go to their characters. A well-defined and roleplayed Comrade, though, will be looked at as a character in his own right and as a member of the team, and not as an extension of a Player Character.

There are over fifty Demeanours that can be rolled for a Comrade (see **TABLE: 3–21: DEMEANOURS** on page 107 of the **ONLY WAR** Core Rulebook), from the taciturn to the vainglorious, and each one provides a solid jumping off point for roleplaying a character's Comrade. The GM may wish to further add a single quirk or feature to a Comrade, such as a beard, scar, or catchphrase, to help distinguish him from the rest of his fellows. Comrades are designed to be expendable, though, so balance any character development with the idea that the Comrade may not be around for very long.

That being said, Comrades who survive multiple missions and engagements can be established as major characters, replete with their own motivations and contributions to the story. It will make it all the more poignant when the Comrade meets his likely fate on the battlefield of a backwater world, nobly sacrificing himself to hold off a rampaging horde so that the Player Characters can live.

COMMAND STRUCTURE

The Imperial Army is a lumbering behemoth, tasked with the coordination of countless billions of soldiers fighting on thousands upon thousands of planets. It is no surprise, then, that respect for a proper chain-of-command is one of the core tenets of the Imperial Guard.

The Player Characters interact with this hierarchy in three main ways: orders given by their immediate superiors, orders given to their immediate subordinates, and the command structure within the Squad. While their immediate superiors and subordinates are decided by the Squad's current rank, the command structure within the Squad deserves special consideration from the GM.

COMMAND STRUCTURE WITHIN THE SQUAD

The bulk of the responsibility for command of the Squad goes to the Squad's officer. Usually, this defaults to the character that has taken the Sergeant specialty. This doesn't need to be a hard and fast rule, however, and the GM is well within his rights to assign command of the Squad to any of the Player Characters.

Within the Spinward Front (and many parts of the Imperium), the Commissar is technically outside the Squad commander's jurisdiction. He is beholden directly to the Commissariat and the Departmento Munitorum, but he is still under their authority, and while a Commissar mostly has carte blanche to do what he feels is necessary to maintain discipline and root out corruption and heresy in a Squad, he will still feel the wrath of his superiors if he is being completely unreasonable or overstepping his bounds. Also, it is rare that Commissars are given direct control over troops. For the most part, the Commissar will be allowed to threaten or cajole members of the Squad, but it will be the Squad commander's duty to actually give the orders. The Squad commander is responsible for actively giving commands and implementing plans and tactics, while the Commissar's purview is morale. It is a Squad commander's place to order a squad-mate to take a hill, while the Commissar's role is to execute him if he refuses.

In many ways, the worst excesses of inter-party conflict are mitigated to some extent by the command structure of the Squad, as the characters will always be beholden to a higher authority. This does not mean that inter-squad squabbling is completely absent, however. A game in which one of the characters lords his authority over the others does not usually provide a fun play experience, and there are a few ways to deal with that. The first is to simply have an out of character discussion with the offending player or players. Another way to deal with that is to take command responsibility away from the offending player during the course of play.

COMMAND STRUCTURE WITHIN THE REGIMENT

The commander of a Regiment has extremely rigid control over the men under his authority. He has carte blanche to order them to do whatever he likes, and the players will have little to no recourse. Hierarchy is a very important theme within the Imperial Guard and **ONLY WAR** as a whole, but it is important to give the players some amount of freedom to pursue their objectives and come up with tactical solutions to problems as they arise.

When portraying the commanding officer, the GM may represent him as authoritarian as he likes, but the players should never feel as if they have no control over their characters' destinies. The reason that missions are structured with broad objectives is so that the players do not feel micro-managed, which does not lend itself to an enjoyable game.

LOGISTICS AND COMMAND RESPONSIBILITY

As the characters successfully complete mission objectives, they will earn a loftier place in the grand scheme of things, and their view of the conflict will be from the top down instead of the bottom up. Granting the players a sense of ownership over their rank, having their accomplishments awarded, validated, and acknowledged by the hierarchy of the Imperium, is a key part of the Logistics system.

From the players' point of view, the Squad's Logistics Rating is a measure of how many resources they can call upon, but from the GM's point of view it provides a good gauge of the scope of the campaign. As the players gain Logistics Rating, they are also gaining favour and renown in the eyes of Imperial Guard high command, and they will be rewarded and treated accordingly by their fellow Guardsmen. Logistics Rating is as much a measure of the squad's authority within the Imperial Guard as it is a measure of their ability to requisition equipment.

An average mission will award the players 2-3 points to their Logistics Rating, with an exceptional success netting them 5 points and a spectacular failure netting them nothing, or even dropping their Logistics Rating by a few points. A campaign can be planned with these gains in mind, as the GM should have a rough idea as to when the characters are likely to ascend to the next rank.

Rank and Responsibility

The Logistics Ratings and their corresponding ranks are detailed on **Table: 6–1: Logistics Rating** on page 162 of the **ONLY WAR** Core Rulebook. Each of these ranks corresponds to a different set of command responsibilities.

Below are some guidelines as to the most common rank structures of the Imperial Guard within the Spinward Front, and a brief overview of what command responsibilities each rank entails. These ranks are in no way uniform, even within the Spinward Front. Different Regiments, battle-groups, and crusades often have different designations and may easily have entirely different command structures.

Squad Command (Logistics Rating 1-30)

The ranks of Private through Sergeant are often referred to as non-commissioned officer ranks. An untested Squad defaults to the rank of Private, and from there moves on to Corporal, Sergeant, and Gunnery Sergeant. These ranks represent a squad's level of importance and responsibility both within its Regiment and its platoon. This is the standard beginning level of Squad command, with the players responsible for their Comrades.

An entire **ONLY WAR** campaign can be played from the standpoint of this level of command. If the GM and players do not want to assume further command responsibility, their Logistics Rating may be a reflection of the respect and admiration of their fellow Guardsmen instead of their place within the chain-of-command.

Regimental Command (Logistics Rating 30-90)

At the regimental command level, the characters begin to take on responsibilities beyond the Squad itself. They will be expected to direct and coordinate multiple squads within their Regiment, sending orders to, and briefing and debriefing, those under their direct command.

This opens up a variety of tactical options to the Player Characters, slowly allowing them to explore strategic solutions to their problems beyond the squad-level tactics they have grown used to, such as multi-squad feints and misdirection, economy of force, and maintenance of reserves. At the top tiers of regimental command, the players will be responsible for the lives of a multitude of Imperial Guardsmen, allowing for some truly epic battles as they command thousands from the front lines.

Platoon Officers (Lieutenant): The first major command milestone that an Imperial Guard officer attains is that of Lieutenant. At Logistics Rating 30, the Squad leader may be commissioned as a junior officer, and the Squad will become the Command Squad for a full platoon of Guardsmen. A platoon is comprised of several squads, and it will be up to the Lieutenant and his men to make sure that they are coordinated efficiently and effectively.

At this level of command, the players will have an opportunity to send squads to deal with problems within the mission as they come up. Instead of taking care of everything themselves, there will likely be times when the characters must assign objectives to other parts of their platoon, undertaking

large-scale missions or winning battles that could not have been won by the Squad alone.

Company Command Officers (Captain): The next major commission is the rank of Captain. At this rank, achieved at Logistics Rating 40 or above, the Squad may become the Command Squad for a full company of their fellow soldiers. A company is normally made up of 3-6 platoons. Depending upon the nature of the missions and the battlefield, this may be a significant portion of the fighting force on a front or it may be a small part of a very large battle. An Imperial Guard Captain will relay his orders through the Lieutenants of each of the platoons under his command.

Regimental command will often attach support units to a company. A company will have under its purview a mix of heavy weapons platoons, battle tanks, artillery, specialist units, or abhuman squads, depending on the needs of the company and the resources of the Regiment. These support units may be attached to the company for a battle, or may be seconded to them for an entire campaign. It is at this stage that the players will have a balanced fighting force at their command, and scenarios where they are forced to make difficult tactical economy of force and troop placement choices may come into play.

Senior Officers (Major): At Logistics Rating 50 and above, the members of the Squad will be senior officers of their Regiment. The level of this command responsibility varies wildly by the size of the Regiment, which can be a mere few hundred Guardsmen or thousands, or even tens of thousands, of soldiers strong. At this stage in his career, a Guardsman will likely be part of the inner circle of his Regiment's commanding officer, helping plan missions, directing logistics, and weighing in on tactical matters that affect the Regiment as a whole.

Regimental Officers (Colonel): At Logistics Rating 70, the players will be in a position to run their Regiment for themselves. Their commanding officer may be promoted to a strategic command rank, or may have been killed in the line of duty, leaving the Squad with responsibility over the entire Regiment. The Squad will be expected to prosecute their war with far less oversight, only occasionally receiving broad objectives from the leader of their army group. This allows for a greater deal of tactical creativity on the part of the players—they will have entire fronts of a planetary campaign to tackle as they see fit, but there is far less room for error. There will be no regimental commander to fall back on or to take the blame for failure. Victory or defeat will be the responsibility of the Regimental Command Squad and the Regimental Command Squad alone.

Strategic Command (Logistics Rating 90+)

These command ranks have the characters operating at the planetary, subsector, and sector-wide levels of power. They become powerful and famous figures within the Imperium, and this decidedly changes the nature of the game. At this level of play, the characters will have to deal with politicking and logistics as much as tactics, and at the salient and crusade command levels, the players have begun to stretch the limits of a basic **ONLY WAR** campaign entirely.

Battle Zone Command (General): A battle zone commander has an entire war under his purview. While extremely large and complex fronts may require multiple battle zone commanders, most such commanders in the Spinward Front are tasked with waging a full campaign on a planetary scale. At this level of command, large-scale tactics come into play, and troop movement and disposition are more important than the feints and counter-feints of squad- and regiment-scale command. An Imperial Guard general must balance logistical considerations and the lives of his men against his objectives in the field, and his tactical gambits are made on a regimental scale.

Salient and Crusade Command (Lord General/Lord Commander): Once a squad of Imperial Guardsmen have made it to a Logistics Rating of 100+, they are operating at a level that will have an impact on millions or billions of loyal citizens of the Imperium. Salient commanders are responsible for large swathes of a given crusade, and crusade commanders are responsible for the prosecution of war in an entire sector or subsector.

At this level, the characters have been promoted to the highest echelons of Imperial Guard command. These hallowed and powerful ranks are rewarded after a long and illustrious career, and only an exceptional few ever make it to this level of command. At the highest levels, they are beholden to none but the High Lords of Terra themselves. At this point, the characters are beyond the level of regular **ONLY WAR** play. If the GM wishes to run a campaign at this scale of play, he may wish to employ mechanics from other **WARHAMMER 40,000 ROLEPLAY** lines, such as the Influence mechanics in **DARK HERESY: ASCENSION**, to represent the level of power and prestige the players have earned.

ONLY WAR

THE ESSENTIAL GM'S REFERENCE

This lavish Game Master's Kit helps keep even the chaos of all-out war organised! Behind the sturdy screen, the GM can hide dice rolls and keep players from reading his notes. Printed on the GM's side are numerous handy quick reference charts that make running the game that much easier. Added to this is a 32-page full colour booklet with a complete adventure, guidance for creating missions and campaigns, and new rules for players to take on the burden of command!

GAMES WORKSHOP®

www.FantasyFlightGames.com

The Game Master's Kit   IG02
ISBN: 978-1-61661-533-8

9 781616 615338   52495

1520NOV12

Test Difficulty

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

Hit Locations

Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm
31–70	Body
71–85	Right Leg
86–00	Left Leg

Critical Tables

Energy	(page 258 to 259)
Explosive	(page 260 to 261)
Impact	(page 262 to 263)
Rending	(page 264 to 265)

Cover Types

Cover Type	AP
Light Wood, Armour-glas, Light Metal	4
Heavy Wood, Flakboard, Sandbags, Ice	8
Rockcrete, Iron, Stone	16
Plasteel, Armaplas	32

```
        1      2      3
         ↖    ↑    ↗
 4  ←  TARGET  →  5
         ↙    ↓    ↘
       6-7    8    9-0
```

Scatter Diagram

Abridged Ranged Weapons

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Laspistol	Pistol	30m	S/2/–	1d10+2 E	0	30	Half	Reliable
Las Carbine	Basic	75m	S/2/–	1d10+3 E	0	60	Half	Reliable
M36 Lasgun	Basic	100m	S/3/–	1d10+3 E	0	60	Full	Reliable
Long Las	Basic	150m	S/–/–	1d10+3 E	1	40	Full	Accurate, Reliable, Felling (4)
Triplex Pattern Lasgun	Basic	100m	S/3 /–	1d10+3 E	0	30	Full	—
Bullpup Lasgun	Basic	90m	S/2/–	1d10+3 E	0	60	Full	Reliable
Hot-shot Laspistol	Pistol	20m	S/2/–	1d10+4 E	7	40	2 Full	—
Hot-shot Lasgun	Basic	60m	S/3/–	1d10+4 E	7	30	2 Full	—
Man Portable Lascannon	Heavy	300m	S/–/–	5d10+10 E	10	5	2 Full	Proven (3)
M41 Multi-laser	Heavy	150m	–/–/5	2d10+10 E	2	100	2 Full	Reliable

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Autopistol	Pistol	30m	S/–/6	1d10+2 I	0	18	Full	—
Stub Automatic	Pistol	30m	S/3/–	1d10+3 I	0	9	Full	—
Stub Revolver	Pistol	30m	S/3/–	1d10+3 I	0	6	2 Full	Reliable
Hand Cannon	Pistol	35m	S/–/–	1d10+4 I	2	5	2 Full	—
Sniper Rifle	Basic	200m	S/–/–	1d10+4 I	3	20	Full	Accurate, Reliable
Autogun	Basic	100m	S/3/10	1d10+3 I	0	30	Full	—
Shotgun (Pump-Action)	Basic	30m	S/–/–	1d10+3 I	0	12	2 Full	Scatter
Shotgun	Basic	30m	S/–/–	1d10+4 I	0	8	2 Full	Scatter
Combat Shotgun	Basic	30m	S/3/–	1d10+4 I	0	18	Full	Scatter
Ripper Gun	Heavy	30m	S/–/6	1d10+8 I	0	48	2 Full	Ogryn-Proof, Scatter
Heavy Stubber	Heavy	100m	–/–/8	1d10+4 I	3	75	2 Full	Ogryn-Proof
M34 Autocannon	Heavy	300m	S/3/–	3d10+8 I	6	20	2 Full	Ogryn-Proof, Reliable
Battle Cannon	Vehicle	750m	S/–/–	3d10+10 X	8	12	3 Full	Blast (10), Concussive (3), Reliable
Demolisher Cannon	Vehicle	50m	S/–/–	4d10+20 X	10	2	Full	Blast (10), Concussive (3)
Vanquisher Cannon	Vehicle	900m	S/–/–	3d10+10 X	16	6	2 Full	Accurate
Earthshaker Cannon	Vehicle	3,500m	S/–/–	4d10+10 X	8	1	Full	Blast (10+1d10), Concussive (5), Indirect (5)

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Bolt Pistol	Pistol	30m	S/2/–	1d10+5 X	4	8	Full	Tearing
Boltgun	Basic	100m	S/3/–	1d10+5 X	4	24	Full	Tearing
Storm Bolter	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing
Heavy Bolter	Heavy	150m	–/–/6	1d10+8 X	5	60	Full	Tearing

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Inferno Pistol	Pistol	10m	S/–/–	2d10+10 E	12	3	Full	Melta
Meltagun	Basic	20m	S/–/–	2d10+10 E	12	5	Full	Melta
Multi-melta	Heavy	60m	S/–/–	2d10+16 E	12	12	Full	Melta, Blast (1)

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Plasma Pistol	Pistol	30m	S/2/–	1d10+6 E	6	10	3 Full	Maximal, Overheat
Plasma Gun	Basic	90m	S/2/–	1d10+7 E	6	40	5 Full	Maximal, Overheat
Plasma Cannon	Heavy	120m	S/–/–	2d10+10 E	8	16	5 Full	Blast (1), Maximal, Overheat

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Hand Flamer	Pistol	10m	S/–/–	1d10+4 E	2	2	2 Full	Flame, Spray
Flamer	Basic	20m	S/–/–	1d10+4 E	2	6	2 Full	Flame, Spray
Heavy Flamer	Heavy	30m	S/–/–	1d10+5 E	4	10	2 Full	Flame, Spray
Inferno Cannon	Vehicle	50m	S/–/–	2d10+15 E	8	50	—	Flame, Spray

Launcher Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Grenade Launcher	Basic	60m	S/–/–	†	†	6	2 Full	†
Hellstrike Missiles	Vehicle	300m	S/–/–	3d10+7 X	7	1	N/A	Blast (5)
Hunter-Killer Missile	Vehicle	350m	S/–/–	3d10+6 X	6	1	N/A	
Missile Launcher	Heavy	300m	S/–/–	†	†	1	Full	†
Mortar	Heavy	50–300m	S/–/–	†	†	1	Full	Inaccurate, Indirect (2)†

Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 (Half) or +20 (Full) to character's next attack.
All Out Attack	Full	Attack, Melee	Give up that Round's Evasion Reaction to gain +30 WS.
Brace Heavy Weapon	Half	Miscellaneous	Ready a Heavy weapon to fire.
Called Shot	Full	Attack, Concentration, Ranged or Melee	Attack a specific location on a target with a −20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move at least 4 metres, +20 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction. Opponents suffer −20 WS.
Delay	Half	Miscellaneous	May take any Half Action before character's next Turn.
Disengage	Full	Movement	Break from melee without incurring a free attack.
Evasion	Reaction	Movement/Melee	Used with either the Dodge (Movement) or Parry (Melee) Skill to avoid incoming attacks.
Feint	Half	Melee	Opposed WS Test, if character wins his next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Half	Attack, Ranged	−10 BS, one hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Action	Half	Concentration, Melee/Ranged	−10 to WS or BS, +10 to all Evasion Tests until start of next Turn.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Lightning Attack	Half	Attack, Melee	−10 WS, one hit for every Degree of Success.
Manoeuvre	Half	Melee, Movement	Opposed Test, if character wins move enemy 1 metre.
Move	Half/Full	Movement	Move up to Ag Bonus as Half Action or twice Ag Bonus as Full Action.
Overwatch	Full	Attack, Concentration, Ranged	Shoot a target coming into a set kill zone.
Ready	Half	Miscellaneous	Ready a weapon or an item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move six times Ag Bonus, enemies get −20 BS and +20 WS to hit character whilst running.
Semi-Auto Burst	Half	Attack, Ranged	+0 BS, additional hit for every two additional Degrees of Success.
Stand	Half	Movement	To stand up from being knocked over/prone.
Standard Attack	Half	Attack, Melee or Ranged	+10 to WS or BS, make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, −20 BS.
Swift Attack	Half	Attack, Melee	+0 WS, additional hit for every two additional Degrees of Success.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Miscellaneous	Character may use a skill.

Accurate: Additional +10 to hit when used with an Aim Action, Accurate Basic weapons may do additional damage.

Balanced: +10 to Parry Skill when using this weapon.

Blast (X): All within the weapon's blast radius in metres are hit. Roll Hit Location and Damage individually for each person affected.

Concussive (X): Target must pass Toughness Test with penalty equal to 10 times (X) or be Stunned. Target is possibly knocked down.

Corrosive: Permanently reduces Armour Points in hit location by 1d10. Excess AP Damage is dealt as Damage to character.

Crippling (X): Weapon cripples the target until the end of the encounters. Crippled characters take (X) Damage when performing more than a Half Action.

Defensive: +15 to Parry, −10 to hit.

Felling (X): Weapon reduces a target's Unnatural Toughness bonus by (X) when calculating damage from this weapon.

Flame: Target must make an Agility Test or be set on fire.

Flexible: This weapon cannot be parried.

Force: Normal weapon unless wielded by a psyker, see page 170.

Hallucinogenic (X): This weapon induces hallucinations, see page 170.

Haywire (X): Weapon generates a field that troubles the machine spirits of technology. See page 170 for details.

Inaccurate: Weapon gains no bonus from Aiming.

Indirect (X): Weapon may be fired at targets out of line of sight. Shots scatter based on a multiple of (X), see page 171.

Lance: Weapon increases its penetration by DoS on attack.

Maximal: Weapon has a second, more powerful, fire setting.

Melta: Weapon doubles its Pen when firing at Short Range.

Ogryn-Proof: May be used by Ogryn characters.

Overheats: Roll of 91 or more to hit causes Overheat, see page 172.

Power Field: When Parrying (or being Parried by) a weapon that lacks this quality, there is a 75% chance of destroying the opponent's weapon.

Primitive (X): Weapon's damage dice never count as rolling higher than (X).

Proven (X): Weapon's damage dice never count as rolling lower than (X).

Razor Sharp: If the attack roll results in three or more Degrees of Success, double the weapon's Penetration.

Recharge: Can only fire every-other Round.

Reliable: Weapon only Jams on unmodified roll of 00. Weapons that do not roll to hit do not Jam.

Sanctified: This weapon deals Holy damage, which has certain effects on Daemonic and warp creatures.

Scatter: At Point Blank Range, weapon gains +10 to hit and deals +3 damage. At Short Range, weapon gains +10 to hit. Any longer ranges weapon suffers −3 damage.

Shocking: If weapon causes Damage, make **Challenging (+0) Toughness Test** or be Stunned for Rounds equal to DoF.

Smoke (X): Creates smoke screen with diameter equal to (X) metres lasting 1d10+10 Rounds.

Snare (X): The target must make an Agility Test with penalty equal to 10 times (X) or be immobilised. An immobilised target can attempt no other Actions except to try to escape the bonds. He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.

Spray: Weapon projects 30-degree arc cone out to the weapon's range. Weapon does not roll to hit; all creatures in path must make Agility Test or be hit.

Storm: Doubles number of hits inflicted on target (and ammo expended).

Tearing: Roll one extra dice for Damage, take the best results.

Toxic: If weapon causes Damage, Test Toughness at −5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).

Twin-linked: Firer can either gain +10 to hit, or additional hit with one DoS.

Unbalanced: −10 when used to Parry.

Unreliable: Weapon jams on roll of 91 or higher.

Unwieldy: Cannot be used to Parry or make Lightning Attacks.

Abridged Melee Weapons

Chain Weapons

Name	Class	Range	Dam	Pen	Special
Chainsword	Melee	—	1d10+2 R	2	Tearing, Balanced
Eviscerator	Melee	—	2d10 R	9	Razor-Sharp, Tearing, Unwieldy

Power Weapons

Name	Class	Range	Dam	Pen	Special
Power Fist	Melee	—	2d10† E	9	Power Field, Unwieldy
Power Sword	Melee	—	1d10+5 E	5	Power Field, Balanced
Power Axe	Melee	—	1d10+7 E	7	Power Field, Unbalanced
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking
Power Maul (Low)	Melee	—	1d10 +1 E	2	Shocking
Omnissian Axe	Melee	—	1d10 +4 E	6	Power Field, Unbalanced

† Power Fists add the user's SB×2 to the Damage.

Force Weapons

Name	Class	Range	Dam	Pen	Special
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force
Force Staff	Melee	—	1d10 I	2	Force

Low-Tech Weapons

Name	Class	Range	Dam	Pen	Special
Great Weapon	Melee	—	2d10 R	0	Ogryn-Proof, Unbalanced
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive (6)
Hunting Lance	Melee	—	2d10+3 X	7	Concussive (3)
Improvised	Melee	—	1d10−2 I	0	Ogryn-Proof, Primitive (7), Unbalanced
Knife	Melee/Thrown	5m	1d5 R	0	
Shields††	Melee	—	1d5 I	0	Defensive, Primitive (6)
Spear	Melee	—	1d10 R	0	Primitive (8)
Staff	Melee	—	1d10 I	0	Balanced, Primitive (7)
Sword	Melee	—	1d10 R	0	Balanced
Truncheon	Melee	—	1d10 I	0	Ogryn-Proof, Primitive (7)
Warhammer	Melee	—	1d10+2 I	1	Ogryn-Proof, Primitive (8)

†† Provides Armour 2 to the Body and Arm wielding the Shield.

Combat Difficulty Summary

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack.
Difficult	−10	Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target.
Hard	−20	Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent. Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	−30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a target at Extreme range. Shooting at a target in darkness.

Weapon Jams

On an unmodified roll of 96–00, the weapon Jams. Full Action and BS Test to clear. Semi- and Full Auto Fire Jams on a 94–00.

Two-Weapon Fighting

Only one-handed weapons. Either make a single attack with either weapon (−20 for off-hand), or if you have the Two Weapon Wielder Talent, when making an Attack Action may make a second Attack Action for free with other weapon at −20 to each attack (drops to −10 with Ambidextrous Talent). If shooting with a gun in each hand, targets must be within 10m of each other.

Using Weapons without Talent

−20 penalty when using a weapon without the appropriate Talent. In the case of Flame weapons, targets receive +30 to Agility Test to avoid being hit.

Unarmed Combat

WS Test to hit (−20 if opponent armed), inflicts 1d5–3 I+SB damage. In addition, inflicting damage greater than or equal to your target's Toughness Bonus also inflicts 1 level of Fatigue.

Damage

When a character has sustained Damage equal to their Wounds, all further Damage is Critical Damage. When Critical Damage is suffered, consult the relevant Critical Table (pages 258–265), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location of the attack, and apply the effect. All Critical Damage is cumulative.

Fatigue

Can suffer a number Fatigue equal to TB. Fatigued characters suffer −10 penalty to all Tests. If you suffer more Fatigue than TB, fall unconscious for 10–TB minutes. Each hour of complete rest removes 1 level of Fatigue; after 8 hours, Fatigue is reduced to 0.

Stunned

Stunned characters cannot take Actions (including Free Actions), and opponents receive +20 to hit them.

Lightly Damaged

If Damage taken is equal or less than twice TB.

Heavily Damaged

If Damage taken is more than twice TB.

Blood Loss

10% chance of death each Round unless the character receives medical attention.

Weapon Craftsmanship

Poor −10 to hit. Weapon becomes Unreliable.

Good +5 to hit.

Best +10 to hit, +1 Damage.

Standard Attack

+10 to WS or BS. On a success, the target is hit once. Result of 96–00 on BS test indicates weapon has Jammed.

Semi-Auto and Swift Attack

+0 to WS or BS, for every 2 additional DoS gain another hit, as indicated on Multiple Hits Table, or can be allocated to another target within 2m. Result of 94–00 on BS test indicates weapon has Jammed.

Full-Auto and Lightning Attack

–10 to WS or BS, for every DoS gain another hit, as indicated on Multiple Hits Table, or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

Overwatch

Spend Full Action to establish a kill zone 45-degrees from your facing and up to the Range of the weapon. May spend subsequent Turns waiting for targets to enter the zone. Character may make Standard Attack, Full Auto Burst, or Semi-Auto Burst to shoot any targets entering the zone. In addition targets must make a **Challenging (+0) Pinning Test** or become Pinned. Overwatch may be maintained up to a character's WP Bonus in hours, or until making another Action or Reaction.

Suppressive Fire

Character can suppress an area 45-degrees from facing and up to half the Range of the weapon. Choose Semi-Auto or Full Auto Burst. Targets within this area must make a **Difficult (–10) Pinning Test** (for Semi-Auto Burst) or **Hard (–20) Pinning Test** (for Full Auto Burst) or become Pinned. Make attack with –20 additional penalty to determine if anyone in area has been hit, GM assigns hit to random target. Extra hits scored for every 2 Degrees of Success. Result of 94–00 on BS test indicates weapon has Jammed.

Pinning

Pinned targets have Half Action only, suffer –20 BS and must keep cover between them and the shooter. Test Willpower to recover at the end of the Turn, +30 if not shot at. If engaged in melee, the character automatically stops being Pinned.

Multiple Hits From Semi and Full auto fire

Location	Second	Third	Fourth	Fifth	Additional
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Abridged Armour

Name	Locations Covered	AP
Flak Helmet	Head	2
Flak Gauntlets	Arms	2
Light Flak Cloak	Arms, Body, Legs	2
Flak Vest	Body	3
Flak Cloak	Arms, Body, Legs	3
Flak Coat	Arms, Body	3
Imperial Guard Flak Armour	All	4
Carapace Helm	Head	4
Carapace Gauntlets	Arms	5
Carapace Greaves	Legs	5
Light Carapace	All	5
Carapace Chestplate	Body	6
Storm Trooper Carapace	All	6

Movement (metres/round)

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

Amphibious: Treats water just like open ground.
Bike: Counts as Open-Topped, and can make Hit & Run attacks.
Command and Control: +10 to Command and increases Command radius.
Daemonic Possession: Has own Characteristics profile.
Damage Control: May re-roll Righteous Fury crits suffered.
Enclosed: Passengers cannot attack or be attacked from the outside.
Enhanced Motive: Increases vehicle's movement by Tactical Speed.
Environmentally Sealed: Sealed from outside. Contains life support system.
Extremely Volatile: Twice as likely to explode from being on fire.
Immobile: Cannot move on its own.
Improved C&C: +20 to Command and increases Command radius.
Open-topped: Passengers may be targeted by attacks and hit by blast and spray.
Orbital Deployment: May be dropped onto a specific location from orbit.
Ponderous: Cannot move twice Tactical Speed or use the Floor It! Action.
Ramshackle: Always count as Lightly Damaged, but take double Damage from ramming and Righteous Fury
Reinforced Armour: Halve all incoming Critical Damage.
Rugged: +20 to all Repair Tests.
Skimmer: Hovers above the ground (see page 214).
Super-Heavy: Count as Ponderous, and ignore difficult terrain.
Tracked Vehicle: Moves on treads (see page 214).
Wheeled Vehicle: Moves on wheels (see page 214).
Walker: Carried on mechanical legs (see page 215).

Vehicle Hit Locations

Roll	Location
01–20	Motive
21–60	Hull
61–80	Weapon
81–00	Turret

Vehicle Critical Tables

Weapon	(page 276)
Motive	(page 277)
Turret	(page 278)
Hull	(page 279)

Vehicle Actions

Action	Type	Subtype(s)	Description
Evasive Manoeuvering	Full	Concentration, Movement	Move Tactical Speed, enemies get –10 to hit vehicle for next Round for each DoS.
Floor it!	Full	Concentration, Movement	Move twice Tactical Speed plus an additional 5m per DoS, enemies get –20 to shoot at vehicle for next Round.
Hit & Run	Full	Attack, Melee, Movement	Move Tactical Speed and attack with –10 to WS. Then, move Tactical Speed again.
Jink	Reaction	Movement	Avoid incoming attack with penalty equal to size modifier.
Ram!	Full	Attack, Melee, Movement	Must move at least Tactical Speed, deal Damage equal to AP + 1d10.
Tactical Manoeuvering	Varies	Movement	Move Tactiacl Speed (Half), or twice Tactical Speed (Full), and turn 90 degrees.