

ONLY WAR™

ELEVENTH HOUR™



AN INTRODUCTION
TO ONLY WAR

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40,000
ROLEPLAY

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IT IS THE 41ST MILLENNIUM

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

Yet in His deathless state, the Emperor continues His eternal vigilance. Mighty battlefleets cross the daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies engage in battle in His name on uncounted worlds, but for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual—you are a Guardsman, called from the masses of humanity to fight the God-Emperor's wars on the front lines of the galaxy. Glory and honour can be yours as you wage a crusade against the ravening xenos and depraved corruption that threaten the Imperium from all sides.

WHAT IS ONLY WAR?

ONLY WAR is a roleplaying game in which you and your friends take on the "role" of soldiers in the Imperial Guard, the galaxy-spanning armies of the God-Emperor. You fight against mankind's many enemies for the very survival of your species and the continuation of human dominance over space. In a roleplaying game, one of the players will take on the role of the Game Master (often abbreviated to GM) and create a story for the other players to participate in with their characters. As the GM tells the story, creating the plot and playing the role of all the other characters in the game world, the Player Characters (a term for the characters controlled by the players, often

abbreviated to PCs) react to developments in the plot and the challenges and tasks set by the GM. The GM then adjudicates their actions and determines the outcomes, usually with the aid of the rules and some dice rolling to introduce an element of randomness. In this way, over the course of a few hours, a group of players can create imaginative collaborative stories set in the grim, dark worlds of the Warhammer 40,000 universe.

PRE-GENERATED CHARACTERS

The following sample characters have been specifically designed for the **ELEVENTH HOUR** preview adventure that begins on page 16 of this booklet. Four different characters are provided, although this adventure can accommodate larger player groups by using additional Heavy Gunner or Weapons Specialist characters.



Character Name: Jene Rodriguez

Regiment: Catachan Jungle Fighters

Player Name _____

Speciality: Heavy Gunner

Character History: Born on the harsh jungle world of Catachan, Jene was a survivor from birth, learning how to shoot an autopistol before she could even walk. As she grew up amongst the vicious flora and fauna of her home, she quickly mastered the use of various ranged weapons, gaining a fearful reputation for her skill with the bolter and flamer. When Jene was tithed to the Imperial Guard, her superiors quickly recognised her talent, putting her in charge of some of the most formidable weapons at their disposal.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
24	38	42	34	31	24	29	28	23

PLAYING JENE RODRIGUEZ

Jene is first and foremost a fighter. Her sole purpose to be the most potent and vicious warrior in her company, if not her entire regiment. She has very little patience for idle conversation, and is easily distracted from mundane tasks. She can often be found cleaning and maintaining her weapons in any downtime.



SKILLS

	Trained	+10	+20	+30
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Combat Knife, Standard Issue Guardsman Flak Armour, Laspistol, Heavy Flamer, 2 cannisters of Heavy Flamer fuel, 1 Laspistol charge pack.

TALENTS AND SPECIAL RULES

Bulging Biceps: Normally characters cannot fire a Heavy weapon without bracing it first. Jene has the strength and training to fire such weapons without bracing them first.

Target Selection: Due to her battlefield experience firing into the pandemonium of combat, as long as Jene performs an Aim Action before making an attack she may shoot into melee with no penalty.

ARMOUR

Flak Armour

Armour Points: 4

WOUNDS

Total: 13

Current _____

Fatigue _____

MOVEMENT

Half Action: 3m **Full Action:** 6m

Charge: 9m **Run:** 18m

FATE POINTS

Total: 2

Current _____

WEAPONS

Name: Heavy Flamer

Class: Heavy

Damage: 1d10+4

Pen: 2

Range: 30m

RoF: S/-/-

Clip: 18

Reload: 2 Full

Special Rules: Blast (3), Flame

Name: Laspistol

Class: Pistol

Damage: 1d10+2

Pen: 0

Range: 30m

RoF: S/2/-

Clip: 18

Reload: Half

Special Rules: Accurate

Name: Combat Knife

Class: Melee

Damage: 1d10+4

Pen: 0

Special Rules: None

Character Name: Burk Canten

Player Name _____

Regiment: Catachan Jungle Fighters

Speciality: Weapons Specialist

Character History: Growing up in the lethal jungles of Catachan, Burk developed deadly skills with a knife and a dark sense of humour to cope with the perils of life on a death world. In his years as a soldier he has refined both of these talents and become skilled with a plethora of other weapons, including the short-barrelled auto-shotgun that he favours for deep reconnaissance missions. Burk is often called upon by his commanders for his vast experience, and has learned a great deal about military strategy and the *Tactica Imperialis* from working with them.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
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PLAYING BURK CANTEN

Burk is quick to crack jokes about the enemy, his squad-mates, or the imminent likelihood of annihilation, but he nonetheless avoids slipping into the despair that often plagues those possessed of such dark humour. Burk often acts as a voice of reason and intermediary between the more eccentric members of the Catachan 233rd, offering unexpected solutions to problems within and without.



SKILLS

	Trained	+10	+20	+30
Athletics (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Combat Knife, Standard Issue Guardsman Flak Armour, Handheld Combat Shotgun, 2 clips of Handheld Combat Shotgun ammunition, 2 Frag Grenades.

TALENTS AND SPECIAL RULES

Athletic Fighter: Once per Round, after making a successful melee attack, Burk may make an Athletics Test. If he succeeds, he may move up to 4m as a Free Action. Enemies may not attack him during this special Move Action.

Two Weapon Wielder: As a Full Action in melee combat, Burk may make one Standard Attack with his handheld combat shotgun and one attack with his combat knife. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

ARMOUR

Flak Vest

Armour Points: 3

WOUNDS

Total: 12

Current _____

Fatigue _____

MOVEMENT

Half Action: 4m

Full Action: 8m

Charge: 12m

Run: 24m

FATE POINTS

Total: 2

Current _____

WEAPONS

Name: Handheld Combat Shotgun

Class: Pistol **Damage:** 1d10+3

Pen: 2

Range: 20m

RoF: S/2/-

Clip: 8

Reload: Full

Special Rules: Scatter

Name: Combat Knife

Class: Melee **Damage:** 1d10+4

Pen: 0

Special Rules: None

Name: Frag Grenade

Class: Thrown **Damage:** 2d10 **Pen:** 0

Range: 18m

RoF: S/-/-

Clip: 1

Reload: -

Special Rules: Blast (3)

Character Name: Thelius Galt

Player Name _____

Regiment: Catachan Jungle Fighters

Speciality: Tech-Priest Enginseer

Character History: Thelius Galt originally hailed from one of the Lathes, great forge-worlds within the Calixis Sector. There he studied under some of the most influential tech-magi in the Sector. However, Thelius's attention commonly strayed away from the Quest for Knowledge, and towards caring for the machine spirits of the many war machines produced by his forge-world. This fascination led Thelius to his service as an Enginseer in the Imperial Guard, an emissary of the Adeptus Mechanicus and tender of the many war machine spirits necessary to the Imperial Guard.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
26	37	29	37 ⁵	26	45	27	38	27

PLAYING THELIUS GALT

Thelius is a cold, calculating individual who always pursues the most logical and straightforward solution to any issue. This attitude often puts him at odds with the Guardsmen of the 233rd, whose training and upbringing have conditioned them to think outside of the box. Despite this friction, Thelius is a valued member of the unit, keeping the Catachan's sentinels running even through the heaviest combat.

SKILLS

	Trained	+10	+20	+30
Forbidden Lore (Adeptus Mechanicus)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

GEAR

Enginseer Light Carapace, Omnisian Axe, Laspistol.

TALENTS AND SPECIAL RULES

Luminen Capacitors: Thelius is equipped with bio-capacitors that generate and store bio-energy as electricity. Thelius can tap into this energy. His laspistol never runs out of ammunition.

Unnatural Characteristics: Thelius has replaced large portions of his body with sturdy machinery, and adds +2 to his Toughness Bonus.

ARMOUR

Enginseer Light Carapace
Armour Points: 4

WOUNDS

Total: 11
Current _____
Fatigue _____

MOVEMENT

Half Action: 2m
Full Action: 4m
Charge: 6m
Run: 12m

FATE POINTS

Total: 2
Current _____

WEAPONS

Name: Laspistol
Class: Basic Damage: 1d10+2 Pen: 0
Range: 30m RoF: S/2/- Clip: — Reload: —
Special Rules: Accurate

Name: Omnisian Axe
Class: Melee Damage: 1d10+4 Pen: 6
Special Rules: None



Character Name: Urok

Player Name _____

Regiment: Catachan Jungle Fighters

Speciality: Ogryn

Character History: Urok has served among the ranks of the 233rd for many years. Having been tithed at a very young age, he has become incredibly attached to the "Little 'Uns" he serves alongside, especially an old Catachan by the name of Gurion. Unfortunately, in the recent assault on the Teeming, Gurion was shot and killed by a group of Ork Boyz. Urok was inconsolable for days, and has now become hungry for revenge against the Orks.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
36	26	43 ⁶	46 ⁶	33	12	29	25	22

PLAYING UROK

Ogryn are stubborn and dim-witted, usually only speaking in broken low-gothic, and Urok is no exception. He is slow to react, but fiercely loyal, always coming to the aid of his comrades, and always willing to follow the orders of his Commissar. However, the recent loss of the "Little 'Un" Gurion has caused Urok to act uncharacteristically aggressive. He has started acting on his own initiative, doing anything he can to get revenge on the Orks that killed his friend.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

GEAR

Ogryn Proof Ripper Gun, 2 clips of Ripper Gun ammo, 3 Frag Grenades, Scrap Armour.

TALENTS AND SPECIAL RULES

Hammer Blow: When Urok hits a target with an All Out Attack Action, he adds half of his Strength Bonus to its Penetration, and the target must pass a **Difficult (-10) Toughness Test** or count as an Unaware Target until the beginning of Urok's next Turn.

Size (Hulking): Urok is far larger than a normal human. He adds +2 to his Strength and Toughness Bonuses, and increases his movement rate (already included below) due to his hulking physique. However, enemies gain a +10 to their Ballistic Skill Tests when firing at Urok due to his size.

ARMOUR

Scrap Armour

Armour Points: 3

WOUNDS

Total: 17

Current _____

Fatigue _____

MOVEMENT

Half Action: 4m **Full Action:** 8m

Charge: 12m **Run:** 24m

FATE POINTS

Total: 1

Current _____

WEAPONS

Name: Ogryn Proof Ripper Gun (Ranged)

Class: Basic **Damage:** 1d10+8 **Pen:** 1

Range: 30m **RoF:** S/-/6 **Clip:** 48 **Reload:** 2 Full

Special Rules: Scatter

Name: Ogryn Proof Ripper Gun (Melee)

Class: Melee **Damage:** 1d10+6 **Pen:** 0

Special Rules: None

Name: Frag Grenade

Class: Thrown **Damage:** 2d10 **Pen:** 0

Range: 18m **RoF:** S/-/- **Clip:** 1 **Reload:** -

Special Rules: Blast (3)



ONLY WAR RULES SUMMARY

The following pages summarise some of the most important rules in the **ONLY WAR** game, especially those needed to play through the preview adventure, **ELEVENTH HOUR**.

CHARACTER ANATOMY

In **ONLY WAR**, each player controls a character known as a Player Character (or PC). Player Characters are as varied as the regiments and worlds from which they come, the specialised training they have, and the campaigns in which they have fought. In addition to personality, disposition, and background, which are invented by the player, exactly what a particular Player Character is like is defined by set of Characteristics, Skills, Traits, and Talents.

CHARACTERISTICS

Characteristics represent a Player Character's raw ability in a variety of physical and mental areas. There are nine different Characteristics, each rated on a scale of 0 to 100. The higher the Characteristic score, the better.

WEAPON SKILL (WS)

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

BALLISTIC SKILL (BS)

Ballistic Skill reflects a character's accuracy with ranged weapons, such as lasguns and boltguns.

STRENGTH (S)

Strength is a measure of a character's physique, and determines how much he can carry as well as how hard he can hit with melee attacks.

TOUGHNESS (T)

Toughness defines how easily a character can shrug off injury and how resilient he is to toxins, poisonous environments, and other physical ailments.

AGILITY (AG)

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

INTELLIGENCE (INT)

Intelligence describes a character's acumen, reason, education, and general knowledge.

PERCEPTION (PER)

Perception measures the acuteness of a character's senses and determines how accurately he perceives his surroundings.

WILLPOWER (WP)

Willpower describes a character's mental fortitude and how well he can withstand the multitude of horrors in the universe. It serves as a key measure for psychic potential.

FELLOWSHIP (FEL)

Fellowship reflects a character's ability to interact with others, to deceive, charm, befriend, or lead.

CHARACTERISTIC BONUSES

All Characteristics have an associated bonus. The Characteristic Bonus is equal to the tens digit of the Characteristic.

EXAMPLE

If a character has an Agility of 34, his Agility Bonus is 3. If he has a Willpower of 41, his Willpower Bonus is 4.

Characteristic Bonuses are often used as modifiers. Since these bonuses are determined by the Characteristic, they may rise and fall throughout the game. Should a Characteristic take a penalty, that penalty likewise applies to the Characteristic Bonus.

SKILLS

The following Skills represent only a sampling of the Skills that are available in **ONLY WAR**. Each Skill has a governing Characteristic, which is used to test against when a character uses the Skill (see below).

ATHLETICS

Governing Characteristic: Strength

Athletics covers all kinds of intense physical activity such as running, swimming, or climbing. A character calls upon Athletics when he wants to scale a challenging cliff face or cross a fast flowing river. Athletics is usually used as part of a Move Action.

AWARENESS

Governing Characteristic: Perception

Awareness reflects a character's ability to perceive hidden dangers, search for objects, or to notice small details about his physical surroundings. Awareness is not tied to any one sense; it encompasses them all. It is often tested passively or in response to a subtle change, and in those cases, making an Awareness Skill Test is usually a Free Action.

CHARM

Governing Characteristic: Fellowship

Charm is used to befriend, persuade, or influence others in ways that are generally perceived as positive, or a least non-hostile. Making a Charm Skill Test usually takes about a minute.

DODGE

Governing Characteristic: Agility

The Dodge skill is used as a Reaction in combat to negate a hit by jumping out of the way or otherwise avoiding a blow. See the Evasion Action in Combat Action Descriptions on page 13 for more information.

FORBIDDEN LORE (ADEPTUS MECHANICUS)

Governing Characteristic: Intelligence

The Forbidden Lore (Adeptus Mechanicus) Skill represents the character's knowledge about the followers of the Machine God, including such things as rituals, observances, common beliefs, and core philosophies.

INTIMIDATE

Governing Characteristic: Strength

Intimidate is used to frighten, coerce, bully, or threaten others. While Intimidate is usually backed up by Strength, the GM can allow more subtle uses of Intimidate that rely on Intelligence or Fellowship. Making an Intimidate Skill Test is a Full Action.

MEDICAE

Governing Characteristic: Intelligence

The Medicae Skill is used to treat and repair injuries by closing wounds and restoring the balance of the body's humours. A successful Medicae Test removes Damage equal to the character's Intelligence Bonus. A failure by more than three Degrees of Failure inflicts one additional point of Damage. Using Medicae is a Full Action for both the character using the Skill and his patient. Medicae can also be used to determine the cause of death when studying a body.

SCRUTINY

Governing Characteristic: Perception

Scrutiny is the Skill that allows characters to detect lies and see through falsehoods, as well as interpret obscure information.

SECURITY

Governing Characteristic: Intelligence

Security is the ability to access and break into security systems, from mag-sealed bulkhead hatches and encrypted cogitator systems to simple mechanical locks. Though a deft hand is useful in these situations, the overriding requirement to be skilled at Security is a quick mind.

STEALTH

Governing Characteristic: Agility

Stealth is the ability to remain unseen or hide from an opponent. Stealth is most commonly used to lay ambushes or sneak past guards but can also be used to help others hide or to camouflage objects. Using Stealth is usually part of a Move Action or a Reaction when an opponent is trying to spot the character.

TECH-USE

Governing Characteristic: Intelligence

A character can employ Tech-Use to repair mechanical items or figure out how unusual technological artefacts work. A Tech-Use Skill Test can take anywhere from a minute to an hour, depending on the complexity of the task. Extra Degrees of Success on a Test can reduce the necessary time.

TESTS

Tests are the basic way of determining success or failure in a game of **ONLY WAR**. When a Player Character performs any task that could have dramatic consequences—affecting the story, a character's health, a delicate negotiation, the safety of the group, and so on—he should perform a Test.

THE CORE MECHANIC

- **Step One:** Determine the a Skill or Characteristic to Test.
- **Step Two:** Add or subtract any relevant modifiers to the Skill or Characteristic.
- **Step Three:** Make a percentile roll (1d100).
- **Step Four:** If the percentile roll is less than or equal to the Skill or Characteristic being tested, the Test succeeds.
- **Step Five:** If the percentile roll is greater than the Skill or Characteristic being tested, the Test fails.

DEGREES OF SUCCESS AND FAILURE

For most Tests, it is enough to know whether a character succeeded or failed. Sometimes, however, it is useful to know how well a character succeeded, or how badly he failed. This is particularly important in certain combat situations, such as firing a gun capable of a semi-automatic or fully automatic burst.

Measuring Degrees of Success and Failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. If the Test was passed the character has scored one Degree of Success. For each full 10 points by which the Characteristic was exceeded, the character scores one additional Degree of Success. Conversely, if a Test is failed the character gains one Degree of Failure, with each additional 10 full points by which the Test was failed adding an extra Degree of Failure.

SKILL TESTS

The most common type of Test a Player Character performs during the game is a Skill Test. Each Skill is governed by a Characteristic. For example, the Awareness Skill is governed by the Perception Characteristic. To make a Skill Test, add any relevant modifiers to the Skill's governing Characteristic, then make a percentage roll. If the result is equal to or less than the modified Characteristic, the Test succeeds. If the result is greater than the modified Characteristic, the Test fails.

UNTRAINED SKILL TESTS

Sometimes a character may want to use a Skill that he does not possess, such as trying to hide without the Stealth Skill or climb without the Athletics Skill. In this case, he can still make a Test against the Skill, but suffers a –20 penalty, effectively reducing the Characteristic he is testing against by 20 points for that Test.

TABLE 1-1: TEST DIFFICULTY

Difficulty	Modifier
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	–10
Hard	–20
Very Hard	–30

CHARACTERISTIC TESTS

Sometimes a Player Character wants to attempt something not covered by a Skill. In such cases, a Characteristic Test can be used instead of a Skill Test. The GM determines the most appropriate Characteristic for the Test, and then the player makes a percentage roll. If the roll is equal to or less than the Characteristic, the Test succeeds. If the roll is greater than the Characteristic, the Test fails.

TEST DIFFICULTY

Not all Tests are equal. Forcing a young, green conscript to back down from a fight and doing the same to an Ogryn both require Intimidation Skill Tests, but the latter is clearly harder than the former. But how much harder is one than the other? This is where Test difficulty and the role of the GM both come into play.

In some cases, the difficulty of a Test is pre-determined by the rules; in other cases, the GM should decide the difficulty and consult **Table 1-1: Test Difficulty** to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the Test.

COMBINING DIFFICULTIES

There will be instances in which multiple factors make performing a particular action easier or more difficult. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the Skill or Characteristic.

The maximum modifier that can be applied to a Skill Test or Characteristic Test is +60 or –60.



THE ROLE OF FATE

The Player Characters in **ONLY WAR** are men and women of promise and skill, who stand out among the teeming masses of the Imperial Guard, and have survived the most hellish of warzones and come through victorious. The role of Fate in a Player Character's life is what separates him from the countless ranks that he serves alongside. All PCs begin play with a number Fate Points, which is determined at character creation. For some, these Fate Points represent destiny, a sign that the God-Emperor has marked them for greatness. For others, Fate represents simple luck.

USING FATE POINTS

Fate Points allow a Player Character to manipulate situations by mitigating bad results or turning a mishap into fortune. A Player Character has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spent Fate Points are restored at the beginning of the next game session, or possibly under special circumstances in the middle of a game session if the GM deems it appropriate.

Spending one Fate Point allows for one of the following:

- Re-roll a failed Test once. The results of the re-roll are final.
- Gain a +10 bonus to a Test. This must be chosen before dice are rolled.
- Add an extra Degree of Success to a Test. This may be chosen after dice are rolled.
- Count as having rolled a 10 for Initiative.
- Instantly remove 1d10 Damage (this cannot affect Critical Damage).
- Recover from being Stunned.
- Recover all levels of Fatigue.

COMBAT

Combat is usually resolved using “structured time,” divided into Rounds, Turns, and Actions. Each character, including Non-Player Characters (NPCs), takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order.

COMBAT OVERVIEW

When a new combat begins, follow these steps to determine what happens.

STEP ONE: SURPRISE

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats in which nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

STEP TWO: ROLL INITIATIVE

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility Characteristic). The result of the roll applies for all successive Rounds in the combat.

STEP THREE: RANK INITIATIVE

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

STEP FOUR: COMBATANTS TAKE TURNS

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the Active Character. During his Turn, the Active Character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes his Turn, and so forth.

STEP FIVE: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of “until the end of the Round” now end.

STEP SIX: REPEAT STEPS FOUR AND FIVE AS NEEDED

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch into structured time is resolved.

ACTIONS IN COMBAT

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions.

TYPES OF ACTIONS

Every Action is categorised into one of the following types.

FULL ACTIONS

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions.

HALF ACTIONS

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn.

REACTIONS

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round. Unlike the other types of actions, a character usually performs a Reaction when it is not his Turn.

FREE ACTIONS

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds.

ACTION SUBTYPES

Into addition to its type, every Action is also categorised into one or more subtypes. Action subtypes do not do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make an All Out Attack (Full Action) or Aim and make a Standard Attack (two Half Actions).

MORE ACTIONS

The combat actions described in this booklet represent only a sampling of the options that are available in **ONLY WAR**.

COMBAT ACTION DESCRIPTIONS

These Actions provide characters with a variety of options in combat.

AIM

Type: Half Action or Full Action

Subtype: Concentration

The character spends extra time to perform a more precise attack. Aiming as a Half Action grants a +10 bonus to the next Weapon Skill or Ballistic Skill Test made as an attack. Aiming as a Full Action increases the bonus to +20. The next action the character performs must be an attack or the benefits of Aiming are lost.

ALL OUT ATTACK

Type: Full Action

Subtypes: Attack, Melee

The character makes a furious melee attack at the expense of personal safety. He gains a +20 bonus to his next Weapon Skill Test, but he cannot Dodge or Parry until the start of his next Turn.



TABLE 1-2: COMBAT ACTIONS

Action	Type	Short Description
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	+20 to Weapon Skill Test, you cannot use the Evasion Skill.
Charge	Full	Rush at an opponent and make a melee attack with a +10 bonus to Weapon Skill.
Evasion	Reaction	Test Dodge Skill to negate a hit.
Full Auto Burst	Half	Make a ranged attack at a –10 to Ballistic Skill, gaining one hit per Degree of Success.
Move	Half/Full	As a Half Action, move a distance up to your Half Move, or as a Full Action, move as distance up to your Full Move.
Reload	Varies	Reload a ranged weapon.
Run	Full	Move a distance up to your Run Move; enemies receive a –20 to Ballistic Skill to hit you and a +20 to Weapon Skill to hit you.
Semi-Auto Burst	Half	Make a ranged attack at a +0 bonus to Ballistic Skill, gaining one hit on the first Degree of Success, plus one hit for every two additional Degrees of Success.
Standard Attack	Half	Make one melee or ranged attack at a +10 bonus to Ballistic Skill or Weapon Skill.
Use Skill	Varies	You may use a Skill, with the time required determined by the GM.

CHARGE

Type: Full Action

Subtypes: Attack, Melee, Movement

The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move. The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

EVASION

Type: Reaction

Subtype: Movement

Evasion is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making an Evasion Skill Test. A character must be aware of the attack in order to make the Test. If the Test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Evasion Test fails, the attack connects and deals Damage normally. Evasion can be used to avoid both melee and ranged attacks.

Evading Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully automatic bursts are especially difficult to avoid. When Evading an area effect weapon (such as a grenade), a successful Evasion Skill Test moves the character to the edge of the area of effect, as long as it is no farther away than the character's Agility Bonus in metres. If the character would need to move farther than this to avoid the attack, the Evasion Test automatically fails. When Evading Fully Automatic or Semi-Automatic Bursts, each Degree of Success on the Evasion Test negates one additional hit.

FULL AUTO BURST

Type: Half Action

Subtype: Attack, Ranged

The character unleashes a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. The attacker makes a Ballistic Skill Test with a –10 bonus to his attack. If he succeeds, he scores one hit with his weapon per Degree of Success. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire.

MOVE

Type: Half or Full Action

Subtype: Movement

The character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance.

RELOAD

Type: Half, Full, or Extended Action (Varies by Weapon)

Subtype: Miscellaneous

Declaring this Action allows a character to reload a ranged weapon. The duration of Reload (Half Action, Full Action, etc.) is dictated by the weapon's description.

RUN

Type: Full Action

Subtype: Movement

The character runs at full speed, covering a distance up to triple his movement. Until the character's next turn, ranged attacks against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks against him gain a +20 bonus to Weapon Skill Tests.

SEMI-AUTO BURST

Type: Half Action

Subtype: Attack, Ranged

With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action.

The attacker makes a Ballistic Skill Test with a +0 bonus. If he hits, he scores a hit for the initial Degree of Success plus an additional hit for every two additional Degrees of Success. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic rate of fire.

STANDARD ATTACK

Type: Half Action

Subtype: Attack

The character either performs one melee attack by testing Weapon Skill with a +10 bonus or one ranged attack by testing Ballistic Skill with a +10 bonus.

USE A SKILL

Type: Half, Full, or Extended Action (Varies by circumstance)

Subtype: Miscellaneous

The character uses a Skill, which typically involves making a Skill Test.

OTHER ACTIONS

There are many more combat action options in the full game of **ONLY WAR**. Additionally, the GM may allow players to perform special actions not covered by the normal rules. Such improvised actions should usually involve some kind of Skill or Characteristic Test.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before a character makes an attack, the GM should verify that the attack is even possible by checking the basic requirements for the attack. Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol-class weapon. In either case, the attacker must be aware of his target. Assuming the attack is possible, follow these steps:

- Step One: Apply modifiers to attacker's Characteristic
- Step Two: Attacker makes a Test
- Step Three: Attacker determines Damage
- Step Four: Target applies Damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. Apply any modifiers to hit (see Combat Circumstances below).

STEP TWO: ATTACKER MAKES A TEST

After the GM has determined the value of the modified Characteristic, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if he is performing a ranged attack. Both of these are resolved like any other Test. If the roll is equal to or less than the modified Characteristic, the attack hits (see Evasion reactions, below).

WEAPON QUALITIES

Certain weapons have special abilities called Qualities. Though there are a wide variety of Qualities available in **ONLY WAR**, in **ELEVENTH HOUR** there is only enough room for a few examples of Qualities.

ACCURATE

Some weapons are designed with precision in mind and respond superbly to skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action, in addition to the bonus granted from Aiming. When firing a single shot from a Basic Weapon with the Accurate Quality benefiting from the Aim Action, the attack deals an extra 1d10 Damage for every two Degrees of Success, to a maximum of two extra 1d10.

BLAST (X)

Many missiles, grenades, and some guns create an explosion when they hit their target. When working out a hit from a Blast weapon, anyone within the weapon's blast radius in metres (indicated by the number in parenthesis) is also hit. Roll Damage once and apply it to each person affected by a blast.

FLAME

Some weapons belch great gouts of flame, igniting anything they strike. If a target of a Flame attack is hit (even if he suffers no Damage), he must succeed on an Agility Test or immediately suffer 1d10 Damage, ignoring Armour.

SCATTER

The ammunition of these weapons spreads out when fired. At Point Blank Range this weapon deals +3 Damage. However, when firing at a target more than 15 metres away, this weapon suffers -3 Damage (to a minimum of 0).

STEP THREE: ATTACKER DETERMINES DAMAGE

Each weapon has a Damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the Damage total.

STEP FOUR: TARGET APPLIES DAMAGE

From the Damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the area of the attack. If this reduces the Damage to zero or less, the target shrugs off the attack. Any remaining Damage is recorded by the target.

INJURY & DEATH

As a consequence of fighting, characters take Damage. A combatant can take Damage up to an amount equal to his Wounds. When the Damage equals the character's Wounds, he is killed.

CRITICAL DAMAGE

The injury rules in this booklet have been simplified due to space restrictions. **ONLY WAR** includes a full array of colourful critical damage effects, including permanent injuries such as limb loss.

COMBAT CIRCUMSTANCES

The chances of hitting in combat can be modified in a similar manner to Skill Tests. These combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Characters should make as much use of beneficial circumstances as possible. A good plan, suitable equipment, or skilful use of tactics can often make the difference between life and death for a Player Character. The following circumstances are some of the most common encountered in combat. The GM has the final say about the Difficulty of any particular Test.

DARKNESS

Weapon Skill Tests made in darkness are at -20, while Ballistic Skill Tests are at -30.

DIFFICULT OR ARDUOUS TERRAIN

Weapon Skill and Evasion Tests made while standing in difficult terrain, such as mud, are at -10. Tests made while standing in arduous terrain such as deep snow or upon ice are at -30.

GANGING UP

If a group of characters outnumber their opponent two-to-one, their Weapon Skill Tests gain a +10 bonus. At three-to-one, they gain +20.



HELPLESS TARGETS

Weapon Skill Tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed. When rolling Damage against such a target, roll twice and add the results.

OFF HAND ATTACKS

Weapon Skill Tests or Ballistic Skill Tests made to attack with a weapon wielded in the off hand of a character not trained in Two-Weapon Wielding suffer a -20 penalty.

POINT BLANK

Ballistic Skill Tests made to hit a target within three metres are at +30. Note that this bonus does not apply when shooting targets that are engaged in melee combat with the character.

SHOOTING INTO MELEE COMBAT

Ballistic Skill Tests made to hit a target that is engaged in melee combat suffer a -20 to hit.

UNAWARE TARGETS

Weapon Skill or Ballistic Skill Tests made to attack unaware targets (i.e. Surprised targets), gain a +30 to hit.

ELEVENTH HOUR

"I can assure you that almost all units of the Scintillan 17th have been withdrawn from the target zones and we will be ready to commence orbital strikes on the Ork vanguard shortly. I also realise that significant elements of the Catachan 223rd have not reached the safe zone. This was always an anticipated risk, and I think I speak for many here when I say: really, who will miss them?"

—Commander-General Pailus, Scintillan 4th Army Group

ELEVENTH HOUR is an introductory adventure intended to give players a chance to experience the **ONLY WAR** Roleplaying Game. In this adventure, the players take on the role of Imperial Guardsmen in one of the God-Emperor's wars for dominance of the galaxy, pushing back the tides of heretic, mutant, and alien scum which threaten mankind's very existence. They must face the worst the enemies of the Imperium can throw at them and keep fighting, knowing that they are the thin line that separates the rule of man from chaos, carnage, and death. It is a thankless job and a bloody one, from which there will be no retirement, no respite, and no rest; only in death does duty end for a Guardsman. This adventure can serve as a jumping off point for games of **ONLY WAR** and further adventures for the Player Characters in the endless conflict and war of the 41st Millennium.

GETTING STARTED

To play this adventure you will need one player to take on the role of the Game Master (GM), 2-4 players to take on the roles of the Guardsmen and ideally at least two ten sided dice (1d10) for each person playing. All the information required can be found within the pages of this booklet, including a quick start version of the core rules, background on the adventure setting, detailed information on the adventure itself, and pre-generated characters. Some background on the Warhammer 40,000 universe, in which **ONLY WAR** is set, can be found at the start of the booklet, however the adventure has been designed to be self-contained and no prior knowledge of the setting is required.

Before running this adventure, the Game Master should be sure to read it thoroughly.

ADVENTURE OVERVIEW

The adventure follows the PCs' efforts to escape an imminent orbital bombardment from deep behind enemy lines to the safety of an Imperial firebase, all in fewer than 11 hours. Along the way they must deal with numerous encounters and make choices that either speed up their progress or slow them down, influencing the final outcome of the adventure depending on how close to the deadline they are. If they move with a purpose and use their Skills, they might just make it, crossing the Fallow and entering the firebase just before the orbiting ships open fire, turning kilometres of jungle into fire and ash.

AEYRAS

"I've seen some miserable balls of dirt in my time, but this place really is a boil on the arse of the Emperor-damned universe. I mean, an 11 hour day and a three hour night: hardly any time to get anything done at all."

—Sergeant Dryak, 14th Recon, Catachan 233rd

The adventure takes place on the moon of Aeyras, orbiting the gas-giant Horon in the Karacallia system, which has become a focal point for Imperial efforts against the Orks in the Spinward Front warzone. The PCs have been deployed to the jungle moon as part of Operation Hammerstrike, in an effort to destroy a vital base for Warboss Grimtoof and his destructive Waaagh! currently raging through the sector. It is a plan that has gone horribly wrong for the Imperial forces, and their sudden strike has fallen into a trap set by one of Grimtoof's lieutenants, Thorgoz Foerender of the Bonespite clan.

Aeyras is an inhospitable jungle moon, its small green sphere wrapped in a tangled web of carnivorous plants and mindless predators. Only a handful of areas were ever cleared by the first colonists, and these had to be constantly maintained against the assault of the fast-growing flora. When the Severan Dominate established itself, the few human inhabitants of Aeyras were indifferent, eking out their miserable lives in their small, walled towns, with a constant suspicious eye on the nearby, looming jungle trees. Only when the Imperium arrived and began hunting down those loyal to the traitor Severus did Aeyras become important, a place to hide for those fleeing Imperial justice, even if it meant entering the perilous green hell. Then the Orks came, and what few human settlements that survived on Aeyras were put to the torch, their inhabitants killed or fleeing into the jungle. For the Orks, the moon was an ideal base; the harsh jungle was well suited to their physiology and a perfect place to build their strongholds. Almost too late, the Imperium recognised how deeply the Orks were taking root on Aeyras and finally moved against them to deny them this refuge.

During their deployment on Aeyras, the Player Characters cross some of its most inhospitable terrain and face some of its most vile predators, not counting the Orks and humans they have to deal with. The journey, which starts at the Teeming, deep in the heart of the Ork-held jungle, and leads back to their landing zone across the Fallow River, is known as the Hard Road; it is

GM GUIDANCE

In addition to the information presented in the main text, there are numerous "GM Guidance" sidebars throughout the adventure itself. These sidebars provide the GM with tips, advice, and general guidance on how to deal with aspects of the rules, the actions of the players, and the development of the plot. GM Guidance also provides an insight into the design of the adventure, explaining the intention behind an encounter or NPC and how its role or place in the adventure was envisaged.



the path Imperial forces have blazed to get where they are and the path they must use again in their great retreat. The GM can use the background information here on Aeyras and the Hard Road to help develop and run the encounters in **ELEVANTH HOUR**, filling in details and adding colour to the action. If the GM wishes to use Aeyras in a campaign, this information can also be useful for establishing Aeyras as a fully fledged world and strategic point in the struggle for the Karacallia system.

THE TEEMING

The largest feature of Aeyras is known as the Teeming, a vast wound upon the world, festering with a web of deadly vegetation. At some point in the moon's distant past it suffered a strike from an immense asteroid or some other form of space debris, forming a crater dozens of kilometres across and several deep. Over time, this crater slowly filled up with hostile flora and fauna as the moon's jungle reclaimed it, creating a great hole in its surface filled with a tangled mess of trees and vines reaching down into the earth. When human settlers first arrived on Aeyras, they purposely avoided the Teeming and its mass of wildlife as it was too dangerous to explore or exploit, instead favouring areas more easily cleared and tamed. Over the years, the humans even developed superstitions about the Teeming, coming to view it as the dark heart of the jungle and bestowing on it a kind of sentience like some nature god of ancient times.

When the Orks arrived, they saw the Teeming as something else: the perfect place to build their forts and make a base to strike out at the rest of the moons of Horon. Thorgoz

wasted no time in establishing his clan in its depths where even orbital strikes could not reach, and clearing out whole sections for workshops and stockpiles. In the space of but a few short years, the Teeming became an Ork stronghold and the central point of their operations around Horon. Attempts to destroy the Teeming from orbit invariably failed, the deep crater and dense jungle shielding the Ork nest below. To date, no human has entered the Teeming and returned alive, leading to endless speculation by Imperial commanders as to just what the Ork base contains and what it is the brutish xenos are doing down there.

SCRAP FORTS

Around the edges of the Teeming, the Orks have constructed dozens of fortresses, fashioned from whatever they could lay their hands on. These forts are both listening posts as well as entrances to the Teeming, conveyers and grapple bridges descending down behind and below them into the depths of the crater. The Imperium has designated these the "Scrap Forts," both to distinguish them from the other Ork Forts closer to their landing zones and because they seem to be constructed largely of the bones of the jungle beasts indigenous to Aeyras. While crude in appearance and design, they are nevertheless quite defensible, as the first Imperial Guard units to reach their walls have discovered. Even once inside one of these forts, there seems to be no rhyme or reason to their layout, and many descend into the earth and tunnels linking them to others along the Teeming's rim.



SWITCHBACK CLIMB

The Teeming lies at a natural high point on Aeyras' surface, at the top of a series of broken ridges and jagged hills. Even finding a path to the edge of the Teeming is difficult, without the presence of the Orks or the various hostile jungle predators. Only one or two decent avenues of ascent lead both in and out of the Teeming, the most direct being the switchback climb, a series of interlocking ridges and steep cliffs along which a narrow pathway snakes up out of the jungle. In many places, the switchback climb forces those using it to scale sheer rock faces or squeeze down narrow fissures to continue, and practically every turn and twist is a perfect place for an ambush. In many places, the Orks have laid traps for those on the trail, such as spiked walls to impale or push victims to their deaths, deadfalls and bolder traps to crush those below or cut off their advance, or even simple explosives to blast away sections of the path, trapping travellers or sending them tumbling to their deaths.

ROTTING FALLS

The high hills where the Teeming rests are surrounded on all sides by a vast expanse of swamp; the rivers and streams tumbling down the switchback pour into its brown murky depths. Where the climb meets the swamp, there is a great waterfall of greenish, vegetation-choked water known to the Guardsmen on Aeyras as the Rotting Falls. Originating in the depths of the Teeming, the river that feeds the falls is filled with the rotting detritus of millions of tonnes of jungle, from decaying animal life and writhing insects to barely recognisable brown mulch and even whole trees fallen from the walls of the crater into the river below. In recent times, the Orks have also started to use the river to dispose of waste in the Teeming, and all manner of garbage can be found falling over the rotting falls and into the swamp below, such as twisted and broken machinery, toxic slicks of unknown chemicals or, more often than not, the corpse of some unfortunate grot.

HELLFEN HIGHLANDS

Where the ridges and hills surrounding the Teeming meet the lower jungles of Aeyras, a vast swamp known to the inhabitants as the Hellfen Highlands stretches out in all directions. A formidable natural barrier, the highlands can only really be crossed by boat, or aerial transport. Travel on foot is practically impossible given the depths of the dark brown waters and the endless kilometres between dry land. When humans first settled Aeyras, they found the highlands both a good place to hunt and also dump their waste. The former practice became a staple pastime of the settlers and the source of much of the indigenous food (given the limited areas to grow crops on Aeyras). However, the same creatures that the settlers hunted for food would also sometimes hunt them, and in the centuries of human settlement, hundreds of predators have been identified and catalogued in the highlands, making it among the most dangerous places to travel in small numbers anywhere on Aeyras.

When the Imperial Guard first landed on Aeyras as part of Operation Hammerstrike, their plan was to

bypass much of the swamp by air, establish a forward base at the edge of the Teeming and then supply the front by boat. The reality is that even with the Scintillan 17th's extensive resources, much of the Imperial Guard equipment has had to be ferried across the Highlands and a long, protracted supply chain now extends throughout the swamp with camps and outposts at various points to guide boats through the mists.

THE DEEPS

While most of the Hellfen Highlands varies from knee- to neck-deep water, there are places where the muck-filled water gets deeper... much, much deeper. These are natural sink holes that are filled with strange currents and riptides from underground streams that can pull a man or even a boat down without warning. The original settlers identified many of these Deeps, and often used them to dispose of waste, though they never strayed too close. Unfortunately for the Imperial forces, most of the human settlers (those that survived the assault of Thorgoz and his Ork clan) are still loyal to the Dominate and feel no compulsion to tell this latest batch of invaders about the Deeps. As a result, the Imperial Guard has already lost several boats and numerous men to the Deeps and is only now starting to realise the danger they pose.

SHIFTING FENS

The Highlands are constantly in motion, vast islands of jungle trees floating freely across the water in an endless journey. In open stretches of water, these shifting islands pose little threat to travellers, and in past times the settlers even used them as a form of transport (albeit a slow one). Where the swamp closes in and the foliage gets thicker, the danger of the shifting fens becomes more acute, as they become a real danger to boats as well as making navigation more troublesome. The Orks have turned the shifting fens to their advantage, and often booby-trap them, seeding them with explosives so that if an island drifts too near a boat, it will explode or unleash a volley of fire from hidden guns. The Orks have also been known to hide in them, allowing the fens to drift silently towards their foes before bursting screaming from the trees. The Imperial Guard, on the other hand, has had nothing but grief from the fens and more than one transport has become lost after relying on them for navigation, only too late realising their error.

CAMP BLACKFEN

Where the Hellfen Highlands meet the open stretches of Aeyras, those areas cleared long ago by the first settlers, the Imperial Guard have established Blackfen, the primary supply point for their forces forward of the Fallow River line. In the weeks since the invasion, the camp has swelled in size as more and more regiments have been sent over and across the Highlands, and it became clear to the local commanders that supply by air is no longer logistically viable. Almost every kind of resource a regiment requires can be found at the camp, crates stacked high on the edge of swamp or being loading into ships, while new companies are equipped for the front line before boarding their boats or, if they are lucky, getting into their Valkyries for the long journey to the front. The camp can also be a lawless

place—removed from the strict discipline of the landing zones, a black market thrives and Dominate loyalists move among the ranks of the Imperial Guard, buying weapons and supplies from their “former” enemies.

FALLOW RIVER

Where the Hellfen Highlands meet the human settlements and then stretch across the open plains towards the Imperial Guard landing zone cuts the Fallow River, a vast tributary flowing from the swamp all the way down towards the distant, murky sea. The river was the closest point of human settlement to the Hellfen Highlands and the Teeming, making it an ideal forward base for the Imperial Guard. Around the old Dominate settlement of Highbridge, which straddles the Fallow, the Imperial forces have dug in and created Firebase Long-tooth, their first line of defence for the landing zone, some 20 kilometres further down the plain. The ruins of the town, first attacked by Orks and then finished off by the vanguard of the Imperial assault, is little more than a shell of burnout buildings and ash-covered fields. Where once the settlers gathered food from the Highlands and mined the local hills, now trenches criss-cross the ground and sandbag walls surround sunken positions and bunkers. On the far side of the river, where once the shrine to the God-Emperor stood before being defiled and looted by Orks, sits the forward command and control station, a centre of vox activity and a key uplink to the fleet and other Imperial forces around Horon.

THE RIVER

The Fallow River forms a formidable natural barrier to any force trying to assault out of the swamp, its seemingly sluggish motion hiding deep waters and deadly currents. Over 100 metres across at its most narrow point, the river can only be reliably crossed by boat or bridge, and only the bravest, or most foolhardy, would try to swim it. Even crossing by boat holds some danger, as debris from the swamp is a common sight flowing down its length, and the Imperial Guard have even gone so far as to dump scrap (taken from the ruins of Highbridge) into its depths. These hidden obstacles can tear the hull of a boat or impale an unlucky swimmer, visible in the murky water only when it is too late. It is the hope of the local commanders that should the Orks try to cross the Fallow, they will be slowed by the river, though no one seriously believes that it will halt them indefinitely.

FIREBASE LONG-TOOTH

One of the oldest settlements on Aeyras, Highbridge was established to harvest food and resources from the Hellfen Highlands and send them down the Fallow to the settlements closer to the sea, where they would be sold or taken off world. In recent times, Highbridge became a focal point for Dominate loyalists fleeing from the Imperial Guard forces pushing into the Periphery and a gateway to the relative safety of the Hellfen Highlands. This all changed when the Orks arrived and Highbridge, with its close proximity to the Teeming, was among the greenskins’ first target. By the time the Imperial assault forces arrived as part of Operation Hammerstrike, the settlement was already in ruins, its few surviving inhabitants hiding in the ruins of their cellars. Since then it has been transformed into Firebase Long-tooth, a strong defensive position with its guns firmly facing towards the swamp.

THE MECHANICUS BRIDGE

Among the only surviving structures in Highbridge, and the only permanent way across the Fallow, is the vast Mechanicus Bridge, a product of the Adeptus Mechanicus presence in Highbridge and dating from a period when the Magos Biologis were studying the swamps of the Hellfen Highlands. Scarred by war and damaged by the rampaging Orks, the bridge is battered and burnt, but still standing. The Imperial Guard have secured the bridge for their own advance and created strongpoints at either end, as well as a fortified position on the bridge where its ancient controls allow it to be raised and lowered. Unless specific orders are given, the bridge is almost always raised. Only a ranking officer may command the bridge be lowered, especially in times of emergency or when enemy forces are present.



PART I: DEAD RUN

"Emperor's teeth, give me Orks any day over these Navy cowards and their orbital bombardments... I can fight Orks."

—Captain Vanus, Catachan 14th Recon Company

The adventure begins with the Player Characters and their squad entrenched on the rim of the Teeming after weeks of hard fighting up out of the highlands and into the outer Ork fortresses. The GM should read or paraphrase the following to set the scene for the PCs:

It has been several weeks since your company landed on Aeyras as part of Operation Hammerstrike. Members of the Catachan 14th Recon, you have been at the forefront of the fighting for all that time, pushing deeper and deeper into Ork held territory. After several hard battles supporting the forces of the Scintillan 17th, your company has finally reached the Teeming, a vast jungle crater where the Orks have made their primary strongpoint. After a particularly bloody night, your squad has become separated from the rest of your company. You are now holed up in the ruins of an Ork fort, with only your platoon sergeant Dryak and a handful of wounded men. The task of re-joining your platoon greets you with the dawn.

The GM should use this opening scene to allow the players to introduce and describe their characters to each other, and also ask Dryak any questions they might have about Aeyras or Operation Hammerstrike. Though things will soon change for the worst, the players should start the adventure by coming up with a plan to escape the ruins of the Ork fort and rejoin their company, which they believe is still somewhere below

GM GUIDANCE: SERGEANT DRYAK

Sergeant Dryak is a hardened veteran of the Catachan 233rd Regiment and a long serving member of the 14th Recon Company. Scarred and mean, he has served in the PCs' platoon since they came to the regiment and they know him well. A hard-nosed officer, Dryak is willing to make the difficult choices that come with war, and will leave people behind if there is no other option, or accept that fate himself if he is slowing down the group. The inclusion of Dryak from the beginning of the adventure is to give the GM a tool with which to help the PCs make decisions or offer information on Aeyras, the Orks, or the Imperial Guard, which the players might not know themselves. The GM can also use him to keep the story moving if the PCs get stumped at some point or get off track, though he should not be used to actually order the PCs around (even though he might be higher than them in the chain of command) and the players should still guide the action. If the GM wishes, he can remove Dryak from the story, either having him killed in the night raid or shortly after they set off towards the Fallow River.

them along the ridge line. The GM should also make them aware that after weeks of fairly light resistance the area seems to be crawling with Orks, and as soon as they leave their foxholes they are likely to run into a patrol. Their squad was ten strong last night, but in the last brutal Ork assault, all but the PCs and Dryak were killed or severely wounded. Among the wounded are Rork (unconscious from a head wound), Tabas (blinded by a stikkbomb), Ganal (missing a leg from a precise choppa blow), and Qaron (slowly bleeding out from a slug in the gut). Notably, the squad's vox operator Danus was killed and the vox-unit took a few rounds.

While the PCs get acquainted and take stock of the situation, Dryak tinkers with the broken vox (or if one of the PCs wants to try to fix it, he can tinker with it—no test is required for this). Before they leave their encampment, the vox suddenly crackles to life and the GM should read or paraphrase the following:

Suddenly the vox comes to life in a babble of voices and panicked commanders. After a few moments of listening, you piece together what must have happened while you were cut off in the fort. It seems a massive Ork counter-attack has been launched against the Imperial advance and is threatening to encircle everyone between the Teeming and the Fallow River. To prevent the advance elements of the 233rd and bulk of the 14th from being cut off, a general retreat has been ordered and all units beyond the Fallow are to fall back. To prevent a breakthrough to the landing zones, the Imperial Navy will "glass" the entire region around the Teeming, bombarding it from orbit in an effort to blunt the Ork attack. The bombardment will begin in 11 hours...

Dryak curses and swears at this news, and spells out the situation if the PCs are not entirely sure what this means: they must climb down from the Teeming and cross kilometres of swamps and then the Fallow River before the bombardment begins. How the PCs get to the Fallow is up to them, but one way or another, in 11 hours the entire area will be hit from orbit, whether the Guardsmen are clear or not.

A MESSY EXTRACTION

The PCs' first task is to escape the Scrap Forts and reach the Switchback Climb. They also need to make a decision with Dryak about the wounded, who slow the squad down to a crawl if they try to carry them out down the Switchback Climb. They also probably want to attempt contacting the rest of their company, but are unable to raise them on the vox. They will soon learn of their fate once they escape the fort and return to their last known position.

BREAKOUT

To find their way past the Orks and out of the fort (a maze of scrap and refuse), the PCs must break through their lines. With the majority of the Ork counter-attack taking place in the jungles below, the Orks around the PCs' position do not yet outnumber them excessively, and a quick, decisive action could create a gap. This first encounter is a chance for the PCs to try out the rules and see what their characters can do. If the GM wants to keep things straightforward (advisable if this is his player's first taste of the system) he can have them face a single patrol. He should

GM GUIDANCE: THE TICKING CLOCK

At the core of this adventure is the race to safety. The Player Characters must make it out before their own fleet bombards the area between the Teeming and Fallow, including them if they do not reach Firebase Long-tooth in time. This should always be on the players' minds and every encounter they play through will be tied to this ever-present ticking clock. Depending on their actions, they will either reach the Fallow River with time to spare and only sparse resistance from the advancing Orks or with the sky burning behind them and the pincers of Thorgoz's attack closing before them. The GM will need to keep track of this time so that he can work out its effects on the final encounter. Rather than counting out individual hours and minutes, the GM can use an abstract method using the following guidelines:

- The PCs start their run with a Time Counter of 11 (this represents the 11 hours they have to reach Firebase Long-tooth).
- At the end of every set encounter there will be a number (which can be 0 if no significant time was lost) depending on the outcome of the encounter and the actions of the PCs. This number is then subtracted from the PCs' current Time Counter.
- When the PCs reach the Fallow River, the GM can use the PCs' current Time Counter to adjust the final encounter accordingly, using **Table 1-3: Out of Time**.
- If the Time Counter reaches 0 before they reach the Fallow, the bombardment begins.
- Unless there is a reason why the PCs would not have access to the vox-net or their chronometers, the GM can be open about their time score and just how much they have left.

describe the maze-like nature of the fort, still littered with the bodies of Orks and Guardsmen from the recent assault, filled with shadows and distant echoes. The PCs then come upon a group of Orks hunting for Guardsmen, who launch into an attack on sight. The group of Orks is made of 3 Bonespite Ork Boy (see page 30 for profile), one with a slugga and two with shootas. The encounter should start with at least 30-40 metres between the combatants to give both sides a chance to use their ranged weapons to the fullest (though the Orks try to close this distance). For more experienced players, or if the GM wants to spice up the encounter, he can add any or all of the following:

- **Scrap Cover:** The combat takes place in the corridors and caves of the fort and there is ample cover around if the PCs want to use it. If the PCs look for cover, they can find something to hide behind, increasing their Armour Points by 4 against ranged attacks.
- **Shadows and Echoes:** The interior of the fort is badly lit, if at all, and both sight and sound can be misleading. PCs suffer a -10 penalty on their Ballistic Skill Tests unless they hold a torch (or attach one to their weapon), create some light where they are fighting (like a fire), or lure the Orks into an area where light is coming down from above through a hole. In addition, if the PCs use Stealth to sneak up on an Ork, they receive a +20 to their Stealth Tests.
- **Running Battle:** The encounter can take place in a single chamber or tunnel, with both sides fighting it out until one is destroyed. However, to make things more interesting, the GM can turn the encounter into a running battle, with either the Guardsmen or the Orks chasing the other. This can be achieved either by having a lone Ork face the PCs and then fall back into a chamber to lure the PCs into a position where they can be flanked, or by having Dryak present and prompting the PCs to fall back if the Orks are getting too close (pushing closed doors or trying to lure them into ambushes). The execution of a running battle is largely narrative, though the GM can award the PCs a +10 bonus their Ballistic Skill Tests if they manage to get the Orks in a vulnerable position (such as luring them into cross-fire with Guardsmen on all sides, sniping them from higher ground, or attacking them from hidden positions).

THE LOST 14TH

After killing the patrol, the PCs have cleared an exit from the fort and can bring their wounded down the ridge back towards the position where their company was. Things are strangely quite (almost too quite) and as they make their way down towards the switchback climb, the GM can read or paraphrase the following:

With the Ork forts and the Teeming at your back, you move down the ridge in the weak morning light. Despite the warnings across the vox of the Ork assault, the entire area seems deserted. As you reach the first trenches of the 14th's position, you expect to be challenged, but all remains quiet. Moving closer, you can see only bodies and death. Sometime during the night the company was overrun, the Orks moving on towards the Imperial lines.

The Player Characters' company has been effectively destroyed, and while some of its units and its commanders have been extracted, they find no solace here. The place is a complete mess, with the shattered remains of two gutted Chimeras (completely wrecked), and even a crashed Ork fighta-bommer sticking out of one of the trenches. Most of the equipment has also been taken, though by picking through the human and Ork corpses, they should be able to stock up on lasgun ammo and frag grenades. It should be apparent that they are on their own now, having been left for dead, or presumed dead. While there are no Orks here, the GM should make it clear that they can see movement further up the ridge and it seems only a matter of time before more Ork forces arrive. From the vantage point over the Highlands, they can also see Ork fighta-bommers screaming down towards the distant Imperial lines and the sound of far off artillery.

The PCs need to keep moving, but they also need to deal with their wounded. While they can make stretchers for them, the wounded severely slow the group down (something Dryak points out, though he does not want to leave them behind). They can take the wounded and keep heading down towards the swamp, though if they do, the GM should have them attacked by another Ork patrol (this time adding one more Ork than there are PCs), as the Ork forces are gaining

on them. Alternatively they can try to find some transport for wounded (or even themselves). If the PCs do not consider looking for transport, Dryak suggests it, also pointing out that there should be Scintillan 17th positions nearby.

To get to a 17th position means circumnavigating a section of the Teeming. The GM can throw another Ork patrol at the PCs, but they should be encouraged (perhaps through Dryak) to move with stealth, leaving the wounded hidden in the 14th's trenches. To get there without a fight requires a **Routine (+20) Agility Test** from each PC, or a single **Challenging (+0) Agility Test** if one member wants to nominate himself as point man. The GM can give them a +10 bonus if they use disguises (from the dead Orks) or if they create a distraction (such as setting off explosives in the ruined fort as they set off). It should be apparent while they are sneaking that there is a major build-up of Orks going on, and in an hour or two this whole area will be a very bad place to be.

When they reach the 17th's position they find it likewise deserted, the Guardsmen having pulled out during the night. Most of the equipment is gone and there are no functioning transports, but some damaged ones, as well as some high-power vox casters.

THE BROKEN BIRD

A search of the 17th's position finds their cleared landing zone and a badly damaged Valkyrie that has been left behind. It has suffered heavy damage to its intake fans and one of its wings, though a bit of time and some technical ability could patch the damage for a short flight. A **Hard (-20) Tech-use Test** is required to get it going, though if the PCs recall the fight-bommer and send someone back for parts, they receive a +30 to the Test (though the Machine God may not forgive them for using parts from vile xenos technology). If they do get it working, its weakened engines are only able to carry either the PCs, or their wounded (Ganal is able to fly it despite missing a leg). Dryak of course argues to send off the wounded, and does not accompany the PCs if they take it for themselves, cursing them as they leave. If the PCs do take it for themselves, they make it as far as the swamp (effectively skipping The Bloody Trail section before they are shot down by Orks, their own Hydra flak batteries, or the Valkyrie simply fails).

CRYING WOLF

If the Player Characters cannot get the Valkyrie functioning, they do not trust their Skills, or want to take their time, they can try to call for extraction. The high-powered vox casters are capable of reaching the 17th's lines, but the PCs will need to persuade them to send a bird for pickup. Because they are far behind enemy lines, only a very good reason will get the 17th to send aid. Convincing lies could include: claiming they have an important officer in their presence (such as Jupine, who ironically is actually missing), claiming they have vital intelligence on the Ork plans, or saying they have some piece of vital Imperial equipment or codes. One PC, chosen by the group to make

the vox transmission, must then make a **Hard (-20) Charm Test**. The GM should have the PCs come up with some reason at least, but it does not have to be more detailed than those mentioned above. If the PCs do come up with a good story (at least putting some effort into the details) he can give them a +10 on the Test. He can also give them an additional +10 if one of the PCs has the forethought to search the dead for name tags and codes making the call more convincing. If they are successful, a Valkyrie is dispatched and arrives in about 30 minute (during which time the PCs might have to face another Ork patrol if the GM chooses). When it arrives, the PCs must either force the pilot to take the wounded at gun point or convince him it is all above board, making either a **Very Easy (+30) Intimidate Test**, or a **Challenging (+0) Charm Test**. If they fail, they must take the Valkyrie by force, fighting off the four Scintillan 17th Guardsmen on board (see page 31 for Imperial Guardsman profile). Like the repaired Valkyrie, if the PCs use it for themselves, it will get them as far as the edge of the swamp before being downed.

There is no immediate benefit in helping the wounded (and not simply taking the transport for themselves), but Dryak is there to remind them of their duty to the regiment and that bravery is always rewarded while cowardice comes at a price. In the end, if the PCs do find a way to get the wounded out it, it is worth an experience point bonus at the end of the adventure.

TIME COUNTER

If the PCs take the wounded with them on stretchers, reduce their Time Counter by 4, if they get them out by air, reduce it by 2, and if they leave the wounded behind, reduce it by 1.



THE BLOODY TRAIL

Beyond the Teeming, the next great obstacle is the Switchback Climb that leads down into the Hellfen Highlands. By this time, the sun is near its zenith, the various other moons of Horon moving across its face like spots of black. The trail is painfully narrow and descending is slow (even slower if the Guardsmen still have their wounded with them). The GM should read or paraphrase the following as they begin their descent:

Leaving the edge of the Teeming behind, you begin your perilous descent down the Switchback Climb, a narrow trail cut haphazardly into the hillside. Only days before, your company fought its way up this trail and there is still the evidence of battle littering its slopes. Below, you can just make out the edge of the swamp in the hazy noon light, periodic flashes beneath the ever present mist a testament to the battle still raging.

The Switchback is a difficult climb, even for fit soldiers, and the PCs need to pick their way down, always on the lookout for Orks. In addition to the Orks, there are a number of other obstacles that slow their progress.

A BREAK IN THE ROAD

Shortly after beginning their descent, the Player Characters come upon the Rotting Falls, a vast cascade of brown water from high in the Teeming, often choked with decaying trees and vegetation along with the detritus of the Ork base. The crossing the 14th used, a makeshift rope bridge, has been destroyed and hangs limply on either edge of the falls. The PCs need to repair the bridge or find another way across. Repairing the bridge means sending someone over to the other side, climbing along the cliff, to take a rope across. This is a **Challenging (+0) Athletics Test** (failure indicates the characters cannot find a way across, not that he has fallen). Complicating matters, two Orks are hiding above the bridge with Big Shootas (see page 30) and have set an ambush for any “humies” that might come along. Having a cunning plan, the Orks wait until the PCs have fixed the bridge and are crossing. The Orks have used a net to catch flotsam and jetsam from the falls, which they release to fall on the bridge when the Player Characters are crossing. It requires a **Challenging (+0) Dodge Test** to leap to one side (whichever is closer) or suffer 1d10+3 damage and be left hanging from the broken bridge. The Orks will then open up with their Big Shootas on any Player Characters left.

The Player Characters can detect the ambush, especially as the Orks have done this a few times already. If the PCs are looking for traps or an ambush they can make a **Challenging (+0) Awareness Test** to see something is amiss; the fact that the bridge has been repaired and re-broken a few times, bodies glimpsed somewhere below that must have fallen from the bridge, and still warm spent casings from the shootas fallen from above. Spotting the Orks is hard, however, as they have created their hiding spot well. This requires a **Difficult (-10) Awareness Test** and only succeeds if the PCs specifically scan the cliff above the bridge.

If the PCs cannot repair the bridge, the Orks attack anyway as they go to leave. The PCs can then find a longer way around taking more time, climbing farther down the cliff before crossing the falls.

LEFT BEHIND

As the Player Characters work their way down the trail, they spot a tattered group of survivors slogging down ahead of them. They can easily catch up to the slow-moving group and discover three members of one of the 17th's support regiments and a Naval liaison officer named Halbast. These are men and women who were not important enough to be air lifted out, or who have just been forgotten. The support troopers consist of two siege engineers (Tor and Limena) and a camp medicae (Reni), who the PCs can use for medical attention—he will heal 4 Wounds off of each party member, but this will reduce the Time Counter by 1. They are grateful to see the PCs, having lost the other members of their squad to the Orks on the bridge, only just getting away with their lives. Halbast tells their sorry tale of being left behind, the support troopers cut off during the retreat and himself shot down while making an aerial inspection of the orbital target zones. Dryak points out that they might be useful, but that they will probably slow them down. Halbast pleads to be taken with them, making all kinds of promises about reward and medals for his return.

It is up to the players whether they take on the stragglers, but the GM can roleplay out the situation, using Dryak to initiate a discussion over the choice and Halbast to try to sway them into taking him (the GM should try to play up his worth as much as possible). There do not need to be any Tests involved; the stragglers (especially Halbast) want the protection the Player Characters can offer, but if they are left behind there is nothing much they can do to stop it.

TIME COUNTER

Reduce the Time Counter by 1 for descending the Switchback. If the PCs failed to repair the bridge, reduce it by another 1. If the PCs rested for medical attention, reduce it by another 1. If the PCs still have the wounded with them, reduce it by another 1.

GM GUIDANCE: MASTER OF ORDINANCE HALBAST

Halbast is a coward and exists to get the PCs into trouble and cause them problems. The only reason the PCs might want to keep him alive is that he may be useful later on (a fact he constantly reminds them of) when their own petty ranks and authority come up short. Halbast can in theory also call in support from the fleet, though this is only possible once clear of the swamp, making him valuable in other ways. The GM should use Halbast to spread doom and gloom at every turn; he always thinks things are about to turn bad and moans and panics at any sign of trouble. He also tries to flee from combat whenever possible (which can be overlooked since he is not supposed to be a frontline combatant) possibly forcing the PCs to go after him as he runs off into more danger. Only when dealing with other officers does Halbast come into his own, straightening his stained uniform and addressing them with the air of someone used to giving orders and having them obeyed.

PART II: BLOOD IN THE WATER

"Humies know nuffin about dis here filth-water, splashing about like stuck grox when they fink they's being all quiet-like, when we be watching 'em, waiting to sink in the knife and lay in the boot."

—Nezgit Slymoon, Ork Kommando

At the base of the Switchback the Player Characters reach the Highlands. The GM can read or paraphrase the following:

You see a vast swamp stretching out before your squad in all directions, a heavy fog hanging over it in the hazy light of the afternoon; this is the Hellfen Highlands. Your memories of the weeks of fighting in its fetid waters is still fresh in your mind, a green hell different from your beloved Catachan, but just as dangerous.

The swamp cannot be crossed on foot and at the very least the PCs need to find some kind of boat or waterborne transport to reach the far side.

LAST BOAT ACROSS

At the edge of the Hellfen, the Player Characters come across the largely abandoned remains of a 17th camp with scattered equipment and half constructed fortifications, evidence the 17th were warned of the bombardment well before the Catachans and pulled out the previous day. While they can avoid the camp, it looks like it offers the best chance of finding transport, and even with the bulk of the 17th gone, there are still crowds of Scintillan Guardsmen and support troopers here trying to find transport amid the chaos. Among the several hundred Guardsmen stands a single Commissar trying to contain the rabble. As they enter, they see him in a heated argument with the crowd, surrounded by several dozen angry Guardsmen. The Commissar has his bolt pistol out and seems to be holding them back for the moment, a dead Guardsman at his feet, apparently the last brave soul who tried to rush him. This is Commissar Vorgan, attached to the 17th, who chose to stay behind to oversee the evacuation. There is only a single operational transport left, a large barge that can hold perhaps fifty souls (only a fraction of those still here). Vorgan is trying to select the ones to go but is in danger of being overrun.

Walking into this volatile situation, the PCs can choose to tip the balance one way or the other, or simply steal the transport for themselves while the standoff is in progress. If the PCs want to sway the crowd (one way or the other) then one of them acting as spokesman must either make a **Challenging (+0) Charm** or **Challenging (+0) Intimidate Test** on the crowd. As the crowd is all Scintillans, the GM can give the speaker a +20 on Intimidate Tests if he play up his reputation as a Catachan. If the PCs side with the Commissar then he curtly thanks them for doing their duty and selects members for the transport by lottery (the PCs deserve no special treatment).

The GM can have each member roll 1d10 and roll one himself. Any player who rolls the same as the GM gets a place. Clearly it is unlikely that more than one PC

GM GUIDANCE: SCINTILLAN 17TH

The 17th are a favoured blue-blood regiment from the core worlds of the Calixis Sector, primarily made up from the noble sons and highborn children of the great high families of Scintilla. Commander-General Pailus has always given the 17th more attention and favour than the other regiments under his command because of the origins he shares with it, and the relationships he maintains between the families and houses of the officers and commanders who serve in its ranks. As a result, the 17th has gained a reputation as a "golden" regiment which always pulls the best duties and is deployed to zones where it can secure the most glory for the least amount of risk. The 17th is also exceptionally well supported and equipped, being one of the only regiments under Pailus to have a full complement of Valkyrie troop transports, allowing it to deploy fully airborne companies. In fact, much of the supplies and support intended for other regiments is diverted first to the 17th, making sure its officers and companies have the first pick of whatever material is filtering into the warzone.

Pailus selected the 17th for the assault on Aeyras because he believed it would be a relatively easy victory, crushing the small Ork garrison and securing a key world, vital to the success of Operation Hammerstrike. The inclusion of the Catachan 233rd was a concession to the terrain the 17th would face and the result of lesser, more level-headed commanders advising Pailus that their inclusion would greatly increase the chances for success. The reality is that both Pailus and the 17th look down on the 233rd, seeing them as feral world brutes, or frontline cannon fodder, there to serve a purpose but lacking the sophistication and good breeding of the 17th.

finds a place this way, but it can make for a tense situation if one gets a place and decides to leave the others (taking himself out of the adventure until they reach Camp Blackfen).

If they side with the mob, the Commissar is attacked and overwhelmed and then it becomes a fight to get to the transport and get it moving. The GM should use the profile for Imperial Guardsmen for the mob (see page 31). Largely, the Guardsmen fight each other, and the GM can allow the PCs to reach the barge if they wish, running and dodging las-blasts as they cross the camp, which has descended into a pitched battle. To take the barge, the PCs need to defeat a group of Guardsmen equal to the number of the PCs, who are defending its ramp as they try to cast off. Once they take the barge, it is up to them who they let aboard, but unless they leave the dock right away, more and more Scintillans attack.

Sneaking onto the barge during the standoff requires an **Ordinary (+10) Stealth Test** from each PC or a **Challenging (+0) Stealth Test** from a point man. There are six Guardsmen protecting the craft, who must be silenced before they can raise an alarm, which means using knives or hand-to-hand. If even one gets off the barge, then the Commissar leads an attack with the mob. The GM can run this as three waves of 10 Guardsmen each, which must be seen off before the barge can put out.

GM GUIDANCE: COMMISSAR VORGAN

The PCs are not brigands or adventurers out for their own glory (though they may act like it) but part of a much larger organisation and chain of command: the Imperial Guard. Their meeting with Commissar Vorgan should make this clear, and the GM can use it to remind them of the dangers and privileges of rank. Vorgan expects them to do their duty, even if it means being left behind and dying. This is, after all, expected of all Guardsmen and part of their oath to the God-Emperor. He may respect them for their bravery and see their worth as soldiers, but they cannot bargain with or bribe him. This is an important point for the PCs, as it can present them with two choices: keeping their oaths and obeying their officers, or deserting and doing anything it takes to escape the target zone. Part of this choice, and another aspect of the encounter the GM can highlight, is the differences between regiments. This comes out in the distrust the Scintillans show the PCs, the deference Vorgan treats them with as Catachans (skilled soldiers but savages to the noble men of Scintilla), and the fact that they are often greeted with; “what is it... Catachan?”

The presence of Halbest can also be used to the PCs, advantage if they brought him along, and if they aid the Commissar, the Naval officer gets them a place on the transport without the need for the lottery.

If the PCs do not get a place on the last transport, or if they avoid the camp altogether, there are other options. They can try to scavenge or build their own raft from the broken and bogged vehicles along this edge of the swamp. This takes time, almost certainly sparking another encounter with Orks, and later on such a shoddy craft might cause them problems. The GM should secretly make a Tech-Use Test for one of the PCs (the one with the best Skill) adding +10 if they have either of the engineers (Tor and Limena) with them. If the Test is passed then all is well, otherwise the raft has a serious flaw, which might be a problem later when it starts to sink.

TIME COUNTER

Reduce the Time Counter by 2 if they make it onto the Imperial barge, or 3 if they are forced to scavenge/build their own.

A LAST STAND

Shortly after the Player Characters set out across the swamp, the sun starts to set behind Horon and the swamp becomes filled with mist and shadows. The GM can describe the eeriness of the swamp, which is dark even in the middle of the day and always filled with mist reducing visibility to a few hundred metres or less. Then, up ahead, they hear the crack of lasguns and see flashes in the darkness. On the edge of their vision, resolving itself out of the mist, they see a downed Valkyrie, half submerged in the swamp, surrounded by Orks fighting a squad of four officers around a more impressive figure. This is

Lieutenant-Commander Jupine, shot down during the retreat and making a last stand. It is quite possible that the PCs leave Jupine to his fate, though if they have Halbest or Vorgan on board, they recognise the commander and try to get the PCs to help (or order them in Vorgan's case).

Getting close enough to help presents its own problems, as the downed transport is resting on a submerged island about 20 metres across surrounded by deeper water, and there is no visible dry land. The PCs' barge or boat is too big to approach more than 30m from the fighting because of the tangles of submerged roots, forcing them to engage at a distance or swim/wade a short distance to get some footing. Moving or fighting through the water requires a **Routine (+20) Athletics Test** each turn, with a failure allowing the PC to move half his normal move distance but take no other action, until he can actually climb onto the Valkyrie. Time is also a factor in the rescue if the PCs choose to help Jupine, and the GM should make it apparent that in a matter of moments, the commander and his men will be overwhelmed (every two Rounds, the PCs can see another one of the four officers blown apart by a slugga shot or dragged down into the swamp). The GM should give the Player Characters 8 Rounds to either kill all the Orks or reach Jupine's side (at which point they can effectively provide him with personal protection), before the commander falls.

Facing Jupine are 8 Bonespite Ork Kommandos (see page 30 for profile), elite troopers sent into the swamp to prey on the fleeing Guardsmen. Robust and skilled in swamp warfare, the Kommandos do not need to test to move about in the waist-deep water like the PCs. Throughout the encounter, the Kommandos primarily focus their fire on the commander, and only two to three fire on the PCs in any single Round.

TIME COUNTER

Saving Lieutenant-Commander Jupine reduces the Time Counter by 1.

GM GUIDANCE: LIEUTENANT-COMMANDER JUPINE

Jupine is the quintessential Imperial Guard officer, noble of birth and filled with a sense of his own great worth. To Jupine, the PCs are expendable assets who should naturally respect his command and want to get him to safety, and regardless of how heroically they perform or the lengths they go to, he also sees their action as their duty—always expected of them. The GM can use Jupine to annoy the PCs by bossing them around and looking down on them, acting high and mighty—ideally the players should be seriously considering killing him by the time they reach the Fallow River. Jupine is undeniably useful and makes their passage through Camp Blackfen easier, at least when it comes to landing. The GM can also use Jupine to remind the PCs about the chain of command, as Jupine is technically their superior officer (even though he comes from a different regiment), forcing them to chafe under his demeaning orders.

BEASTS BELOW

Throughout the journey, the Player Characters hear gunfire and explosions off in the dark, while overhead (hidden by the canopy of trees), jets can be heard screaming across the sky. It is a long night as their craft slowly makes its way across the Hellfen, navigating the natural hazards and hearing beasts moving in the water beyond their field of vision. The swamp is also crawling with Kommandos and the GM can include any of the following encounters, reflecting the PCs falling into one of their ambushes.

- **Booby Traps:** The Kommandos have set mines and other explosives just below the surface or in the trees with hidden trigger wires dangling from above waiting for a boat to snag them. The GM can allow any PC on watch to spot these traps with a **Challenging (+0) Awareness Test** and then steer the craft around them. If they trigger one, it damages their craft (slowing them down) and each PC must make an **Routine (+20) Dodge Test** or suffer 1d10 Damage from flying debris. These traps are often combined with an attack, and the GM can have 6 Ork Kommandos leap down from the trees just after the explosion goes off.
- **Humie Bait:** Orks are cunning foes and know how to trick dem humies good. To this end, the Kommandos use captured Guardsmen to lure others into traps. The PCs hear some cries for help off in the dark. If they investigate, they find half a dozen wounded Guardsmen stranded in a tree. They cannot get their boat right up to the tree because of submerged roots and have to get out and wade a hundred metres or so to help them. This is when 6 Kommandos, hiding under the water, leap up and attack them in close combat. The GM can allow the PCs to spot something is wrong with a **Challenging (+0) Awareness Test**; on a success, the PCs discern that the Guardsmen appear tied to the tree and they are constantly looking down into the water below them.
- **Hull Breach:** The PCs experience a lull in the fighting, during which they can hear sounds in the distance and silence reigns for a time. At this point, six Ork Kommandos try to get on board their vessel and breach its hull, sending it to the bottom. The GM should have any PC on watch (not including those resting from wounds or engaged in conversation with NPCs) make an Awareness Test while making a Stealth Test for the Kommandos (a single Test for all six will suffice). If a PC passes his Test by more Degrees of Success than the Kommandos, he spots one and can raise the alarm. Otherwise, the Orks try to kill off as many of the crew as quietly as they can and then plant a charge to blow out the hull. Whether or not the PCs detect the Kommandos, they need to deal with the set charge (a huge bundle of stikkbombs) which has been welded to the hull. This either requires a **Challenging (+0) Strength Test** to tear it off and throw it into the water or a **Challenging (+0) Tech-Use Test** to defuse.

TIME COUNTER

Detecting the Kommandos and dealing with the bomb reduces their Time Counter by 1, which includes the time it takes to avoid pursuit. If the bomb goes off, the PCs will need to repair their craft or find another, which reduces their Time Counter by 3.

ANY PORT...

As the first rays of dawn pierce the swamp mists, Aeyras' brief night coming to an end as its orbit takes it out of Horon's shadow, the Player Characters come to the end of the swamp and reach the Imperial supply camp. While it is possible to avoid the camp and make a landing farther down the shore, this increases the time it take to get to the firebase (the only real road leaving from the camp) and they will miss the chance to gather more supplies. Camp Blackfen is in chaos, much like the area where they embarked, and they are fired on by Guardsmen at the dock as they approach and are warned off. If Jupine is present, he tries to order the Guardsmen on the shore, but they must be convinced or bribed in some way, fearful as they are of the tricks of the Ork Kommandos. This requires a **Challenging (+0) Intimidate** or a **Challenging (+0) Charm Test**, with a +20 bonus if Jupine is present. If this fails, or the PCs instead try to force their way ashore, they will need to fight eight Guardsmen, two of whom are manning a heavy stubber (use the profile for a Big Shoota on page 30) atop a pile of crates. If the PCs kill at least half the Guardsmen, the rest retreat. As the PCs make their landing, the GM should read or paraphrase the following aloud:

You recall Camp Blackfen from your first deployment to the Hellfen Highlands, though back then (only a week or two ago) it was a much more ordered place. Now groups of Guardsmen are looting and scavenging what they can, everyone looking for transport or setting out towards the Fallow to reach the edge of the bombardment zone. Only a few officers seem to be in evidence, but are doing nothing to maintain order. Adding to the feeling of impending doom, there is a constant droning warning over the camp vox that endlessly repeats: "Warning, you are in a Naval orbital barrage target zone, vacate this area immediately, warning...", reminding you that you have only hours before this whole area burns.





The PCs can use this chance to restock on ammo and weapons as well as gain some medical attention (+30 on any Medicae Test because of access to supplies). Jupine, if he is present, voxes for extraction, though he is not able to get through, as the vox net within the target zone has been cut off in preparation for the bombardment. The PCs can try to lose him in the crowds of panic-stricken Guardsmen if they choose, with an **Easy (+30) Stealth Test**, otherwise he sticks with them. The PCs can then set out towards the Fallow on foot or scavenge a transport, but anything they secure needs to be repaired, all the best gear already having been taken. The GM can include the following encounters, which can help the PCs reach the Fallow faster.

- **Black Market:** Seeking out any kind of authority in the camp (or looking for transport or more weapons) leads the PCs to Petty Supply Officer Boran. An amoral sort, Boran has only remained behind to get as many supplies for himself as he can, but has an escape route planned. If the PCs can strike a deal with Boran, either threatening him (a **Challenging (+0) Intimidate Test**) or convincing him it is in his best interests to take them along (a **Challenging (+0) Charm Test**), he finds them a functioning transport. If they fail, Boran pretends to help but instead leads them into a trap with eight 17th thugs (use the profile for Imperial Guardsmen on page 31) among a maze of crates, before fleeing. The PCs can chase him, if they can deal with the thugs. This fight should involve lots of close combat (using knives and

lasgun butts) in the close confines of the crate stacks, with a running chase to find Boran before he gets away.

- **Summary Justice:** At any point while the PCs are making their way through the general disorder and looting of the camp, they can come upon a young 17th officer about to hang some Dominate loyalists. The loyalists, on seeing the PCs are not from the 17th, quickly offer their local knowledge to help if they are freed. The PCs can ignore them, or try to rescue them, though it means either talking the officer down requiring a **Hard (-20) Charm Test** or attacking (there are eight other Guardsmen plus the officer). The GM can grant the PCs a +20 on their Charm Test if they come up with a good story, such as the officer that they are escorting (Jupine or Halbast) wants to carry out the execution himself, or that these Dominate soldiers must be interrogated. If Jupine is present, he takes great exception to the PCs freeing the loyalists and tries to get some Scintillan Guardsmen to arrest them, forcing them to kill him or leave him behind.

TIME COUNTER

If the PCs bypass the camp, it takes them considerable time to reach the Fallow across uncertain ground and the GM should reduce their Time Counter by 4. If they go through the camp and use the road, reduce it by 3. If they manage to get transport from Boran, reduce it by 2. If they free the loyalists, they can learn of a shortcut to the Fallow, decreasing any of the above reductions by 1.



PART III: FIRE IN THE SKY

"There are few things like the fury of an orbital strike, and none so terrifying to behold from the surface of a world. It is as if the hand of the God-Emperor Himself is reaching down to wipe away His enemies in a storm of light and fire."

—Master of Ordnance Halbast Dain, 17th Scintillan Airborne Assault Group (Attached)

The final part of the PCs' escape from the bombardment zone is reaching the crossing the Fallow River. As they descend from the Hellfen Highlands the GM should read or paraphrase the following aloud:

Finally you can see the Fallow River stretching out ahead, the mists of the swamps lifting to reveal the ruins of Highbridge on its far side and the high, cold walls of Firebase Long-tooth rising like a mailed fist from its centre. From your vantage you can see that the forward elements of the Ork assault are trying to cross the river and skirmishes are taking places at various points along its length. Klaxons can also be heard in the distance, heralding the final minutes before the orbital strike begins.

This is the final battle, the point at which the PCs either make it to safety or are consumed in fiery death! To get across the river, the PCs need to either use a boat or other transport, swim, or cross the Mechanicus bridge (the only surviving crossing point). The fighting is heaviest at the bridge, where the Orks are trying to take the bunker guarding the side nearest the PCs, but there are Orks ranging up and down the river, trading shots with the Guardsmen on the far side. The ruins of Highbridge spread out on both sides of the river, providing the PCs with cover or places to hide should they choose a stealthy approach. This final battle is also where the time left to the PCs comes into play and the GM should consult their Time Counter and check on **Table 1–3: Out of Time** to see how it affects the battle.

CROSSING THE FALLOW

Crossing the Mechanicus bridge is the quickest way to get to the firebase, but also the most difficult. There are eight Bonespite Ork Boyz (see page 30) and a looted Leman Russ Battle Tank attacking the bunker (this number might be modified by the amount of time the PCs have left). The ruins allow the PCs to get close and to use cover (an additional 4 Armour Points against ranged attacks). The tank has broken down and the Orks are trying to fix it to blast the bunker, though there is still an Ork manning a big shoota in its turret. If the PCs do not deal with the tank or kill all the Orks within 10 Rounds, it fires on the bunker and destroys it, opening the way across for the Orks and prompting the Scintillan company

holding the far end to blow the bridge. The GM can point out to the PCs when they get close enough to the bridge that they can see its supports are packed with explosives.

This close to the edge of the target zone, vox units work and the PCs could call for aid. If Halbast is with the PCs, he is able to use his Naval codes to call in an airstrike on the tank, if they can get him to high ground to use a vox. The nearest high ground is a gutted Imperial chapel, though it has a small group of Orks guarding (or defacing) it. If Jupine is present, he is able to call a company to cross the bridge and support their retreat (the GM can say the company counters the Orks, allowing the PCs to get onto the bridge). In either case, as soon as the Orks are defeated, more start to close in and the GM should make it clear that if the Guardsmen stay here they will die.

A DANGEROUS SWIM

If the PCs choose not to fight across the bridge, they must ford the river. Swimming requires a **Challenging (+0) Athletics Test**, while using a raft or other makeshift transport needs an **Ordinary (+10) Agility Test** by the Player Character piloting it. The GM should also have each PC roll 1d10 (or a single roll for the group if they are all on a raft). On a score of 1 or 2, they have become snagged on submerged scrap and must succeed on a **Challenging (+0) Strength Test** to free themselves (this can be tested each Round). Crossing the river takes five Rounds, during which they may draw fire from the Orks near the bridge (with no way to retaliate if they are swimming) unless they make a **Challenging (+0) Stealth Test**. Failing the Tests to swim or guide their craft forces them back to their starting point, at which point they must use the bridge.

BLOWING THE BRIDGE

Whether the PCs swim or use the bridge to cross, the GM can throw one last obstacle in their path: Nezgitt Slymoon.

The Ork Kommando leads an attack on the bridge just after the PCs have swum to the far side or run across the bridge. It is apparent that Nezgitt is going to take the bridge if the PCs do not intervene. While they can retreat into the firebase, if there are any NPCs with them (Dryak, Halbast, Jupice, or Vorgan), these men point out the danger and impress upon the PCs their duty. The GM can have the company defending the bridge fight the Ork Kommandos in the background and focus on the PCs defeating Nezgitt. He is about to take the bunker defending the near side of the bridge, where the demolition triggers are located. The PCs must therefore defeat him and blow the bridge themselves to stop a massive Ork advance. See page 30 for Nezgitt Slymoon's profile.

CONCLUSION

Once the PCs have crossed the river, dealt with Nezgitt, and the bridge has been destroyed, they enter the firebase and they can finally rest—at least for a few minutes. An officer from the 17th that greets them as they arrive (the 233rd has already pulled back to the landing zone):

"Thank the Emperor, you made it just in time. It seems the Orks have broken through to the south and HQ is extending the barrage zone. We're falling back; this whole area is marked to be hit after they bombard the highlands and we need to reach the new defensive lines in 6 hours..."

The GM can then conclude the adventure here. He can leave it open with the knowledge that the players must then find a way off Aeyras before the Orks completely overrun the landing zones. Alternatively the GM can omit the new deadline if he wants things to be more final and allow the Player Characters to be picked up by the 233rd transport core, driving out across the plains as the horizon burns behind them.

TABLE 1-3: OUT OF TIME

Time Left	Effects
7+	No changes to the final encounters.
4-6	2 more Orks in each combat.
3	3 more Orks in each combat.
2	Orks are Kommandos and the orbital strike is burning across the horizon.
1	Orks are Kommandos, plus there are 2 more in each encounter and the blinding light from the orbital strike is enough that Ballistic Skill Tests suffer a -10.
0	Orks are Kommandos, plus there are 3 more in each encounter, while the orbital barrage is almost on top of the PCs and the air is filled with burning ash from the jungle, limiting vision to a few hundred metres (-20 to Ballistic Skill Tests). The ground shaking periodically, forcing Challenging (+0) Agility Tests to run, charge, or move on narrow or small surfaces without falling.

APPENDIX: ALLIES AND ANTAGONISTS

Throughout the adventure there are a number of key NPCs the Players Characters encounter—some may support the Imperium while others seek to destroy it.

BONESPITE ORK BOYZ

The core of the Ork fighting force; hard, numerous, and bred for war, Ork Boyz are formidable opponents, especially when encountered in large numbers.

Bonespite Ork Boy									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
37	19	46	44	30	24	32	26	21	

Movement: 3/6/12/18

Armour: Flak armour (AP 2).

Wounds: 12

Total TB: 8

Skills: Intimidate (S).

Unnatural Toughness: Orks are extraordinarily hardy and have a Toughness Bonus 2 higher than normal.

Weapons: Slugga (Pistol; 20m; S/3/-; 1d10+4; Clip 18; Reload Full) and Choppa (Melee; 1d10+5), *or* Shoota (Basic; 60m; S/3/10; 1d10+4; Clip 30; Reload Full), *or* Big Shoota (Heavy; 120m; -/-/10; 2d10+5; Clip 120; Reload Full).

BONESPITE ORK KOMMANDO

Specially chosen Orks selected for their cunning and stealth, they range ahead of the main Ork advance.

Bonespite Ork Kommando									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
43	23	46	44	32	24	32	32	29	

Movement: 3/6/12/18

Armour: Flak armour (AP 2).

Skills: Athletics (S), Intimidate (S), Stealth (Ag) +10

Unnatural Toughness: Orks are extraordinarily hardy and have a Toughness Bonus 2 higher than normal.

Weapons: Slugga (Pistol; 20m; S/3/-; 1d10+4; Clip 18; Reload Full) and Choppa (Melee; 1d10+5).

NEZGIT SLYMOON

Nezgit, the leader of Thorgoz's elite Ork Kommandos, is leading the advance to the Fallow River. Nezgit is a powerful foe and is more than a match for any of the PCs on their own, so they must work together to take him down.

Nezgit Slymoon									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
59	28	56	48	37	38	32	32	29	

Movement: 3/6/12/18

Wounds: 25

Armour: 'Ard Armour (6).

Total TB: 8

Skills: Athletics (S), Intimidate (S), Stealth (Ag) +20.

Unnatural Toughness: Orks are extraordinarily hardy and have a Toughness Bonus 2 higher than normal.

Weapons: Slugga (Pistol; 20m; S/3/-; 1d10+4; Clip 18; Reload Full) and Big Choppa (Melee; 2d10+6).



IMPERIAL GUARDSMAN

There are thousands of Guardsmen on Aeyras just like the PCs, most simply trying to do their duty to the God-Emperor.

Imperial Guardsman									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
28	38	32	31	25	28	33	22	27	

Movement: 3/6/9/18

Wounds: 10

Armour: Guard Flak Armour (AP 4)

Total TB: 3

Skills: Athletics (S), Awareness (Per), Evasion (Ag).

Weapons: M36 Lasgun (Basic; 100m; S/3/-; 1d10+3; Clip 60; Reload Full), Combat Knife (Melee; 1d5+3), 3 Frag Grenades (Thrown; 9m; S/-/-; 2d10).

Gear: Imperial Guard Uniform, micro-bead, respirator, 4 clips for Lasgun, Imperial Infantryman's Uplifting Primer.

SERGEANT DRYAK

Sergeant Dryak is the commander of the PC's Squad. A hardended veteran of the Catachan 233rd Regiment, he has seen many battles, and won the loyalty of all the men and women who have ever served under him. His priority is always the well being of his Squad, and he is willing to make the hard decisions to keep them safe. Possessed of a gruff demeanour, he is nonetheless helpful and supportive of his Guardsmen.

If the GM chooses to have Dryak accompany the PCs throughout **ELEVENTH HOUR**, he will likely become involved in the many combat situations they encounter. If this occurs, Dryak has the same profile as an Imperial Guardsman with +10 to Toughness and Fellowship, and +5 to Ballistic Skill.

Operation Hammerstrike
//1756.12// Designation -- Aeyras
7436815.M41

++CLASSIFIED++

Orbital Bombardment
Order S234

To minimise losses after massive counter attack by xenos element ~~Negus Glymoon~~, planetary commanders ~~Darius Quintus~~, ~~Thelaria Eholith~~, and ~~Allistair Westfront~~ ordered that Imperial Navy Battlegroup Tellros initiate orbital bombardment in the Fallow River Basin.

Status of affected Imperial forces listed below:

Catachan 233rd - 14th Reconnaissance Company
STATUS: ~~Missing in Action~~ *Regrouping in Firebase Long-tooth*

Catachan 233rd - 28th Reconnaissance Company
STATUS: Missing in Action

Malfian 120th - 1st Armoured Company
STATUS: Regrouping in Firebase Long-Tooth

Scintillan 17th - 53rd Armoured Company
STATUS: Regrouping in Firebase Long-Tooth

Solomon 301st - 41st Reconnaissance Company
STATUS: Missing in Action

Scintillan 17th - 7th Infantry Company
STATUS: Regrouping in Firebase Long-Tooth

Catachan 233rd - 35th Infantry Company
STATUS: Missing in Action

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