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WRATH & GLORY
CORE RULES

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BLOOD OF THE COVENANT

By Aaron Dembski-Bowden

The Princess

Niah'cara was royal-born, and had been falling ever since. To some, she was the Huntress of the Scarlet Heavens. To others, she was an unfolding lesson into the dangers of ego and delusion. These detractors, of which there were many, called her the Princess of Dust. The Path of the Outcast had not been kind to her, but it had been unkinder still to her enemies. They lay dead. She did not.

Niah'cara answered the summons when it came, dressing in robes of layered silk cut in the colours of her fallen Craftworld. As she made her way to the Farseer's chambers, she mused on one notion above all:

The mon-keigh cannot be trusted.

She had been told so many times along the continuum of years, and perhaps it was as true now as it had always been. Niah'cara was born before the galaxy tore itself in two, when one half was left to bleed and sicken and rot in rebellion. She had dealt with humans many times before the dawn of these dark days. She had faced them in the cold of the void, overseeing their destruction from a bridge of wraithbone beneath the great fins of solar sails. She had fought them in the shadows of their ruined cities, hunting them as prey, sometimes needing to clean their stinking, primordial blood from her cameleoline cloak.

But everything changed with the rupturing of the night sky. Her kin-band still spat the word *mon-keigh,* but that curse was losing its acid edge. Her people were past the point where they could freely indulge in the luxury of mistrust.

To stand alone was to die alone. And so, Niah'cara was chosen. She would journey in the company of those whose blood she would once have spilled.

They had not yet told her this, nor could she read it in the turning of fate's wheel. But she did not need foresight to know how it would all play out. Someone must go, and the logic of that decision led straight to her. Others would go in time… but someone must go *first*. That was why she had been summoned.

She approached Farseer Vyriah in his meditative garden, her tread silent on the wraithbone pathway that wound between the precious flora. Indulging herself, she ran her ungloved fingers along the frond of an orange fern, the plant lovingly cultivated from Exodite cuttings, reseeded century after century when inevitable age or misfortune took the tree's life. Vyriah had always been most diligent in the care and preservation of his onboard gardens. The arched walls of pale wraithbone reached up to a transparent dome, cradling it, letting the light of the heavens glow upon the botanical garden.

And above that dome, the stars waited. Choked in the miasma of the warp-poison that stained the skies and cut the galaxy in half, but shining still, for a while longer at least. No others of Niah'cara's kin-band claimed chambers of such meticulous beauty, even if that beauty had, for decades, been blighted by celestial horror.

The seer knelt in repose, eyes closed in reflection, but Niah'cara saw through the illusion of his serenity. The faint tension in his shoulders betrayed him as openly as a spoken confession.

She approached without speaking, inclining her head as she took the seventh and eighth steps, as custom dictated. His voice outweighed hers in matters pertaining to the ship's function, but she owed him no bow. She was, after all, royalty.

Vyriah's eyes opened. His face lifted to regard hers, and he rose to his feet a moment later. When he greeted her by title as well as name, her curiosity awakened. When he bowed to her, lower than tradition's mandate, she recognised the degree of his politeness for what it was.

'You play to my vanity,' she chided him, with a flicker of amusement. 'It is not like you to be so unsubtle.'

Sometimes it seemed as though Vyriah was old when the galaxy was still young. His dark eyes alighted on hers, sharing nothing, seeing everything.

'You know,' he said. 'You know the purpose of this summons.'

'How could I not?' Niah'cara pressed her fingertips together before her robes, in a gesture of acceptance. 'I will go, Farseer. I will walk the path you see before me. When do you wish me to leave?'

The Preacher

To say Ilmar resented the message would be to underplay the depths of his irritation. It was a glitch, sent in error, and he didn't even deign to acknowledge it at first. Ghost-messages flew through the vox array in their hundreds every day; such was the curse of so many connected minds. Since the message was patently nonsense, he sought to ignore it. He only replied with a wordless pulse of acknowledgement/refusal when the chiming in his implanted vox-rig refused to abate.

After his return pulse, it fell silent. The following silence was a most blessed development, and he continued his work in peace, manipulating the fused connectors inside a tormented cogitae-scry relay.

However, his peace was short-lived. Ilmar was still elbow deep in robotic brain-housing when the signal sounded a second time, exactly forty-three seconds later. The inexact timing gave him far more pause than the message itself, for it suggested impatience on behalf of the messenger.

That couldn't be good.

Indeed, it suggested the possibility of urgency. Ilmar had no recollection of a time in his existence when urgency from his superiors had preceded something pleasant. In his experience, which reached fifty-three years, two months, and six days of active service (not including mandated REM-focused downtime), the opposite was universally true. Urgency suggested strife. It suggested flaws and disruptions. It suggested a breakage in the ritual order of life.

He lifted his gel-wet hands from the domed head-bowl of the deactivated war automaton, and tentatively tuned into the vox array.

'Ilmar Apex 09-38, assigned to guided cranial network regeneration. I request/demand clarity regarding the most recently received signal. Specify the nature of this message and confirm its source/origin.'

The reply came in a stream of binaric cant, pulsing in quick stutters, transmitting understanding far more efficiently than vocalised words. Ilmar ceased all work as comprehension dawned. If he had been entirely human, his blood might have run cold. Although the tech-priest didn't possess much blood in strictly natural terms (with most of it replaced by a haemosynth fluid regulating his bionic and augmetic anatomy), he nevertheless felt something his unmodified ancestors would have called a chill down their spines. This, too, was impossible, since his spine was a steel carbofibre alloy, but even his enhanced mind wasn't immune to the pressure of psychosomatic reaction.

'These orders are incorrect,' he sent back across the link.

Silence answered him. That, also, couldn't be good.

The crashing, thudding, clanking sounds of the forge chamber carried on around him as Ilmar Apex 09-38 lifted his red hood into place, reached for his axe-staff of office, and left his station without a word.

His superiors made their lair on the nineteenth sublevel. Ilmar secured passage on a freight platform descending into the planet's crust, which took one hour and fifty-two minutes. During this time, he could do nothing but stand and watch the rock and metal walls of the shaft pass in agonising slowness. Usually the grind of the elevators' cogworks and the repetitive view of the slowly scrolling tunnel offered a sense of serenity.

Not this time. He had never gone this deep before. He had never needed to, and what awaited him at the end of the journey infected his ordered thoughts with unfamiliar unease.

The deeper catacombs formed a labyrinth that led to the central facility. Ilmar lacked clearance to access most of the core chambers, including the sealed-off facilities housing the Eternal Engines, guarded by warded bulkheads and phalanxes of Skitarii. He intended to avoid the barricaded districts and make haste to his hierarchs' chambers. He needed answers, and the high priests and priestesses would have them.

But he never even made it off the freight elevator. A Skitarii Alpha, cowled and armed, intercepted him with an abruptness that made it clear his arrival had been predicted.

'You are denied,' the Alpha said by way of greeting. It held out a bionic hand, warning him from proceeding.

Ilmar's augmetic eye lenses met this unexpected guardian's machine-eyes in kind. Rank separated the two men, as well as the quality of their sacred bionics.

'I must speak with one of the foundry hierarchs,' Ilmar insisted. He stated the demand vocally and in a spurt of binaric cant at the same time, betraying his rising discomfort. 'The orders I have received are devoid of sense.'

The Alpha remained impassive, implacable. 'You are denied.'

Panic—or the strained echo of that too-human emotion—began to stain Ilmar's thought processes. There was a catch in his speech, a human hesitation that indicated his eroding self-control as unwelcome emotion took hold.

'These orders must be incorrect. I… I have never left Avachrus.'

'The orders stand,' declared the Alpha. 'Return to your district and make ready for your journey off-world.'

Fear goaded Ilmar into speaking one last time. 'This must be a mistake. It must be.'

The Skitarii Alpha, devoid of all emotive responses thus far, finally bristled at the tech-priest's words. Bionic fingers curled tighter around the grip and stock of its radium carbine.

'Our masters do not make mistakes.'

Ilmar knew better than to argue; blasphemy and ill-discipline would hardly enhance his position. So he bowed, backed away, and took his doubts with him. He had weapons to prime and a journey to prepare for.

The Slayer

Emerah was the last, the only one still breathing. Her companions and her master had passed on without her, gone ahead to dwell forever in glory at the God-Emperor's side. She needed no medicae instruments to know their spirits had fled their bodies; gunfire and hacking blades had carved them apart with brutal elegance. Their blood-flecked faces and staring eyes told the only story that mattered now.

She was alone.

Emerah had been alone before, but not since coming into the Inquisitor's service. From the night Quintarus found her in the rain, clad in her sacred raiment, holding her holy blades and standing above the body of her first kill, she had been welcomed among his warband.

Quintarus had valued her. He had cherished her for her beliefs as much as for her talents. He had seen to her further training and granted her new blades, stronger and better than anything her home world's smiths were capable of forging. Since joining his service, she'd never set foot on Ostia again. Twelve years. Twelve years of service to the vision of Inquisitor Quintarus. Twelve years of painting her swords and her skin with the blood of traitors. Twelve years of killing in the God-Emperor's name, sending apostates' spirits to the Master of Mankind to make up for the filthiness of her own soul. These were the precepts of her faith, and so she clung to them as Quintarus shaped her from a murderess into a slaughterer. Every man and woman was born corrupt, and absolution was found only in the freeing of heretical souls. Such killing pleased the God-Emperor. Such slaughter cleansed the soul.

Some of her companions had sneered at first, in the months before they too came to value her. *Death Cultist,* they called her, diminishing her faith to the delusions of a primitive coven. Over time, they had learned. Over time, guarded by her swords and mindful of her beliefs, they had become her family.

And now they were gone.

There was a contingency plan. She knew none of the details, only the first step she'd have to take. Quintarus had made it clear what his warband must do in the event of his death: Avoid their headquarters, for there were others in the Most Holy Inquisition that even the Inquisitor himself couldn't trust. In the event of his demise, his surviving companions were to make their way to the Varonius Flotilla. He had allies there, among the dynasty. And there, on neutral ground, they should await contact from his trusted brethren.

This deep in the sunless hive, in this undercity of teeming masses where the shadows were cut by harsh red and purple lumen-strips, she was entirely without allies. Her foes, those Quintarus had hunted and whose souls she had promised to her blades, were still out there. They'd know she still lived, and they would come for her as they'd come for her warband.

She knew it was foolish to linger, yet she stayed long enough to crouch by each body, taking a memento from each of her fallen companions, and closing their eyes with the softest brush of her gloved fingertips.

Quintarus was last. Before she could stroke his staring eyes closed, she sensed the shadows dance to her left. Emerah moved in an adrenal blur, twisting in the air, arm outstretched, a fan of throwing knives flashing silver into the darkness.

She heard cries of pain, and the scuffle of boots and bodies.

She kept moving.

Into the shadows she plunged, her photovisor down and betraying the sludgy heat smears of her foes. Her reinforced bodysuit creaked with explosions of movement and twists of muscle. Her swords smacked into human meat and bit deep into bodies, each cut birthing a hot spray of lifeblood that saturated the air with the scent of copper.

Then she stood in the darkness, as still as the death she'd delivered, motionless in the heart of her butchery. The five cooling bodies twitched at her feet as their spirits flew free. The final, involuntary tremors of the rightfully slain; their souls now cast to the God-Emperor's throne.

Perhaps Quintarus and her companions would witness these fresh souls arriving, and they would smile, knowing Emerah was fated to avenge them.

Time was short. More foes would come, enemies far better equipped than these scummers and scouts. She returned to Quintarus, tongue-cleaning the blood from her blades. After the ritual seven licks of each sword, she wiped the rest of the gore on her bodysuit. Another set of sanguine stains to join the countless others.

Emerah closed her master's eyes with a gentle caress of fingers still speckled by the blood of his killers. She glanced over the body, unsure what to take as a memento, that his shade would watch over her forevermore. Tempting, of course, to take his sword and pistol, but plundering his weapons would mean he couldn't wield them in the afterlife and present them to the God-Emperor in all their glory.

No, only one trinket made sense. She reached into his ruptured flak vest and pulled free the Inquisitorial rosette, the stylised letter *I* of his career and calling. The fine chain looped around her arm five times, bound tightly to her armoured bodysuit. She would wear it from now until the day she took final vengeance in his name.

Emerah rose, spoke a whispered prayer over the bodies of her fallen friends, and left them in the darkness.

The Warrior

They came for him during the morning Fire Rites aboard the warship *Vow of Absolution*. Boltguns barked and kicked as the gathered brethren fired training rounds at flickering hololithic targets moving around the dark metal chamber. Distortions in the play of light marked each impact.

Two thralls, robed in the white of the Chapter, approached Gulkir and made their obeisance.

'Honoured Brother, hear our words,' said the first of them. Their voices were muffled by their hoods and half-drowned in the cacophony of gun range thunder.

Gulkir lowered his bolter, turning to them. He bid them rise with a curt nod.'speak, and I shall listen.'

They rose as commanded. The Chapter's chalice showed crimson on their robed chests, its cup marked with an ivory Aquila. They covered these symbols briefly, as they pressed their palms to their hearts in the traditional gesture of discharging a grave duty.

'You are summoned, Honoured Brother,' said the first thrall.

Gulkir had prayed for those words, and upon hearing them, he felt adrenaline begin a slow flood of his system, and the thud of his primary heart beating faster. He'd craved this honour, as had many of his brothers, and now that he stood on the precipice of attaining it, he had to fight to hold back a smile.

'Inform Brother-Captain Syres that I will attend him at once.' But instead of obeying at once, the thralls shared a glance from beneath their white hoods. Gulkir narrowed his dark eyes, a moment before the second thrall spoke.

'The summons is not from Captain Syres, Honoured Brother. Your presence is commanded by Chaplain Shahin.'

Shahin? The revelation offered no enlightenment, but Gulkir nodded a second time. 'Very well. I will attend the Brother-Chaplain immediately.'

This time, the thralls didn't just hesitate, they bowed as they corrected him once more. 'Chaplain Shahin bids you to attend him in full battleplate, Honoured Brother. He grants you six hours to arm and armour yourself.'

Gulkir whirled without warning, firing on the move, emptying his bolter across the training chamber. Every shot struck a hololith with a flicker of impact. Once he'd spent every training round from his weapon, he ejected the magazine and left it on the ground for a servitor to deal with later. Without another word, he stalked from the training halls and returned to his armouring chamber.

It took some time to don his power armour. Servitors and slaves drill-locked each piece in order, chanting the ritual words as they worked. Gulkir stood the entire time, letting them bolt and bind the layers of ceramite into place, scarcely listening to their sacred chants. When the infusion of strength came with the aggravated hum of his back-mounted power pack, he took his helm from one of the robed slaves, and clutched his boltgun from a clawed servitor's grip. Offering them neither thanks nor acknowledgement, he stalked from his armoury.

Shahin was waiting for him in the Reclusiam, armoured but not armed, the sacred white of his Terminator wargear showing patches of armour cement, plating fusion, and other recent repairs. The Chaplain was unhelmed, his skin dark, his eyes darker still, and he saluted, fist to heart, at Gulkir's approach.

Gulkir knelt for the war-priest's blessing, receiving it in a guttural intonation and a light brush of gauntleted fingertips on the top of his head.

'You summoned me, Brother-Chaplain,' the warrior said.

Shahin inclined his head in a slow nod. 'I did.'

'I have committed no sin. I have failed in none of my duties.' Gulkir lifted his gaze, then rose to his feet in a drawl of armour joints. 'Why, then, did you wish me to come before you? Surely nothing I have done is worthy of chastisement.'

'You have failed in nothing, Brother Gulkir. I did not summon you here for punishment.'

Gulkir waited, twisted within by the tension. He knew no fear, yet a nameless discomfort dawned behind his eyes.

'You cast your name into the chalice, for assignment to the front lines.' Shahin's tone made it clear this was no question.

Gulkir confirmed the truth with wordless pride, banging his fist against the Imperialis sigil upon his breastplate.

Yet Shahin, older than Gulkir by a century and more, gestured to the stained glass windows set high in the marble walls of the shipboard Reclusiam. With no sunlight to stream through them, synthetic sunshine was produced by ancient illuminators mounted behind the walls.

Largest, proudest of all, was the scene of Tygranas Dalir, the Emperor's Archangel, first Chapter Master of the Absolvers. He was a figure of white, haloed in gold, standing upon a field of ochre and grey at the head of a great and faithful horde. That was the day Tygranas Dalir had pledged the Absolvers to the defence of the subsector. The day of the Chapter's greatest acclaim and glory.

'Our vigil changes,' Shahin continued, 'as our numbers fall. If we do not adapt, we will lose this war. And thus, you will not be rejoining the Company on the front line, my brother. Captain Syres has granted me the choice of a single warrior to send on a mission of great import. I have chosen you.'

Gulkir commanded his face to stoic blandness, while hope and disappointment waged war in his heart. Denied the righteousness of waging war alongside his brothers? Assigned elsewhere, to a new, unique duty?

'What are your orders, Brother-Chaplain? Where am I to deploy?'

Terminator joints rumbled as Shahin drew forth a hololithic beamer. The projection flickered to life, springing up from his palm, bathing both warriors in the harsh blue light of a stellar map. Runes flashed around embattled worlds. Symbols picked out individual ships.

Shahin focused the image, zooming in to the Gilead System and its orbiting host of worlds and moons. A few moments later, he zoomed in all the way to a gathering of vessels in the void: the smaller escorts ringing their capital ship. Gulkir knew it at once. No one in the system could fail to recognise the grand cruiser *Ducal Circlet*.

He turned his eyes to Shahin once more. 'Is this a jest, Brother-Chaplain?'

'No jest,' Shahin replied. 'You have been chosen as the Chapter's first warrior assigned to serve alongside the agents of the Varonius bloodline.'

The Tracker

Olaj Ghaiven—*Laj* to his friends, who were admittedly few and far between—leaned back against the walls of his cell and tried to put his head back together, figuratively speaking. Every movement earned a grunt of effort and triggered a fresh wave of nausea. Even his bones ached, singing a dull, throbbing song at the joints. His thoughts were in pieces, and his hands weren't much better; they were swollen, tight, hot with infection. Bruising had blackened all of his knuckles. Three of them were skinned down to the bone.

Laj curled both hands into fists just to see if he could, then growled at the pain which bloomed in response. He opened them at once, which hurt almost as much.

No, he thought*, I won't be doing that again.*

Besides, making fists was how he ended up in the brig in the first place.

He took stock of his position and tried to reassemble more than the vaguest memories. There'd been a fight, of course. A nasty one. Nastier than usual. Guardsmen thinking they were the real deal just because they pranced around in uniforms. Knives being pulled when someone couldn't handle a joke (or handle the ship-brewed piss that counted as amasec, here).

Yes, things had gone quite wrong, quite fast. And this was far from his first offence aboard the *Meridian Blade*. They'd threatened him with a Commissar's mercy if he ended up in the brig one more time.

Now, here he was.

It was during the laborious and aching process of rebuilding his thoughts that the bulkhead ground open on the other side of the cell. The squeal of its hinges was a chainblade through his skull.

'Olaj Ghaiven.'

Laj had, at some point, slid sideways to lie on the decking of his cell. He looked awkwardly up at the speaker: a bridge officer, core crew by the look of the ostentatious uniform. After blinking several times, he managed to make out the man's face.

'Oh.' Laj forced the words from his dry, thick tongue. 'Hello, Lieutenant Rannik. Lovely to see you.'

'Quite,' the officer said, neither agreeing nor disagreeing. His nostrils briefly flared. 'You appear to have soiled yourself.'

Laj, lying curled almost foetal in his misery, nodded sagely. He regretted it at once, as the motion set his head ringing again.

'That's entirely possible, chief. Ruling nothing out at this point.'

'And I see you've painted the deck with vomit more than once.'

Laj decided not to nod again. It hadn't been much fun. 'Keen eyes you've got there, Rannik. You'll make captain one day.'

The officer sighed. 'Can you walk?'

Laj gave a bloody grin, missing three of his front teeth. 'To my own execution? With this hangover? Can't you send the ship's Commissar here? Consider it my final wish.'

The officer straightened his uniform with exaggerated patience. 'Despite your belligerence and the deaths of the three loyal Guard involved in your… altercation… you are to be spared execution.'

Laj stopped licking at the foul taste in his mouth, trying to clean his teeth. He slowly—very, very slowly—began the adventure of hauling himself to sit upright. It took some time.

'Run that by me once more, if you please.'

Lieutenant Rannik cleared his throat, though inwardly he'd abandoned any hope of bringing formality to this… situation. 'You are to be spared execution, by signed and sealed order of the Varonius Dynasty. However, your time on this vessel is at an end. And if you'll permit a personal addendum to this sordid tale, I shan't be sorry to see the back of you.'

Laj wasn't thrilled about where this was leading. 'I paid for passage off Gilead Primus. I paid a bloody fortune to get out of this system.'

Rannik remained unmoved. 'If you'll indulge me with the technicalities: You paid for passage when the *Meridian Blade* would make its next attempt to leave the system. That was months ago. No ship is leaving this system, Mister Ghaiven. No more attempts. No more failures. That should be abundantly clear by now. Your time here, breathing our air and fouling our halls with your presence, is at an end.'

Back to Gilead Primus, then. It wasn't an execution, true, but it wasn't much better. He'd made a few enemies in the slums of Gulgatha Hive. The bounty hunting was good there, but the gangs were getting a little too organised in odd, unnerving ways that no hunter liked to see. A little too close-knit. Gangers and hangers-on showing up looking just a little *wrong,* somehow.

Alien blood in those veins, Laj had thought. It was the reason he'd wanted off the planet.

'Come,' Rannik said, with no small distaste. 'If you're finished wallowing in your own filth, my orders are to take you to an ablutions chamber, and escort you onward to receive your pardon.'

Laj tried to rise. He made it up on his fourth attempt, though he swayed unsteadily. 'A pardon from the dynasty. Lucky me. Who signed it?'

The bounty hunter leered, and Rannik fought to keep his disgust from showing. 'Lady Yaril Varonius herself,' he replied. 'And I recommend you do not keep her waiting any longer than you already have.'

The Dynast

She watched them arrive, one by one. At first none of them spoke, not to her, not to each other. They came to the table in the stellar cartography chamber, waiting for Yaril Varonius to shed light on the nature of this gathering. She wore her tricorne hat, feathered with Uscari hawk plumage and set at a prim, proper angle, as well as her officer's jacket with its gold frogging and burnished steel shoulder guards. Expensive vambraces of Catachan leather added protection to her forearms, and a power sabre hung from an adamantium chain, low on her belt. She looked to be exactly what she was: a scion of a surpassingly wealthy family, and a woman that had earned her rank through competence and experience as well as the blessings of good blood.

Of the newcomers, the Space Marine dominated the gathering. The Absolver, Gulkir. A towering presence of white ceramite, his armour humming with the flow of power from its backpack. He blinked less often than a human would, and stared at whatever held his attention with a surreal focus that was somehow both ferocious and serene. His dark skin showed curling tattoos of white ink along his cheekbones, their meanings unclear to anyone outside his honoured Chapter. The seat left for him was too small to hold his bulky weight, so he stood at the table's opposite end, patient the way only near-immortals could be.

What occupied his attention most of all was the figure seated furthest from him. He watched the cloaked, hauntingly elegant alien with a gaze that held all the warmth of a target lock.

In truth, the Aeldari woman drew everyone's stares more often than not. Even Yaril, who'd dealt with the Eldar many times in her rejuvenat-extended lifespan, found the Ranger Niah'cara difficult to ignore. She was too still when she didn't move, and too smooth, too liquid, when she did. Her inhumanity destroyed any aesthetic beauty she might have possessed, leaving her—in the humans' eyes—as a slender, alien marionette, with skin so flawless it seemed to lack pores, and slanted eyes that revealed no emotion.

Yaril had mastered the Aeldari language to the degree a human could, which is to say she spoke a barbaric dialect only giving an impression of the true tongue. The Ranger's name translated poorly into Low Gothic, with human lexicons struggling to frame the metaphorical nature of Eldar naming conventions. Something relating to *hunting in skies of blood*, perhaps pertaining to her prowess with the wraithbone rifle resting by her seat, always guarded by one of the Ranger's long-fingered hands.

Niah'cara showed no discomfort at the attention. She kept her almond-shaped eyes upon Yaril at the head of the table, scarcely acknowledging the others at all.

Then there was the bounty hunter. Yaril had smelt him almost as soon as she'd seen him; the bitter scent of his clothes and the ingrained dirt that his most recent bathing hadn't managed to wash away. Olaj Ghaiven leaned back in his chair, fingers knitted over a belly that was slowly running to a paunch, relaxing like a lounging king with his filthy boots up on the table. He bristled with weaponry from head to toe: knives, grenades, pistols, ammunition magazines—all of it belted and buckled to his long duster coat or bound to his flak vest. A heavy hiking sack slumping on the deck held the rest of his possessions, most notably a shotgun, an autorifle, and an oversized bolt pistol strapped to the canvas flaps. The man was an arsenal.

They appraised each other, and he showed yellowing teeth in a sly smile as he met Yaril's eyes. He doffed an imaginary hat to her, in teasing greeting. She didn't rise to the bait.

Opposite the bounty hunter was the Inquisitorial acolyte. A warrior claiming membership of some bloodsoaked reflection of Imperial faith, armoured in a synth-hide bodysuit, wearing a masked helmet she refused to remove. Emerah, one of Inquisitor Tymer Quintarus's acolytes, and no doubt trained as an assassin.

Yaril hadn't summoned her, and yet here she was. Quintarus had been a good man, relative to the rank he held. His death was a loss to the Flotilla and another nail in the coffin of stability within the Gilead System. Yaril's father, Jakel Varonius, had brought the now-masterless agent to his daughter's attention, and Yaril welcomed the chance to include one of Quintarus's elite warband.

The eye lenses of Emerah's mask clicked and purred as they rotated and refocused whenever she turned her head. She was brazen in her examinations of the others, and her gloved hands never rested far from one of the array of blades sheathed upon her armour.

Lastly, the tech-priest Ilmar. A young Magos Errant, skilled in a host of craft rather than devoting himself to a single specialisation. The Mechanicus hierarchs of Avachrus had sent their wayward adept with a brief (by their lengthy and meticulous standards) document detailing Ilmar's achievements so far. It showed him as an interesting prospect: promoted above the simplistic duties of an enginseer, yet not quite

elevated into a position to attain the arch-lore he craved.

Ilmar didn't just watch the others, he scanned them, recording every detail with the machinery that replaced parts of his mind. His axe-staff of office lay across the table, the split-coloured skull symbol of the Opus Machina declaring his allegiance to the principles and priesthood of Sacred Mars. Where Gulkir's suit of ceramite armour emitted a ceaseless thrum, Ilmar's extensive bionics clicked and ticked and purred. His hood was up, though with no attempt to hide what remained of his face; a rebreather mask covered his mouth and nose, while a tri-lens array had replaced one eye and cheekbone.

All right, Yaril thought. *Time to break the silence.*

'I am Yaril Varonius, eldest daughter of the Varonius rogue trader dynasty, captain of the ship *Arikella* and—like all of you—trapped within the Gilead System. You're here today because…'

She faltered. In that moment, the Ranger turned her head with silky grace to finally look over the others; the bounty hunter scratched his belly and spat on the deck; the Absolver and the Avachran tech-priest both rested their hands on their weapons as the Aeldari female moved; and the acolyte thumbed the Inquisitorial rosette she wore around her wrist, stroking its contours.

'Well, Your Worship?' the bounty hunter asked, 'why *are* we here?'

'Because, Olaj—'

'Just *Laj*, Your Ladyship.'

Yaril inclined her head, resolved not to lose all momentum. She even smiled at the interruption.

'You've been brought together because the unrest and corruption in the Gilead System grows darker by the day. My father believes things need to change, before it's too late. These corruptions can't be fought with armies and artillery. We need…'

She hesitated again, seeking the right words.

We need… what? Agents? Operatives? Allies? All true, but not enough of the truth.

Yaril met each of her guests' stares in turn, and finally settled on the absolute truth. If this was to work, better to begin from a foundation on honesty.

'We need your help.'

FOREWORD

Wrath and Glory – and what a grand, bellicose name that is to say aloud – is a labour of love. It is a glittering spire on a long-standing citadel of lore beloved to millions across the world. Its foundations were laid down over thirty years ago, and since that time it has been built up, storey by storey, to become a monstrous, beautiful cathedral of war. It is garrisoned by countless crusading armies, battalions of tanks and fleets of spaceships, and it is fought over every hour of every day. Constantly reinforced and buttressed by the books, games, novels and comics that support it, it is vast enough to house an unlimited variety of sagas told by those brave souls who venture within. It's probably a good idea to bring a gun, or at the least a very pointy stick.

The universe of Warhammer 40,000 is under siege like never before. This vintage setting has been given new urgency by the unfolding story of the Dark Imperium, and it leads to the brink of utter disaster. Since the great cataclysm at the end of the 41st Millennium, nothing is truly set in stone. Humanity could still overcome its daemons (literally) to ascend to a new age of progress and conquest, or it could be consumed utterly by the darkness.

The status quo of the God-Emperor's bloody regime, having grown stagnant and corrupt, has been shattered forever by the Great Rift. In the Imperium Nihilus, cut off from the Golden Throne of Terra by a galaxy-spanning warp storm, the actions of the few can affect the fates of the many as never before. Embattled worlds are stranded without hope of reinforcement, potential saviours are slain every day, and even simple communication between warzones can require great sacrifice. Plot hooks, calls to action, and deadly deeds in the name of survival are everywhere you look. This is where your grand adventure will likely be set.

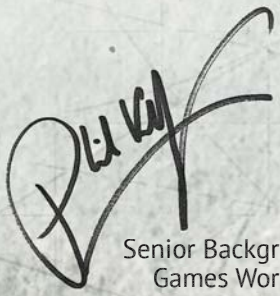
The adepts behind the Wrath and Glory books have earned their purity seals a dozen times over, and know this universe like the back of their piston-enhanced, psyker-gnarled hands. Ross and his team have peered into the grim dark future and delivered a spectacular vision – a sector of space where the Chaos-worshipping scions of the Dark Gods are ascendant. Desperate measures are the only way to keep a glimmer of hope alive. Who will be the deciding factor between total ruination and hard-won victory? Yes indeed, it's you and your gaming friends.

The Wrath and Glory team have taken the notion of a ragged band of heroes and made it more rewarding than ever before. Perhaps your protagonists are old friends, allies of convenience, or even natural enemies, but the situation is so dire they have been forced to work together. Each band of adventurers incorporates different archetypes, talents, even species – internal clashes and conflicting agendas will see your character developing alongside those of your friends, and often in unexpected ways. There are great riches out there for those with the wit to claim them, dreams to be had and nightmares to overcome. In these direst of times, a single arcane phrase or carefully aimed lasgun blast can determine whether an entire city – or even a world – lives to see another day.

In the Warhammer 40,000 setting, not all warriors are created equal, but a cleverly designed tier system allows for a free-form character design process. There are balancing factors to ensure the mighty Space Marines can fight alongside brave but all-too-human Imperial Guard troopers and perfidious Eldar outcasts on an even playing field. As a result is entirely up to you what role you take as the lethal spectacle of the Imperium Nihilus unfolds before you – why not have a flick through the lavish pages of this book and see what inspires you?

Whatever you choose, you can be certain it will both challenge and reward you, allowing you to tell a thrilling story of your own in the process. The universe of Warhammer 40,000 is a games master's paradise and a player's delight. But be warned; it is a setting so rich, so deep, it's possible to get lost in it for years or even decades at a time. Some will never find their way out; if I'm honest with you, after so many years of immersion I think I might be one of them.

And you know what? With Wrath and Glory, I'm looking forward to plunging further in.



Phil Kelly
Senior Background Writer
Games Workshop 2018

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, for whom blood is drunk and flesh eaten.

Human blood and human flesh—the stuff of which the Imperium is made.

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.

It is a universe you can live today—if you dare—for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure, then prepare yourself now.

Forget the power of technology, science and common humanity.

Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

But the universe is a big place and, whatever happens, you will not be missed...

INTRODUCTION

This accursed Age needs heroes more than ever before. Shattered by the Great Rift, the galaxy is on the brink of oblivion and madness. There are those who fight for a shred of hope, a glimmering promise that this millennium may yet endure. What will you fight for? What will you sacrifice? Those who challenge the growing darkness must consider these questions.

Prepare to enter a galaxy full of danger and mystery, plagued by the star-spanning schemes of the Dark Gods. You will defend the last bastions of civilisation against a rising tide of corruption. You will explore ancient ruins of races long-vanished. You will uncover lost secrets and devious schemes. Welcome to ***Warhammer 40,000 Roleplay: Wrath & Glory***.

Survival is not guaranteed; there are multitudes of aliens, heretics, and daemons intent on revelling in the flames as the galaxy burns, eager to rip apart any would-be saviours who attempt to interfere. Combat in ***Wrath & Glory*** is not a dignified exchange of blows; it is a savage, ultraviolent display of carnage and woe.

Using dice and classic traits of Warhammer 40,000, your characters can accomplish goals, slaughter enemies, and overcome the incredible challenges that lie in their path. This is a game of danger and mystery. This is a game of action and adventure. This is a game about the struggle to hold back the doomsday clock from striking midnight for an entire galaxy.

This is Wrath & Glory.

What is a Roleplaying Game?

A roleplaying game is a storytelling experience that incorporates elements of the games of make-believe that many of us played in our youth. However, a roleplaying game is a game that also involves roleplay – the rules in this book provide form and structure to the experience. The setting of ***Wrath & Glory*** is the 41st Millennium, the grim darkness of the far future where there is only war. Here you will find nearly endless possibilities for your stories and robust structure to give your roleplay a framework within the game.

In ***Warhammer 40,000 Roleplay: Wrath & Glory***, you create a character and team up with other characters created by your friends. Together, you explore distant worlds, uncover sinister conspiracies, and battle monstrous aliens, daemons, or heretics. While ***Wrath & Glory*** does use dice, maps, and miniatures, the exciting action is born in your imagination. There, you have no limits to create or visualise anything you can imagine. You have effectively an unlimited effects budget and unlimited technology to make the most exciting and memorable "film" starring your character and your choices.

The Game Master, or GM, is a person who is the "referee" of the game, the lead storyteller, and the arbiter of any rules disputes. The GM narrates the action of non-player characters (NPCs) and typically creates adventures for the player characters to explore – though there are many pre-made adventures for ***Wrath & Glory*** that your group can use as well. The GM makes an RPG very flexible, because they are able to react to the twists and turns in the story introduced by the players. The GM can react to any situation, crafting plot twists, special NPCs, and battles to make any adventure exciting and fresh.

Each adventure is itself the heart of an RPG – they are like films, novels, or comic books, except that the characters created by the players are the stars featured in every story.

What You Need to Play

To get the most out of your experience with the ***Wrath & Glory*** RPG and begin your adventures in the grim darkness of the far future, it is strongly recommended that you have access to the following:

- **Players:** One Game Master and from one to five players who control the player characters.
- **Player Characters:** You may create your own using the rules in Chapter 2 of this book, or you may use pre-generated characters (one for each player).
- **Dice:** Roughly ten or more D6s for each player, with one D6 being of a distinctly different colour than the rest.
- **Paper and Pencil:** Useful for keeping notes, keeping track of game effects and resources, and drawing out maps or environments.
- **Tokens or Beads:** Roughly five per player to keep track of Wrath, plus six total for Glory, and about a dozen for the GM's pool of Ruin.

Players

Playing ***Warhammer 40,000 Roleplay: Wrath & Glory*** requires at least two players, and a session of play can comfortably include up to six. One player is the Game Master (GM), and the other players each control a player character as one of the main characters in the ongoing story of the game.

The role of the GM is to set the scenes, describe environments, present interesting encounters and mysteries, and manage characters not controlled by the other players.

Player Characters

Each of the other players control a player character, the main characters of the game's story. The responsibility of these players is to work together to engage with the GM's challenges, explain how their characters act in any encounter or respond to their environment, and encourage everyone involved to make sure that having fun is at the center of the experience.

Each player character (PC or "hero") is represented by a character sheet.

Dice

Wrath & Glory uses common 6-sided dice, abbreviated to d6's in this book. Making rolls in ***Wrath & Glory*** is simple: a player puts together a pool of d6s equal to the sum of the appropriate Skill for the situation they are rolling, and its linked Attribute. To resolve a roll (commonly called a test), the player counts the number of dice with a result of 4-5; each of those dice provides 1 success or "icon." Dice with a result of 6 provide 2 icons. The total number of icons on the roll determine whether the test succeeded or failed. One dice is special in nearly every test, designed by being a different colour than the other dice. This is the Wrath Dice, and it has special effects in the game if its result was a 1 or a 6.

Paper and Pencil

Papers and pencils are important to record any information for the game. Some examples include temporary benefits or impairments to a character's abilities, important events, clues or hints to story elements, or the names of NPCs that the characters encounter during their adventures. Paper and pencils are also important to the GM to record damage to the NPCs during a battle, drawing maps for encounters, or writing down notes for key things to remember about a particular session.

Tokens, Beads, Poker Chips or other markers

Wrath & Glory uses three resources that require some management during the course of the game. Two are right there in the name: Wrath (a resource for individual players) and Glory (a resource for the group). A third resource, Ruin, is for the Game Master's use.

Wrath is the key resource that players track during each session of the game. Wrath is something that sets the player characters apart from "normal folk" in **Warhammer 40,000**. Players can spend Wrath to succeed against the odds, achieve spectacular results, and persevere against overwhelming odds on the battlefields of the 41st Millennium. Most characters begin each session with 2 Wrath and have the opportunity to earn more over the course of each session.

Glory is a benefit that the group can spend to help one another in tough situations, turn almost-but-not-quite results into a success, or perform other impressive feats. The Glory pool begins at 0 at the start of each game, and increases as player characters take actions during the game or by choosing to "bank" bonuses from individual rolls.

Ruin is a resource that the GM uses for various effects, often fueling NPC actions in combat. Ruin starts with a number equal to the number of players at the beginning of each session. The GM may gain more Ruin for their pool over the course of the game, depending on the players' rolls. Some NPCs may generate Ruin on their own, as well.

All of these resources can be tracked using a pencil and paper, but it is strongly recommended that you use something physical to represent Wrath, Glory, and Ruin in your game. Tokens and multi-colored beads are best, but poker chips and even other dice may also work fine for your group. Using a physical representation of these resources offers several advantages. It is easier to track resources by simply adding or subtracting tokens from the table. It is also easier for players to understand how many resources are available for each other and for the group. Lastly, it can be quite stimulating to observe the GM's pool of Ruin steadily increasing as the game moves towards its climax, heightening tension and building a sense of unease as the players approach the finale!

HONOUR

The Dark Imperium

It is the forty-first millennium by mankind's reckoning of history, and much has transpired since those early centuries spent cradled on Terra. It is an age of war, an age of loss, an age of unfathomable ravening darkness. And yet, it is also an age of heroism, of sacrifice, and of triumph over impossible odds. For ten thousand years, the Imperium of Man has stood as a bulwark against the Long Night which once swallowed humanity, sometimes bowed by treachery or cataclysm, but never broken.

The Imperium currently stands amidst its greatest losses since the Emperor of Mankind was betrayed by his son and champion, Horus. The galaxy has been sundered by a Warp rift of unfathomable size and ferocity, a sign of the Dark Gods' eternal malice, and fully half of the million worlds that fly the Imperium's banners are all but lost to Terra behind this curtain of baleful unreality. What remains intact of an empire that once spanned the galaxy is now the Imperium Sanctus, while the swathe of worlds shrouded by the Great Rift are known as the Imperium Nihilus, when attention can be spared for them at all. And yet hope endures, thanks to the unflagging spirit of Mankind's defenders, and the leadership of the Imperium's greatest champions.

The Emperor Protects

Nothing is more foundational to the Imperium of Man than the sovereignty of the God-Emperor. Once the mightiest paragon of humanity, he travelled across the galaxy on his Great Crusade ten thousand years ago, uniting lost and fractured worlds under his banner. A terrible betrayal ended all of this, and laid low the peerless ruler. Now, his ruined and broken body is maintained—barely—by the arcane machinery of the Golden Throne on Terra. From this machine his prodigious psychic might still emanates as the Astronomican that guides ships through the Warp, a dimension beyond the physical that enables the Imperium's expansion as surely as it threatens it by the malefic wills of the Daemons therein.

Although once he stood embodied as a warrior and king, the Emperor is now worshipped as a god on every Imperial world. The exact tenets of this faith can and do vary, given the vast scope of the galaxy, but none doubt that the Emperor protects and guides humanity, even if he must now do so through intermediaries such as the Living Saint, Celestine, or his returned son, the lost Primarch Roboute Guilliman.

The Primarchs

At the dawn of the Great Crusade, the Emperor created a score of mighty beings to lead his armies, demigods wrought in his likeness by genetic sorcery and arcane tech-craft. These sons of the Emperor, these Primarchs, were to be his captains, the leaders of his armies. But when the Emperor's work was completed, the infant demigods were scattered across the galaxy by the power of the Dark Gods. Even the Ruinous Powers could not unmake these mighty champions, so they sought to deny their power to the Emperor's crusade, and to corrupt them.

In this, they partially succeeded. Although the Emperor was eventually reunited with his lost sons, fully half of their number that wrought his works eventually turned to the banner of the traitorous Warmaster Horus, once the greatest of all the Emperor's Primarchs. The cataclysm that followed ended the Great Crusade and cost the Imperium greatly, with the years to come only further diminishing its glory as the remaining Primarchs loyal to the Emperor's vision were lost or slain in the dark time that came to be known as the Horus Heresy.

And yet, the legacy of the Primarchs endures even after all these millennia, for good and for ill. Although the traitor Horus was slain by his father, his forsaken conspirators in rebellion endured, embraced as champions by the powers of Chaos. Ascended to immortal Daemonhood, these arch-heretics now stand as some of the most terrible enemies to humanity in all existence. But they are not the only surviving Primarchs. For millennia, legends have endured about the possible return of the living loyalist Primarchs, from sagas told of the Wolftime where Leman Russ will return, to the search by the Salamanders Space Marines for the artefacts of Vulkan they believe will lead them to their progenitor. In these waning years of the forty-first millennium, once such legend came true, when the stasis-entombed body of Roboute Guilliman was revived and restored from its mortal wounds. Eventually returned to Terra, Guilliman assumed control as the Lord Commander of the Imperium, and in the eyes of many, now stands as humanity's best—and perhaps last—hope against the malice of the Dark Gods.

The Imperial Adepts

The governance of the Imperium does not rest solely in the hands of the Avenging Son. Even the incredible intellect of a Primarch would be taxed beyond its capabilities in ordering the affairs of so many worlds and lives without aid. For much of the day-to-day operation of the Imperium, rulership falls to local authorities, and the responsibility for coordinating these countless petty lords and governors falls to the various branches of the Imperial Adepts, also known as the Adeptus Terra.

The bureaucracy that makes up this body is massive beyond reckoning, such that few can even conceive of its scope. Such a ponderous government is necessary to rule so wide an empire as the Imperium of Man. Among the different branches of the Adeptus are those responsible for everything from taxation to the waging of war to the proper veneration of the God-Emperor. Authority is jealously hoarded by the Adeptus Terra, and internecine squabbling over jurisdiction is common. However, there are two branches of the Adept's that dwarf the others, in size and in prominence. The scribes of the Adeptus Administratum are among the most prolific in the Imperium, filling whole worlds with data-stacks and archives to properly care for Imperial logistics. Without Administratum oversight, it would be nigh-impossible to accomplish anything on the scale necessary to organise even a single sector.

If the Administratum's diligence is necessary to keep the metaphorical gears of the Imperium turning, then it is the Adeptus Mechanicus who keep them moving in literal fact. In this age, humanity relies on countless technological marvels and lost secrets, from mighty Warp-capable voidships and battlefield-razing Titan war machines, to the humble lasgun and the vox-casters by which battalions coordinate and governors address their populations. Production and maintenance of these technologies is the sole province of the Tech-Priesthood of Mars. Their binharic rites and arcane knowledge are the ultimate basis for almost every aspect of the Imperial war machine.

Adeptus Administratum

The vast and bloated bureaucracy of the Imperium is the domain of the Adeptus Administratum, a legion of archivists and clerks more numerous than the stars themselves. For every world left to the Imperium, tithes must be assessed and regiments of troops conscripted to maintain every other world. These resources and levies must then be distributed across half a galaxy, ensuring that no world is without defenders, without food, or without industry to aid the Imperium's survival.

In truth, it is an impossible task. The vagaries of the Warp delay or redirect messages and ships, to say nothing of the difficulty in tallying such vast quantities of warriors, goods, and materiel. A rounding error by a junior scribe might spell the death of many thousands. If left uncaught for long, such an error might doom an entire world. Even so, the Imperium as a whole absorbs such losses stoically, with famines and disasters that would ruin a lesser empire simply the cost of survival for the whole.

This responsibility tends to leave the Administratum adepts humorless and pedantic, prone to checking and rechecking every figure before the slightest bit of forward momentum begins. Worlds have burned while the Administratum calculated a response to

invasion, and retribution is often delivered years too late to impact ongoing conflicts. The hand of the Imperium moves but slowly with the Administratum's guidance, yet it is preferable to it not moving at all.

Adeptus Mechanicus

Alone among all the branches of the Adeptus Terra, the Adeptus Mechanicus is not technically part of the Imperium, but an allied empire in its own right. Some argue this is a distinction without a difference, as the two nations work together under the guidance of the Emperor and equally rely on many common resources, such as the guidance of the Navis Nobilite and the tithes gathered by the Administratum. Although the Adeptus Mechanicus call the Emperor by the title of Omnissiah and are ruled from Mars rather than Terra, the argument goes, any meaningful division from the Imperium would be doomed to failure.

Nevertheless, the matter of independence is not treated by any scion of the Forge Worlds, who view the Quest for Knowledge that forms their doctrine as paramount. This sacred task of recovering lost knowledge from humanity's forgotten past is the ultimate goal of all endeavors pursued by the scions of Mars. All other duties are subsidiary to the Quest—at least in theory. In practice, there is rarely a conflict, as the stable running of the Imperium and the fueling of its war machine serves the Adeptus Mechanicus well in their goals.

When a dispute of doctrine or deed does arise, a mix of careful negotiation and stubborn brinksmanship typically follows. It is both the duty and the exclusive power of the Tech-priests to maintain the infrastructure of the Imperium, but equally important in bargaining is the vast quantity of raw material provided from Imperial worlds that the Forge-Worlds consume to produce their ancient technologies. Only the most primitive Imperial worlds can survive long without the aid of the Adeptus Mechanicus, just as only a handful of Forge-Worlds could meet the needs of production for any length of time without Imperial tithes. In this, the skeptics of the Tech-Priesthood's sovereignty are proven at least partially correct, but the principle of the matter has nevertheless driven deep schisms and crises throughout Imperial history.

Worlds of the Imperium

Over a million worlds made up the Imperium at its height, and even with the galaxy sundered in half by the Great Rift, the remains of the Imperium Sanctus eclipse the dreams of which most conquerors are capable. Across the planets that can still be accounted for, uncountable billions of men and women go about their lives as part of thousands of cultures, each with their own purpose in service to the Imperium. From the monotonous farming cycles of the agri-serfs to the brutal struggle for life amidst volcanic upheaval or deadly fungal forests, humanity survives and even thrives in innumerable different environs far from its ancient homeworld

For the Imperium, defending its territory from a hostile galaxy is a matter of principle. Although the Imperium fights for every human settlement it can, not all worlds are equal. Some desolate rocks on the rim of the galaxy are home to long-forgotten listening posts, the source of reports the Adeptus Administratum does not get around to filing until centuries past relevance, while other worlds are husks of civilisation curled around played-out mines or abandoned staging grounds for ancient crusades. The populations of these worlds may live their whole lives without seeing any contact with the Imperium beyond the rare arrival of an overdue tithe-ship, but they still worship the God-Emperor and pray for his light to return the bounty of ancient legends to their homes. Even these ruined worlds can serve the Imperium's needs, however, when conscription crews and press-gangs for the Astra Militarum and the Imperial Navy come calling.

Other, more vital worlds to the Imperium fill innumerable roles, from breadbasket to factory, with those that have greater blessings such as vast resource deposits or ancient tech-relics fulfilling a proportionately greater duty to the Emperor. Among the most vital and influential worlds are the Forge-Worlds of the Adeptus Mechanicus, or the homes of various Chapters of the Adeptus Astartes. From such planets rise forces such as the Titan Legions or the Space Marines, the Emperor's Angels of Death, and by their blades and guns are the battles for other worlds won.

The most important system in all the Imperium is the Sol system, home of humanity and of its ancient cradle on Terra. Although millennia of exploitation and development have left

Terra devoid of natural resources and without life beyond the billions of petitioners to the Emperor's glory, it remains the most influential planet of all those held by humanity. Terra alone has been home to the Emperor himself for ten thousand years, with his palace and the Golden Throne it houses taking up an entire continent of its blessed soil. And yet, the Emperor is not the only wonder of the Sol system, although he is surely its greatest. Beyond the orbit of the Imperium's throneworld are the indomitable fortress of Luna, the ancient forges of Mars, and the secret fastnesses of Titan that secure some of the most dangerous secrets in the galaxy. Sol is the heart of the Imperium, a fortress held for millennia unbroken, but in these troubled times, even Terra is not sacrosanct against invasion. The forces of the Dark Gods have recently dared to assault it for the first time since the fall of Horus, and likely not for the last.

Holy Terra

Terra is the birthplace of humanity, of the Emperor, and of the Imperium. Its past is legend, and even its present merely a distant dream to most in the galaxy. Words can scarcely suffice to explain its importance, as Mankind's origin and as the Emperor's home. Once, the most ancient records say, it was bountiful, rich in life and resources, but over course of history, it has been tapped out, with even the vast oceans consumed by ages of industry. Now, all that remains is the Imperial Palace, and the sprawling cities devoted to its service.

On Terra, nothing occurs which is not meant to serve the Emperor in some way. Pilgrims from across the galaxy arrive to behold his glory, tithe-processionals vast beyond reckoning bring tribute beyond avarice, and the Black Ships bring a harvest of psykers to fuel the Astronomican's light. Amid the churning masses of humanity, the vigils of the Adeptus Custodes, the bodyguards of the Emperor, and the watchful eyes of the Inquisitorial Ordos maintain the security of this most sacred of worlds. False piety is rooted out, self-serving bureaucrats are caught and punished, and the guardianship of the Golden Throne never ceases.

The Vaults of Mars

What Terra is to most of Humanity, Mars is to the Adeptus Mechanicus. On the ancient red planet, the first steps on the Quest for Knowledge truly began, and some of its greatest discoveries remain buried within its ancient data-vaults and archives. More knowledge has been sealed away or lost beneath the red sands of Mars than has ever been held by lesser Forge-Worlds. The forges of Mars are peerless, and capable of more advanced production than anywhere else in the galaxy, and in its orbit, the shipyards known as the Ring of the Iron construct whole fleets, squadron by squadron.

And yet, for all the glory of Mars' forges and shipyards, for all the vaunted knowledge of its Magi, and the prowess of its Skitarii legions, its story is one of tragedy, for it has remained on the

wane since the ancient Age of Technology, when its greatest marvels were constructed. Everything produced since then has been but a reflection of those ancient glories, and many of Mars' most legendary heroes, such as the famous Magos Arkhan Land, are known but for their ability to reconstruct fragmentary secrets of the marvels from that time.

A Million Worlds, Uncountable Lives

Beyond Terra, Mars, and the other wonders of Sol are a million worlds home to humanity, each with its own civilisation. Although cataloguing the innumerable societies that make up the Imperium is all but impossible except in the vaguest sense, the Administratum maintains broad classifications for all Imperial worlds.

The widest class of worlds are the so-called Civilised Worlds, also known as Imperial Worlds. In this category fall most of the Imperium's major population centers, but little else unites them. The techno-gangers that dwell in the continent-cities of a hive world have next to nothing in common with the primitive tribesmen of a feral world or the dutiful serfs of a feudal world, but in lacking easy classification, they find themselves categorised together. From these worlds are drawn the bulk of the Astra Militarum, and most of the Imperium's industry that does not come from the Forge Worlds. Production of goods is not limited to the more advanced Civilised Worlds, either, for the needs of the Imperial tithes are such that even simple tribesmen have been put to work assembling machinery far beyond their ken.

Vital the survival of the Civilised Worlds, and indeed all of the Imperium, are planets such as Agri-worlds and Mining Worlds. From these two types of systems come vital foodstuffs and raw materials in abundance, provided on a scale that beggars the imagination. The produce of an agri-world can feed much of a sector if properly rationed, with more stored in vast granaries in distant systems in case of an interruption in shipments. Mining worlds are similarly devoted to a singular purpose on a grand scale, whether that is the extraction of common ores, the distilling of precious promethium, or the assembly of the rare metals that the Adeptus Mechanicus covets to create adamantium, plasteel, ceramite, and other necessary composites.

The products of the mining worlds eventually make their way to the Forge-Worlds of the Adeptus Mechanicus, where they are crafted by Tech-Priests and work crews into all manner of technological wonders. From vast manufactorums arise everything from guns and tanks to voidship engines and world-devastating torpedoes. The Forge-Worlds are also home to such military forces as the Titan Legions, the Legio Cybernetica, and the Questor Mechanicus.

For all the technological power of the Forge-Worlds, some planets are home to dangers that can rival even their potent weapons. On the inhospitable Death Worlds, humanity ekes out an imperiled existence in spite of conditions ranging from constant tectonic activity to toxic atmospheres or endless swarms of predators. In some cases, Death Worlds are viewed as prime recruiting grounds for the Astra Militarum, such as with the famous world of Catachan, while in other cases, they are the source of rare and precious resources. A few Death Worlds house human populations simply too stubborn to die, but of little use to the Imperium at large.

Beyond these basic classifications are countless other worlds fulfilling roles crucial or marginal throughout the Imperium. The Administratum recognises fortress worlds that guard vital Warp passages, shrine worlds devoted to the Emperor's glory, and Chapter homeworlds that serve the Adeptus Astartes, among many more too varied and obscure to list.

The Threat of the Warp

The Immaterium. The Sea of Souls. The Empyrean. The Realm of Chaos. All these names and more describe a single, unknowable dimension beyond the boundaries of what most of humanity considers to be reality. In this strange space, time is fluid, thoughts and dreams are real, and nightmares take flesh. The power of the Warp sometimes bleeds into the material universe to a greater or lesser extent, causing everything from the effects of psychic powers to the terrible rift that splits the galaxy apart. And throughout it all, there are the Warp's own native denizens, immortal Daemons who seek to control and corrupt everything they can. Knowledge of the Warp's secrets can drive mortals to madness or worse, but without it, the Imperium itself would wither and die as faster-than-light travel and communication became impossible.

The Gods of Chaos

The ultimate powers of the Warp are the four immortal beings known collectively as the Dark Gods or the Ruinous Powers. They are ill-understood by humanity, often perceived as Daemonic entities of vast scope among those who know of them at all. The truth of their existence is much more complicated and difficult to distill. In some ways, this perception of the Chaos Gods can be said to be true, with each possessing a malign intelligence and will in accordance with its immutable goals. But in other ways, they are more akin to cosmic laws and principles, as much a constant within the Warp as the gravitic and electromagnetic tides of the material universe. With the Warp as a realm of thought made manifest, the Ruinous Powers exist as expressions of primal desires within all sentient life—anger, pleasure, hope, and despair. The Chaos Gods are both more and less than the Daemons that serve them, but it might be simpler to say only that they are. The will of the Emperor is said to hold them in check, but the expansion of the Great Rift has proven that even he cannot overpower them entirely.

Khorne

Also known as the Blood God and the Lord of Skulls, Khorne is the oldest of all the Ruinous Powers. Some heretical texts claim he was born from the first violent impulse of any thinking being, and will endure for as long as blood is shed. The Blood God's power flows from violent acts and thoughts, and all war empowers him. Even in the defeat of his mortal servants does Khorne grow stronger, for their spilt blood is as much a tribute to him as that of their enemies. If Khorne has a weakness, it is a lack of subtlety, for his is the way of raw and unbridled rage. Although capable of strategy, his Daemon legions and mortal thralls alike prefer to wade into battle swiftly and directly, the better to offer up their blood sacrifices.

Slaanesh

Born from the Fall of the Eldar ten thousand years ago, Slaanesh is the youngest of the Ruinous Powers. However, glutted on the psychic energies of the Eldar empire and by the continued striving of all sentient life, Slaanesh's realms and powers within the Warp are easily the equal of any of

his brothers. Sometimes called the Dark Prince, Slaanesh draws strength from desire, inspiring his thralls to always seek more from life. Aesthetes and hedonists, the cultists of Slaanesh are devotees of excess whose endless search for new experiences only serves to deaden themselves to their current lives. It is not in the nature of Slaanesh to be satisfied, and this is passed on to all those whose lives he touches.

Tzeentch

In some ways the subtlest and most inscrutable of all the Chaos Gods, Tzeentch is called the Architect of Fate, the Great Conspirator, and the

Changer of Ways. It is Tzeentch who most plainly demonstrates the infinite possibilities of the Warp, for his is the domain of change itself. In Tzeentch's realm, the fractured pathways of the future wind on endlessly as his Daemons cavort in ever-mutating forms towards the ends their lord finds most desirable. Mortals dedicate themselves to Tzeentch seeking power, knowledge, or sorcerous might, for all these are gifts he can grant if it serves his ends. The servants of Tzeentch are among the most feared psykers in all the galaxy, but more fearsome still is the foreknowledge and cunning his armies display, as the mists of time unveil to their wills.

Nurgle

Although known to many as the Fly Lord, the Master of Pestilence, and the Great Corruptor, the servants of the God of Decay prefer to refer to him as Grandfather Nurgle. To his followers, he is a jovial, even kindly-seeming master, always delighted to see his plagues spread through the mortal realm and touch more subjects with his carefully-concocted gifts. His apparent joviality conceals a malice much like any of the other Dark Gods, however, for Nurgle would like nothing better than a slow, lingering descent into decay for all that is. Although stasis is anathema to the forces of Chaos, Nurgle nevertheless represents the urge in thinking life to lie down and give into the inevitable, and to allow despair, doubt, and lethargy to triumph over all. This places him as the foremost rival to Tzeentch, whose ever-changing schemes are built from the hopes and inspirations that lie in direct opposition to those urges. Between the two of them, they represent the conflict between action and inaction that underpins mortal existence.

Servants of the Dark Gods

For all their terrible and malign power, the powers of Chaos cannot act on the material universe directly. For that, they have a multitude of servants, from the innumerable Daemons native to the Warp, to mortals pledged to the victory of Chaos in exchange for power, revenge, or some other motivation.

Chaos Daemons

What mankind calls Daemons are the native denizens of the Immaterium, given shape and flesh by the fears and nightmares of the mortals whose lives they assault. Daemons come in a bewildering array of forms and powers, but some broad classifications have been developed by the Ordo Malleus and servants of Chaos alike. Greater Daemons are the most powerful, direct servants of the Dark Gods, and the will of Chaos made manifest. From the raw physical might

of Khorne's Bloodthirsters and the devastating sorcery of Tzeentch's Lords of Change, to the allure of Slaanesh's Keepers of Secrets and the virulent plagues of Nurgle's Great Unclean Ones, the power of Greater Daemons is unmatched. Daemon Princes are similar in might to Greater Daemons, but of a vastly different origin, for they were once living servants of the Dark Gods ascended to direct service in the Warp. The most powerful of these are the Daemon Primarchs who betrayed the Emperor and were granted immortality by their masters for their treachery. Lesser Daemons are those that serve in the rank and file of the Daemon hordes, although they are still more terrible than all but the most potent mortal warriors. Finally, Daemonic beasts exist, more akin to wild animals than anything else, but still imbued with the immortal malice of the Dark Gods. Lesser Daemons and Daemonic beasts are frequently bound to serve mortal summoners, but Greater Daemons and Daemon Princes brook no sorcerer's mastery, and instead lead heretics and weaker Daemons alike when called into the mortal realm.

Chaos Space Marines

The foremost of the mortal servants of the Ruinous Powers are the Space Marines who turned away from the Imperium, whether at the dawn of the Horus Heresy or as part of some later betrayal. Augmenting their superhuman might with the Dark Gods' gifts, these heretic Astartes are capable of shattering armies and razing worlds. The majority of Chaos Space Marines owe allegiance to one of the Traitor Legions that followed Horus, but the ancient warriors are by no means the only the Adeptus Astartes to fall prey to the lure of Chaos. As individuals or whole chapters, the ranks of these arch-traitors have swelled over time, replacing those lost to the Long War against the Imperium or who have ascended to the Dark Gods' side.

Cults and Traitors

The most numerous of all the Dark Gods servants in the material universe are not manifested Daemons or mighty heretic Astartes, but debased traitors who have foresworn the Emperor for personal gain. Some such traitors are simply individuals who make secret pacts, offering their souls for power. Others are organised cults, worshipping the Dark Gods in secret and undermining the Imperium through their concerted efforts. Whether coordinated or alone, the sheer number of deluded servants of Chaos across the Imperium is beyond reckoning, with only the most vigilant worlds unmarred by their works. When these cultists are left to fester unchecked, they can be as much of a threat as any direct invasion, for they spread their heretical dogma to subvert others, and sabotage the Imperium from within. Given the chance, like calls to like, and such traitors eventually call upon Daemons or Chaos warbands to assist them in their goals. Many cults find the reward for their service to be a swift death by the forces they have summoned to them, but some manage to not only survive, but gain further reward from their masters.

The Aeldari

As vast and mighty as the Imperium is, those learned in its prehistory say it is but the successor to the ancient empire of the Aeldari, often referred to as the Eldar. The Aeldari empire of old was said to be every bit as powerful as the Imperium and more, capable of terraforming worlds to paradises or obliterating stars at the whims of their cruel princes. As the power of the Aeldari grew, so did their decadence, and by the psychic strength of their race, they brought turmoil to the Warp. Ever-increasing displays of debauchery, indulgence, and slaughter became the norm for the ancient Aeldari, until the shadow they cast in the Empyrean birthed a new Chaos God—Slaanesh, bane of the Aeldari. The Dark Prince's birth pangs swallowed the heart of the Aeldari empire and shattered much of the labyrinthine Webway they used to traverse the stars. Those who survived were cursed to have their souls slowly drawn into the waiting maw of the newborn god, earning Slaanesh a new name to the Aeldari—She Who Thirsts.

Escaping from the ruined remnants of the Aeldari empire were those who had the foresight to realise some inkling of the catastrophe to come. The wisest and most resilient of their kind grasped that their empire could not survive forever under the weight of its own decadence, and left to seek out a new way of life. The first to flee the Aeldari empire traveled to young worlds devoid of the advances by which most of their kin lived, and took up an austere and primitive way of life. One of the few pieces of technology they maintained were the psycho-crystalline matrices that could preserve the wisdom of their ancestors, which, after the Aeldari's great fall,

they turned towards protecting their souls from Slaanesh. These colonies became known as the Exodites, backwards and insular, but still proud and capable warriors.

After the Exodites, the next to flee were the Craftworlders, the forebears of the modern Asuryani. The ancient Craftworlds were great voidships of incredible size, and those they bore away did not abandon the grandeur of their advanced civilisation, but instead turned inwards toward meditative pursuits amidst the stars. The culture that came to rise aboard the Craftworlds emphasised self-mastery above all else, following a doctrine they call the Path. Followers of the Path choose a single profession, craft, or facet of life to pursue to the exclusion of all else, perfecting artistry, warfare, or psychic prowess until they either tire of it and move on or until their psyche and identity becomes inextricable from the Path they follow. The Path was said to have been inspired by Asuryan, foremost of the Aeldari's gods who died in the Fall, and so its disciples are called the Asuryani.

All who dwell aboard the Craftworlds must follow the strictures of the Path, for its strict discipline guards the Eldar who follow it from the predations of She Who Thirsts. Aboard the Craftworlds, the inhabitants are protected by those on the Path of the Warrior, guided by those on the Path of the Seer, housed by the works of those on the Path of the Shaper, and likewise sheltered and served by a tight-knit community of a thousand different aspects of the great Path. The expertise honed by following the Path allows the Asuryani to field fleets of ships, that, while less numerous than those of the Imperium, are able to strike with incredible precision and power to achieve their goals and defend their way of life.

However, not all born aboard the Craftworlds are suited for life as part of the Asuryani. The young among the Eldar do not always understand the need for discipline and unity, buffeted as they are by their race's ancient passions. These malcontents and rebels see the Path as too confining and restrictive, and leave their people to explore the galaxy, on their own or in small groups. The Asuryani call this the Path of the Outcast, and those who walk it often become pirates and vagabonds. However, none of the Eldar ever truly forget their origins, and when the Craftworlds are threatened, bands of exiled rangers and corsair fleets return to defend their homes. Some who survive on the Path of the Outcast for long enough gain a measure of wisdom from it, and return to their old homes to walk a new Path.

The Ynnari

The descent of the Eldar since their ancient Fall resembles in some ways the slow decline of the Imperium since the tragic betrayals of the Horus Heresy. However, the losses of the Eldar have been sharper and more severe, with the ancient and once-great race seemingly headed inexorably for extinction. Whole Craftworlds have been lost or crippled, and yet more have suffered losses so terrible that the ghost-echoes of the Infinity Circuit vastly outnumber the living. Even among the numerous Drukhari, life proceeds largely by means of cloning, and is short and brutal in the extreme for almost all. However, much as the Imperium is drawing new strength from the return of the lost Primarch in the face of their new challenges, so too have the Eldar gained a glimmer of hope, and a new path to walk towards their ultimate destiny.

The legend-cycles of the Eldar tell not only of their ancient pantheon that was destroyed by the birth of Slaanesh, but also of a future god yet to be born. Ynnead, the god of the dead, has been to the Eldar both a myth and a prophecy, the ultimate victory for their species, bought at the ultimate price. According to the rune-castings of countless Farseers and the subtle whisperings of the ancestors bound within the Craftworlds' wraithbone cores, as the Eldar race slowly dies out, and its psychic might becomes bound up within the Infinity Circuits at the heart of the surviving craftworlds, these echoes of the dead would someday form a gestalt entity capable of vanquishing Slaanesh forever. Unfortunately, the point of victory was widely believed to be the same as the ultimate end of the Eldar as a living race.

For some Eldar, this was enough, a last consolation that should their civilisation perish, it would still triumph in death. For Eldrad Ulthran, foremost of the Eldar Farseers, it would not suffice. In late years of the forty-first millennium, Eldrad prepared a ritual on the crystal moon of Coheria in an attempt to channel the Infinity Circuits of every Craftworld and bring about an early birth to the Eldar's last god. His gambit was interrupted by the arrival of Space Marines of the Deathwatch, and the ritual seemed to fail. However, even his partially completed attempt was to have vast repercussions.

Eldrad's stillborn ritual still mustered some of the necessary strength for Ynnead's awakening, and some fraction of the god's power is said to have indeed been called up. It touched upon the soul of an Eldar warrior named Yvraine, once of the Asuryani, then a corsair, and finally joined with the Drukhari of Commorragh. Yvraine's newfound power led her to be hunted across Comorragh and beyond, but also united her with new allies and followers. Calling themselves the Ynnari after their new purpose, Yvraine's retinue came to the Craftworld of Biel-Tan in an attempt to bring word of Ynnead's slow awakening to the rest of the Eldar people, and to seek the ancient Croneswords that might speed his coming. Her arrival was ill-omened, and coincided with the greatest assault by the Daemons of Slaanesh ever seen. Biel-Tan seemed lost to the hunger of Slaanesh, but by Ynnead's power, many souls were preserved, and the avatar of the God, the Yncarne, was given form.

Yvraine, her followers, and the newborn Yncarne ultimately left Biel-Tan for the Craftworld of Ulthwé, home of Eldrad Ulthran, where they received a cold welcome and were nearly made prisoners. The great Farseer was exiled for his meddling, but he joined the Ynnari, who continued their search for the Croneswords. After great and terrible battles, the Ynnari eventually joined with the Imperial survivors of Cadia's fall and led them through the Webway to Ultramar, where the Primarch was reborn.

The Ynnari's exact role in Guilliman's reawakening is known by only a few in all the galaxy. Indeed, that they were involved at all is a closely-kept secret. However, those who were present grudgingly acknowledge that, for whatever secret reasons of their own, these Eldar outcasts were instrumental in returning the Primarch to an Imperium that desperately needed him. For their part, the Ynnari are not truly friends to the Imperium, but they recognise the need for staunch allies against the threat of Chaos. Although still as aloof and mistrusted as any of the Eldar, the Ynnari are somewhat more inclined to alliances of convenience with Imperial forces where the threat of Chaos looms. Should they find the last Cronesword and fully awaken the god of the dead, it is unknown what would truly happen, but their search remains the greatest hope of the Eldar race.

The Orks

A scourge across the whole of the galaxy, the green-skinned xenos race of Orks are brutal but cunning warriors who live for battle. To an Ork, all else is secondary to their lust for battle, a fascination which makes them both deadly and limited. Orks will fight each other as happily as another species, but under the leadership of determined warlords, they sometimes rise and threaten vast swathes of the galaxy beneath a green tide. Such threats are not easily put down, for Orks thrive on battle, growing stronger from every fight until their last, and surviving all but the most thorough and devastating defeats.

The threat of the Ork is even greater given its prevalence, for Orks are nigh-omnipresent throughout the galaxy. If any xenos race can be said to rival humanity in how far it has spread, it is surely the Orks, and for this reason, the humans and greenskins have a long and bloody history of conflict. Ancient and fragmentary legends suggest some of the greatest battles of the Great Crusade were fought against Orks, and there have been countless further wars since.

What little there is of Ork culture and psychology that goes beyond simple violence largely revolves around a few simple aspects, personified in the Ork clans. The clans are not political groups or power blocs so much as philosophies, if such a word can be applied to their crude behaviors. Orks of the Goff clan believe in strength above all else, and are unusually violent and belligerent, even for their kind. The Evil Sunz have a strange fascination with roaring engines and hurtling vehicles, forming the backbone of what the Orks call their "Kult of Speed." The thrill of racing along in a ramshackle wagon or scavenged battle tank is unmatched to the Orks of this clan, even equally their delight in battle, though they happily combine the two. The Bad Moons are what passes for a merchant caste among the Orks, although given that Ork currency revolves around the teeth shaken out of the heads of rivals or knocked from their own jaws in a fight, it might be more accurate to say only that the Bad Moons care more about wealth than other Orks. Bad Moons warlords seek the best guns and weapons, and the most powerful vehicles to aid them in their conquests.

The Snakebites are primitivists among the Orks, disdaining even the crude technology their mekaniak inventors slap together in favor of great axes and the taming of wild beasts. Blood Axes are perhaps the most cunning of Orks, and while most human commanders scorn this as a low bar indeed, they have proven apt students of treachery and ambush, as well as capable imitators of Imperial tactics. The efforts of the Blood Axes are further aided by the fact that no one expects Orks to even try such tactics in the first place. Finally, there are the Deathskulls, looters and thieves bound up in superstition. What the Evil Sunz build or the Bad Moons buy, the Deathskulls will steal, repaint, and claim has always been theirs. Unsurprisingly, the various Ork clans do not get along, but since this is the default state of all Orks, it mostly gets lost in the general havoc of Orkish life.

Despite their general inability to cooperate, their limited intellect, and even more limited attention spans, Orks have proven surprisingly capable of warfare on a tremendous scale. Several explanations for Orkish success have been advanced by Imperial xenobiologists, each more improbably than the last. However, there is evidence that the impossible is nevertheless true where Orks are concerned. Firstly, as near as can be told, Orks do not research or develop technology, instead relying on a caste of "meks" who instinctively know how to build weapons, armor and other implements of battle. Their medical needs are similarly met by an instinctive caste of "doks" or "painboyz," along with the incredible native resilience of the Orkish body. Thus, as soon as an Ork warband arises, the infrastructure it needs to wage war is already in place without any effort. But perhaps strangest of all is the claim that the gestalt of Orkish psychic abilities enhances their technology, allowing impossibly-constructed guns to fire effectively, or making vehicles swifter simply because the Orks believe they ought to go faster after a fresh coat of red paint. The exact limits of this ability are not known, even to those who acknowledge it may actually be real, but the idea of Orks being able to wish things true is a terrible one indeed.

The T'au Empire

The young, dynamic T'au species have emerged on the galactic stage as a budding threat to the Imperium across the Eastern Fringe of the galaxy. Although less populous than the Orks or Tyranids and less advanced than the Eldar or Necrons, the T'au have nevertheless rapidly become a force to be reckoned with in their arena. Imperial xenologists credit the meteoric rise of the T'au Empire to several factors, all ultimately stemming from the philosophical doctrine of their kind—the T'au'va, translated as "the Greater Good."

The Greater Good, as the T'au define it, places the benefit of all over the benefit of a few. While the Imperium is accustomed to making sacrifices of this kind, where the T'au differ is in their inclusive definition of "all," as the T'au welcome even other species to serve the T'au'va. Xenologists have noted that the T'au'va's embrace is sometimes extended at gunpoint to recalcitrant recruits, but the T'au have never found a species they were unwilling to attempt bringing into the fold, even making several fruitless efforts to teach diplomacy to the Orks.

This grand effort at creating a unified hegemony is spearheaded by what the T'au call the Ethereals, foremost of their five castes. Each caste of the T'au is almost its own species, having evolved in slightly different ways over cultural and genetic divergence since their communal prehistory. Under the strictures of the T'au'va, each caste serves a specific purpose. The Earth

caste are builders and technologists, the Air Caste are pilots and explorers, Water Caste T'au serve as administrators and negotiators, and the Fire Caste make up the T'au Empire's military core. The Ethereals stand separate and above all of these, as beloved philosophers, statesmen, and governors. It was the arrival of the previously unheard-of Ethereal Caste that ended the ancient strife between the different T'au caste cultures, and brought them together under the T'au'va. Since that time, the Ethereals have relentlessly pursued the goal of bringing the Greater Good to the galaxy, seeking to enlighten all by its precepts, whether they seek it or not.

The spread of the T'au civilisation is divided by their historians into different spheres of expansion, of which the fifth has only recently begun. Their first great push out into the stars saw the T'au colonise numerous worlds, only to eventually slow in a mire of wars against Ork warbands that saw the species' burgeoning technology pushed to its limits. Perhaps its greatest success was an alliance with the Kroot, a species of carnivorous avians who joined the T'au in war against the Orks. The second sphere expansion was thus buoyed by alien auxiliaries, the first great success of the T'au'va, only for it to end in the meeting of the young race's most implacable nemesis—the Imperium of Man. The T'au's contact with the Imperium was limited, sheltered as their Empire was by the forbidding Damocles Gulf. However, when the xenos began to encroach on Imperial worlds with their heretical philosophy, the Imperium eventually responded, and the sheer scale of their brutal retaliation left the T'au reeling. Ultimately the Imperium's reprisal was stymied as its forces pushed onwards into the T'au sept worlds, but their efforts ended the second sphere expansion. The third sphere was longer in coming than the second, delayed by further intrusion by the Orks, but when it occurred, it was executed with the lessons of the Imperium's Damocles Gulf Crusade well in mind. The third sphere was a resounding success—almost too much so, for it roused an even greater Imperial response than before, one that the T'au, for all their technological advances, could barely withstand. When the Imperial forces found it impossible to drive the xenos back further, the Adeptus Mechanicus unleashed terrible archaeotech weapons that drew a curtain of fire across the T'au advance, denying them travel across the space it covered.

As the T'au pressed up against the limits of their borders with the deployment of this terrible weapon, the Ethereals authorised a dangerous plan for the fourth sphere of expansion. Up until this point, T'au spaceflight had been ponderous and slow by galactic standards, as the species had no psykers capable of delivering them through the Warp. Using reverse-engineered Imperial technology, however, the T'au believed they could overcome this limitation, and even cross the barrier the Imperium had created. They were gravely mistaken, and their entire fourth sphere expedition was lost in an instant. Or so they thought, for contact was eventually reestablished through a space-twisting wormhole with the now traumatised and Warp-scarred survivors of the fourth sphere. The Ethereals severely limited contact with the fourth sphere survivors, who had become xenophobic and violent, but nevertheless made use of the expansion opportunities this new, hard-won passage offered. With the true details of the fourth sphere's losses suppressed and replaced with propaganda of their triumph, the fifth sphere of expansion had finally begun. It remains to be seen how the young T'au will endure in the newly ravaged galaxy, but the fire of the T'au'va continues to drive them on to greater heights.

Tyranids

The Tyranids represent a unique threat to the Imperium. They do not seek battle or conquest, nor do they fight to hold territory and claim worlds. When the Tyranids assault the Imperial planets, they do so out of a great and terrible hunger, and when they are done feeding, they move on, leaving behind a lifeless rock in the void. Where the Tyranid hive fleets pass, the barest hint of biological matter is stripped down and consumed to fuel their spread. If their advance across the galaxy is left unchecked, Tyranids have the potential to be an existential threat not only to the Imperium, but to all life in the galaxy. And yet, stopping that advance grows more desperate and difficult with each world they consume.

The Tyranids themselves are not native to this galaxy, as all other known xenos are believed to be. It is unknown how they sustained themselves, travelling across the vast intergalactic void, but wherever they came from, they arrived without warning and without mercy. Initially, dozens of isolated worlds were lost without a trace,

their pleas for help lost in the psychic shadows of Tyranid bio-ships. Eventually, the unknown menace came to the world of Tyran, an Explorator base of the Adeptus Mechanicus. The war-engines there could not prevail against the perfectly evolved monstrosities disgorged against them, but they bought enough time for the Tech-Priests present to record a log of what happened, the first such account of the new alien threat. When Tyran was next visited by the Imperium, the recovered account revealed a new horror, and the dead world became the source of a new name for its devourers.

The Tyranid threat was code-named Behemoth after an ancient protocol, and a great fleet was mustered to war against it. The battles were fierce, and much of the Eastern Fringe was embroiled in terrible conflict, with the Ultramarine homeworld of Macragge nearly lost. Eventually, the firepower of the Imperial Navy, the superhuman might of the Adeptus Astartes, and the valiant sacrifice of countless lives in the Astra Militarum and elsewhere hurled back the threat, with only a few fleeing splinter fleets remaining of the once-unstoppable Behemoth. These too, caused great devastation, needing to be hunted down and exterminated lest they regrow themselves on stolen biomass and become a new threat, but it was believed the Tyranid threat was over. Then the next hive fleet arrived.

Since the defeat of Behemoth, the Imperium has learned much more of Tyranids, but what knowledge it has gained only emphasises how much there is still to learn. In addition to the new assaults by hive fleets now labeled Kraken and Leviathan, the Imperium learned that xenos empires had also suffered the assaults of the Tyranids, with the Eldar of Craftworld Iyanden nearly wiped out their depredations. Genestealers were originally believed to have been a species propagated across the galaxy from the Moons of Ymgarl. Only later was the link between the Genestealers and Tyranids pieced together, raising the question of just how long ago the first Tyranids truly arrived. Investigation of the scope of the hive fleets only led to more questions, with the most pessimistic forecasts suggesting the possibility of several more full-scale hive fleets yet to arrive in the galaxy. With Behemoth barely fended off, and Leviathan only stalled by the opening of the Great Rift itself, this notion proves most uncomfortable for those who consider it.

The Tyranid hive fleets are unlike any other force the Imperium has fought. Although the psychic direction of the hive mind is capable of directing complex battle tactics, the Tyranids themselves resemble feral beasts more than soldiers, with terrible rending claws, hungry, fang-filled gullets, and biological weapon-symbiotes instead of swords and guns. This comparison holds even truer when the Tyranid hordes are denied the guidance of the hive mind by the death of the synapse creatures that relay its commands, for then they revert to animalistic instincts instead of the inhumanly cunning battle plans that guide them normally. But unlike any normal species, Tyranids come in a bewildering variety of shapes and sizes, from tiny rippers and winged gargoyles to the vast bio-titans calved from the mightiest of the hive ships. Every Tyranid lifeform is shaped within the biological foundry-wombs of the hive fleet to serve a specific purpose, with countless new sub-species and variants birthed since their arrival in the galaxy for the specific needs of war against the native species. Perhaps most terrible of all, some xenobiologists believe the Tyranids assimilate genetic traits from those they devour, gaining strengths from their defeated enemies even as they purge all weakness from the haphazard designs of natural evolution.

Drukhari

The Drukhari, or the so-called Dark Eldar, are arguably nothing more than the true remnants and inheritors of the ancient Aeldari empire. Yet they are not representative of the Aeldari at their height of power, but at the pinnacle of their decadence and corruption. The Drukhari are descended from those among the ancient Aeldari who dwelled within the labyrinth dimension of the Webway, and who were thus insulated from the shock of Slaanesh's birth. Amidst the incredible perversity of their lives, the rise of a Chaos God seemed but one more bit of horror amid a vast ocean of incomprehensible cruelty, and they attempted to ride it out as they had so many other calamities. The collapse of much of the Webway and the eternal gnawing hunger of She Who Thirsts have proven this difficult, but their arrogance is unmatched, and the Drukhari have continued to thrive within the nightmarish folded spaces of Commorragh, greatest of the Webway ports.

The primary impact of Slaanesh's rise upon Drukhari society has been the slow draining away of Drukhari souls into the warp. Unwilling to chain their desires to the Eldar path as the Asuryani do, or to bind their souls within spirit stones and Infinity Circuits upon death, the Drukhari deal with Slaanesh's hunger with a hunger of their own, renewing their drained spirits by feeding on the suffering of others. In the arenas and torture dens of Commorragh, thousands, if not millions, of other lives are lost daily to slake the thirst of the Drukhari and spare them from consumption by She Who Thirsts. As their lives wear on over centuries and millennia, it becomes harder and harder for the Drukhari to continue in this way, and whole planets have suffered the most exquisite torments to provide a few moments respite to the great Archons of Commoragh.

These Archons are the true rulers of Commorragh, and the greatest of them, Asdrubael Vect, is the closest the fractious Drukhari have to a leader. By the commands of the Archons are the Kabalite warhosts arrayed for the raids that filled the dark city with plunder and slaves. Once, Commorragh was ruled by noble bloodlines from the days of the ancient Aeldari, but where such scions have survived, they have done so by adapting to the changing times and taking up the trappings of the Kabals. The bulk of the Kabalite ranks are filled by vat-born warriors cloned for battle and strife, with the rare "trueborn" Drukhari largely limited to the elite. Few in the Kabals can afford the vulnerability of raising a newborn infant or child, so those who dare it and survive the treachery of their peers are among the strongest and best placed of all the Kabalites.

After the Kabals, the most widespread fixtures of Commorrite life are the Wych Cults, in whose gladiatorial arenas the thirst of the Drukhari is slaked. The Wych Cults hone their reflexes and prowess to incredible edges, turning every battle into a performance, and making combat into a lethal and graceful dance. The Wych Cults are numerous, and include daredevil pilots and ruthless beastmasters amidst their ranks.

The last and most secretive of the great triumvirate of Drukhari power are the Haemonculi covens. By their arcane sciences, slain warriors can be reborn from a fragment of essence kept in stasis against that very eventuality. Their knowledge of pain is likewise unmatched, and the Haemonculi are the master torturers or a race of unmatched

The Horus Heresy

Although no loyal Imperial scholar would consider it such, the Horus Heresy was a foundational event for the Imperium, as defining to history in its own way as the Great Crusade that preceded it. This dark and terrible epoch shaped the society that survived it, leading to the division of authority among a thousand different sources, and a constant fear of treason and rebellion from within. In countless ways both vast and small, the Imperium was reshaped in an attempt to prevent such an event from ever occurring again.

Although the exact origins of Horus' treachery are not known, the Heresy that bears his name is widely held to start with the virus bombing of Istvaan III, a world already under pacification by the Space Marine legions. By the death of this world, he declared his dedication to the Dark Gods, and his defiance of the Emperor's laws, as well as taking the opportunity to rid the legions that swore themselves to his banner of any dissenters still clinging to their old loyalties. This event was followed by betrayal after further betrayal, with the full scope of those lost to the Imperium revealing itself when a portion of the Legions sent to bring him to justice turned against each other at the battle of Isstvan V, later known as the Dropsite Massacre.

Following the battles in the Isstvan system, the Imperium became riven with all-out war, with brother against brother and legion against legion. Horus' followers eventually managed to lay siege to Terra itself, and it was in this final, climactic conflict that the fate of the Imperium was decided. The Emperor himself led the counter-attack against his treacherous son, and teleported aboard Horus' battle barge alongside Rogal Dorn of the Imperial Fists and Sanguinius of the Blood Angels, the two loyalist Primarchs who assisted in leading the Defence. The forces of Chaos scattered the boarding party, leading to Sanguinius' death alone at his brother's hands, and to a duel between the Master of Mankind and the Arch-heretic, in which the latter was slain, and the former crippled. Rogal Dorn was able to bear the Emperor's broken body back to Terra, where it has remained since.

In the wake of Horus' death, his forces retreated from the brink of their victory, broken by the loss of their godlike leader. The Imperium struggled to rebuild, never achieving the glories held before Horus' betrayal, and his followers have remained a thorn in the side of the Imperium ever since. For ten thousand years, aided by the time-twisting effects of the Warp, they have stewed on their defeat, swearing vengeance against the corpse-god who they failed to slay. Among the traitor legionnaires, the entire history of the Imperium is considered nothing but an extension of the battles they fought so long ago, a long war they plan to one day win.

sadists, earning them a dark and fearsome reputation even by the standards of Commorragh. Most among the covens are insular, wishing only to be left to their research and experiments, and relying on contracts with the Kabals to keep them well-stocked with victims for their craft.

And yet, the Haemonculi are not the strangest group in Commorragh by any means. Below the three great pillars of the dark city, there are countless strange groups with their own traditions and designs. The warrior-shrines of the Incubi align themselves to no political faction, but hire themselves as bodyguards and defenders to any who can meet their prices. None of the Drukhari truly trust any of their kind, but the devotion of the Incubi is foremost to the craft of death, and so they are given responsibilities that no Archon would dare assign to his own Kabal, for fear of being usurped. In dark alleys and twisting hidden spaces, the Shades deal in contract killing and secret terror for strange, ephemeral wonders. Those who would leave the skull of a an ancient warrior by this shrine, or place such and such a grisly relic in that crevice find that their enemies die horrible deaths in the midst of their secure fastnesses, though nothing but their own shadows could penetrate the Defences they hide behind. From winged Scourges to gangs of half-feral Hellions, these and more fill out the winding depths of Commorragh, the nightmare city.

The Necron Dynasties

Long ago, before even the Eldar were travelling the stars, the Necrontyr considered themselves the most advanced civilisation in the galaxy. Although born onto a harsh and inhospitable world, their science was without peer, and by arcane arts they spread across the stars in vast stasis chamber-equipped colony ships until every corner of the galaxy knew their footfalls. And yet, the Necrontyr were not truly the lords of space and time they believed themselves to be, for another species, now known only as the Old Ones, claimed that title with their mastery of the Warp and its wonders. In time, the Necrontyr grew jealous of the Old Ones, and especially of their seeming immortality, a gift the short-lived Necrontyr greatly coveted.

The two species eventually turned to war, with the Necrontyr as clear aggressors, but it was not war as the galaxy now knows it. The Old Ones easily cast back the Necrontyr assaults, and had they been so inclined, could have wiped their rivals out entirely. Their mercy proved misguided when the Necrontyr received envoys from another species, one as far beyond them as the Old Ones, if not more so, but in a wholly different way. These C'tan, or star-gods, as the Necrontyr named them, were beings of vast and unfathomable personal power, fundamentally tied to the basic functions of reality, and capable of reshaping and molding space just as the Old Ones mastered the Warp. The C'tan offered an alliance that would grant the Necrontyr power enough to take down their hated rivals, and further, that would grant them the immortality they had so long been denied. In this, the C'tan told truth of a sort, and by their power the Necrontyr were transformed into something else, a new, soulless force of living metal that lacked the frailties of flesh. With this gift and others, the new Necrons returned reinvigorated to their war, and this time, it was they who held the upper hand. Other species flocked to one side or another throughout the long conflict, later immortalised by the rising Eldar as the War in Heaven. But at last, the Old Ones were cast down.

In time, the C'tan followed them, for the biotransference that created the Necrons had left them hollow in ways beyond the physical. The price of immortality and victory had been their souls, and the leaders of their species realised too late how high a price they had paid. The new weapons they had been given were turned on the C'tan who created them in a sudden betrayal, although they were incapable of destroying the star-gods. Instead, the Necrons fragmented their essence and contained the shards of the C'tan in dimensional prisons.

Thus spent by their twin victories, the Necron leaders realised they could no longer hold the dominion they sought in their current state. Trusting to the frailties of mortal flesh, the Necrons entered slumber in deeply buried stasis tombs to await the day when the works of their rivals would have long since crumbled to dust. Over the millions of years they slept, some tomb worlds were lost to malfunction or stellar mishap, while others became unknowing hosts to the colonies of newly risen species. But even after all this time, some sixty million years of waiting, many worlds endured, and now the Necron dynasties have begun to emerge into a galaxy where they have no equals.

Necrontyr technology was unfathomably advanced even before the gifts of the C'tan. Since the advent of biotransference and the birth of the Necrons, it seems to the eyes of younger races to have more in common with reality-defying warp sorcery than anything else. By the arts of the cryptek artisans, matter is unbound or reconstituted, space folded, and even time itself wound back. Only two obstacles prevent the power of the Necrons from claiming the galaxy entire. Firstly, they lack unity, with tomb worlds that once hailed only the commands the Silent King of the old empire now jockeying for dominance and treating each other as rivals to be brought to heel or destroyed. Secondly is the threat of the Warp, greater now than even at the height of the Old One's sorcerous power. By their technological prowess, the Necrons may have answers to even this threat, but some secrets have been forgotten or lost over the aeons, while most resources are directed first towards reclaiming ancient territories over new conquests.

The Great Rift

No event since the Horus Heresy has shaken the Imperium as much as the eruption of the Great Rift, officially labelled the Cicatrix Maledictum on those reports that dare to mention it at all. But in truth, the Great Rift has been long in coming, part of a devious master plan laid millennia ago by arch-heretic Abaddon the Despoiler. Before the Great Rift, Abaddon's forces were confined to the Eye of Terror, the greatest Warp storm to that point known in the Imperium's history. Although he led expeditions out in the Imperium, and even terrible Black Crusades, full-scale incursion was barred by the fortress-world of Cadia that straddled the one route of stable space outside the Eye.

As the only reliable passage in or out of the Eye of Terror, the Cadia system was heavily fortified and reinforced by the Imperium, considered second in strategic importance only to the Sol system by many. Even so, its importance was greater than any knew, for Cadia was home to a network of mysterious alien monoliths that were the secret source of the system's resilience to the Warp. The Imperium did not learn of their value until too late, when the Magos Belisarius Cawl put together data from Abaddon's past Black Crusades and realised the arch-heretic's perceived failures had been but fragments of a single grand design—to destroy the network of pylons centered on Cadia, and thus weaken the fortress world for a killing blow.

When Abaddon's most recent assault came, it was greater than any before. What was initially thought to be a Black Crusade in full was revealed as a mere vanguard of Abaddon's forces, and terrible weapons were unleashed on both sides, from the Blackstone Fortresses Abaddon had plundered from the Gothic Sector long ago, to the massive juggernaut Phalanx, a mobile star fortress deployed by the Imperial Fists in Cadia's Defence, its weapon batteries burning as fiercely as they did in the ancient battle over Terra during Horus' siege. Despite the valiant sacrifices and heroic resilience displayed by Cadia's defenders, the planet was shattered by Abaddon's last gambit, the hurtling wreck of a ruined Blackstone Fortress sent collapsing into it like a meteor. With Cadia's fall, so too fell the last of the pylon network, and the roiling power of the Eye of Terror began to expand as never before.

The fate of the Imperium hinged upon the desperate flight of Cadia's last survivors. Among them was Magos Cawl, who bore a secret burden that offered a chance of deliverance. Abaddon's forces pursued the evacuees relentlessly, seemingly aware of the Imperium's last hope, but the arrival of the Ynnari Eldar allowed them not only escape, but swift transport to Cawl's goal, the realm of Ultramar in the Eastern Fringe, home to proud Adeptus Astartes of the Ultramarines chapter. There, the ravaged band of unlikely allies made their way to the shrine of the Primarch, and restored Roboute Guilliman to glory by means of the Magos' ancient technology. Though the Imperium was weakened by Cadia's fall, and the spreading of the Great Rift, it now had a new fire of hope unseen for ages, inspiring those who learned of the miracle as surely as the rising doom had disheartened them.

IMPERIUS DOMINATUS

Imperial Record GHR 14/556 Map used by Roboute Guilliman in the latter half of the Indomitus Crusade

SEGMENTUM OBSCURUS

HALO STARS

SCARUS SECTOR

CALIXIS SECTOR

FINIAL SECTOR

GOTHIC SECTOR

NAOGEDDON

DIMMAMAR

STORM OF THE EMPEROR'S WRATH

COELIA

CYPRA MUNDI

MORDIAN

VALHALLA

THE EYE OF TERROR

NACHMUND GAUNTLET

BAAL

CHINCHARE

CADIA

BELIS CORONA

PISCINA

ALARIC

AGRIPINAA

FENRIS

NECRON MEPHRIT DYNASTY

MOLOV

CICATRIX MALEDICTUM

HYDRAPHUR

ARMAGEDDON

ELYSIA

THE ROCK

SEGMENTUM SOLAR

SEGMENTUM PACIFICUS

LASTRATI

PROSPERO & PLANET OF THE SORCERERS

VORDRAST

GOLGOTHA

TERRA & MARS

RYZA

THE MAELSTROM

CATACHAN

GATHALAMOR

NECROMUNDA

BADAB

MACHARIA

ULTIMA MACHARIA

KRIEG

LUTHER MCINTYRE

TALLARN

CHIROS

UHULIS SECTOR

OPHELIA

NOCTURNE

BALOR

V'RUN

SIREN'S STORM

ALEUSIS

BANE'S LANDING

SOLSTICE

RYNN'S WORLD

NEPHILIM SECTOR

SEGMENTUM TEMPESTUS

REDUCTUS SECTOR

AGRAX

BAKKA

ANTAGONIS

GRYPHONNE IV

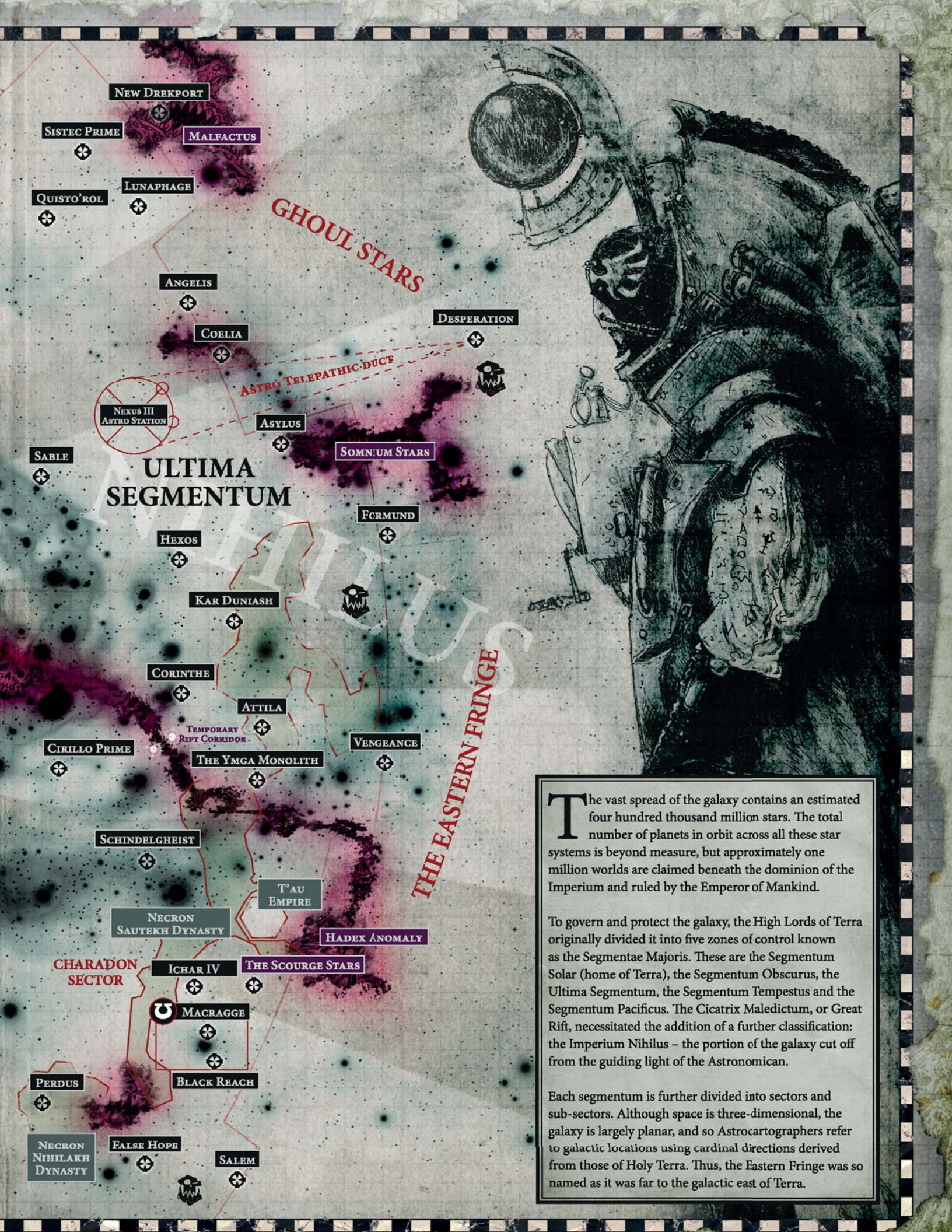
SAN LEOR

ILLUSTRIS

THE VEILED REGION

HOLY TERRA

Blessed in his authority, here dwells the most beneficent Emperor.



The vast spread of the galaxy contains an estimated four hundred thousand million stars. The total number of planets in orbit across all these star systems is beyond measure, but approximately one million worlds are claimed beneath the dominion of the Imperium and ruled by the Emperor of Mankind.

To govern and protect the galaxy, the High Lords of Terra originally divided it into five zones of control known as the Segmentae Majoris. These are the Segmentum Solar (home of Terra), the Segmentum Obscurus, the Ultima Segmentum, the Segmentum Tempestus and the Segmentum Pacificus. The Cicatrix Maledictum, or Great Rift, necessitated the addition of a further classification: the Imperium Nihilus – the portion of the galaxy cut off from the guiding light of the Astronomican.

Each segmentum is further divided into sectors and sub-sectors. Although space is three-dimensional, the galaxy is largely planar, and so Astrocartographers refer to galactic locations using cardinal directions derived from those of Holy Terra. Thus, the Eastern Fringe was so named as it was far to the galactic east of Terra.

THE DARK IMPERIUM

The Imperium has stood unbowed for ten thousand years. Ever since the Emperor was interred upon the Golden Throne in the aftermath of the Horus Heresy, it has endured, by sheer inertia if nothing else. Crises have come and gone, from the Age of Apostasy and the Black Crusades to the rise and fall of countless rebellions or xenos empires. Some threats have been great and dire, and others barely noticeable on the galactic scale. None of them have tried the Imperium as sorely as the emergence of the Great Rift. When the Cicatrix Maledictum tore open, fully half the galaxy was effectively lost. Contact with the northern reaches of the galaxy is intermittent, when it occurs at all, and little returns but tales of horror and woe.

The Great Rift now exists as a much-reviled obstacle, sundering the Imperium of Man which once laid claim to the whole of the galaxy. Nearer Terra and within the light of the Astronomican there exists the Imperium Sanctus, which is still protected by the full force of the Imperium's war engines and soldiery. The worlds lost to the Great Rift are referred to as part of the Imperium Nihilus, or the Dark Imperium. Little is known of life beyond the Emperor's light, but it is said the Daemons roam free and the warbands of Chaos raid wherever they like without fear.

Imperium Nihilus

The Dark Imperium consists largely of the galactic regions referred to as Segmentum Obscurus and Ultima Segmentum, in the north and east of the galaxy's spiral. In Segmentum Obscurus, the ancient Eye of Terror anchors the Great Rift at one end, and in Ultima Segmentum, it emerges from the space-warping Hadex Anomaly. Any attempt to circumvent the rift must traverse the unexplored Halo Stars at the edge of the galaxy, or else dare the maddening warp storms that comprise it. As such, few even make the attempt, and far fewer still succeed. Though this limitation on contact with Terra and the Imperium Sanctus is a terrible strain, denying the deployment of the Astra Miliatum and preventing the black ships from culling rogue psykers, it is not the worst of the troubles that plague the Imperium Nihilus. The most terrible threat of the rift is that it blocks the blessed light of the Emperor's Astronomican, making Warp travel and astro-telepathy all but impossible within the Dark Imperium. Every world is an isolated stronghold, unsure of anything beyond its borders, unable to ascertain whether anything still exists of the Imperium that cannot be beheld with the naked eye.

Roboute Guilliman led the great Indomitus Crusade into the Dark Imperium, and triumphed over many of the threats there despite impossible odds, for a time restoring a degree of hope for the Imperium and rekindling faith in the Emperor's rule. But each world he saved soon passed beyond contact once more, and it quickly became nearly impossible to track whether any of them remained in the state they were left. Worse yet, an assault on the realm of Ultramar forced Guilliman to return to the Imperium Sanctus, denying the crusade his great tactical and logistical genius, and paving the way for lesser commanders to return to their own domains as well.

In place of Guilliman, Chapter Master Dante of the Blood Angels was declared regent of the Imperium Nihilus during the Indomitus Crusade. His is a thankless and nigh-impossible task, to protect a vast realm from infinite enemies, and to coordinate the Imperium's forces with his Navigators blinded and his astropaths silenced, but the scions of Sanguinius are not so easily daunted. The hope of the Imperium Nihilus rests on Dante's shoulders, and he bears it as proudly as the wings of his angelic forebear. Where he can reach, he strikes at the forces of Chaos and parts the howling madness of the Warp, cowing traitors and opportunistic xenos alike. Although his grasp is limited, every impossible victory he wins serves to inspire when he has moved on to the next battle.

Imperium Sanctus

Those portions of the Imperium that still operate in an approximation of their old order and are still illumined by the light of Terra have been deemed the Imperium Sanctus. The name is a hollow one, for even beyond the influence of the Great Rift, the dire edge of the times can be felt. Daemons and traitor armadas have struck at Holy Terra itself, and the expansive reach of the Warp storms throughout the galaxy enable the forces of Chaos to strike without warning from nearly any quarter. The tithes continue to flow from most worlds, but although efforts have been redoubled to produce machines of war and to call forth regiments of troops, they are barely sufficient to the needs of the Imperium's current state. Shrinking the Imperium's size by half has not made it easier to supply, but instead has doubled the dangers to every world.

Amidst the war and desolation of the new age, there is little to be celebrated, but the return of the Primarch nevertheless has rekindled faith and hope like never before. Guilliman's miraculous revival has enabled the Imperium to fight off terrible threats with limited resources, and inspired all of humanity. The new Chapters of Primaris warriors from the Ultima Founding have likewise brought new and much-needed strength to the ranks of the Imperium's defenders, matching the waxing power of Chaos with the resurgent light of the Emperor's finest. The loss of resources from the worlds of the Dark Imperium have made every defeat suffered a greater one, but such is the strength of the Imperium Sanctus that the forces of Chaos are made to pay in equal measure.

The forces arrayed against the threat of Chaos are not limited to the Imperium Sanctus alone. Reports circulate across many worlds that the Eldar have become more daring and bold of late, yet their conflicts with humanity have grown fewer as their attention turns towards the ancient enemy that felled their empire of old. Nothing so dramatic as peace between the two species exists, and any understandings reached are temporary at best, but even so, the Eldar have often become allies of convenience to Imperial troops, if only by prioritising killing their shared enemies. In the highest halls of Imperial leadership, the question of the Eldar is raised with a frequency second only to the threat of the Ruinous Powers, but for now, it serves the High Lords to let matters remain as they are. Grave threats abound, and the Imperium can little spare its carefully-husbanded strength to deal with the enemy of its enemy, but neither do any trust in the possibility of friendship with the alien. Now, more than ever, the Imperium stands alone.

THE GILEAD SYSTEM

Located in the coreward region near the border of the Segmentum Solar and the Segmentum Obscurus, the worlds of the Gilead system have stood for millennia as a beacon of Imperial order. Possessing numerous habitable planets and moons, those who settled this region found it surprisingly welcoming to human life. Originally discovered by an Adeptus Mechanicus Explorator fleet, the system was claimed for the Imperium after a brief period of war against heretics and Chaos Space Marines who had begun to infest the region.

Until the dawning of the Dark Imperium, these worlds thrived and prospered. It was considered one of the greatest successes of its sector of space, a gleaming example of the Imperium's majesty and righteousness. However, the Noctis Aeterna isolated the system, casting down Gilead's successes and wreathing the region in the warp-storms of the Great Rift.

The Varonius Dynasty and the Straits of Andraste

The tides of the Great Rift shifted and roiled, forming what seemed at first to be a stable corridor that might offer passage to the Imperium Sanctus. However, this appearance was a treacherous lie, luring dozens of vessels to their doom as they broke apart or were lost forever upon the warp shoals. Only after many decades had passed and all hope seemed lost was the promise of this dangerous journey fulfilled.

Rogue Trader Jakel Varonius and his fleet managed to cross the Great Rift, dubbing the passage the Straits of Andraste after the name of his scout frigate who initially located the way through. Aboard the Rogue Trader's flagship was an ancient and skilled Navigator, an elder of the renowned House Omincara. Only through the Navigator's impressive power and a healthy portion of good fortune was the fleet able to arrive in the Gilead system. Once there, the Rogue Trader's charismatic leadership, his influential Warrant of Trade, and the weight of House Omincara's aid convinced the Imperial officials of the system to bow to the Varonius dynasty as their saviour and guardian.

The Heartworlds

The capital world of the system bears the same name. The planet of Gilead Primus is a Hive World of over sixteen billion souls. Its tiered hive-cities rise above banks of eternal fog, its entire surface given over to manufactorums, hab-stacks, slums,

and the industry of the Imperium. A massive orbital plate hovers overhead, and the world is circled by several moons.

The Forge World of Avachrus lies punishingly close to the system's sun, utterly hostile to human life, yet prized by the Adeptus Mechanicus for its numerous precious resources. It also possesses an orbital ring and shipyard that services the Varonius flotilla. Nethreus a Knight World, home to High King Vilmaar and several Knight Houses. The Imperial Knights often prove their worth by battling the local megafauna. Ostia is an Agri-World whose harvests feed most of the system. A series of orbital Defence platforms, stations, and kill-satellites known as the Crown of Blades rings Ostia and serves as the seat of power for the system's Astra Militarum regiments. Lastly, the dusty, desert-ridden Shrine World of Enoch is swollen with stranded pilgrims and refugees, barely able to handle a teeming population that they were in no way prepared to host.

Lord-Militant Tyleria Fylamon has taken direct, military governance of most of the Gilead System prior to the Varonius' dynasty's arrival. Possessing a tyrannical aggressive personality, Fylamon often clashes with the Rogue Trader and other Imperial factions. Her fervour and zealous schemes to secure the system have required many of the influential Imperium leaders to choose between her and Varonius.

The Reach

Beyond the Heartworlds lies the outermost portions of the system. Here in the Reach, aliens, pirates, and worse thrive amongst this remote region. Many of the ships lost attempting to cross the Straits of Andraste end up as debris and wreckage, filling a large region of space now called the Voidmire. Eldar Corsairs claim the Voidmire as their territory. These corsairs practice both piracy and diplomacy seemingly at random, controlled by the whims of their mercurial leader, Ferianwyr the Emerald Princess.

Across the system lies *Persephone's Regret*, a tumbling space hulk formed of dozens of ships. This gargantuan conglomerate wildly different void-craft serves as a battleground between several groups of Orks and the alien predators known as genestealers.

The Membrane Worlds

When the Great Rift appeared, a few rogue worlds emerged from the warp storms. These exoplanets are new additions to the Gilead system, their orbits erratic and confined—at least, for now—to the fringes of the region. Like fresh poison injected into a healthy host, it has yet to be determined how deadly and dangerous these worlds may prove. Vulkaris is a frozen planet, its surface dotted with what appear to be abandoned Imperial shrines. Plague and decay frost every surface on Vulkaris, and it is considered a quarantined world forbidden to any to land there. Troilus at first appears to be simple hive world—empty and silent. However, it appeared directly in the path of the Eldar Craftworld Ul-Khari, causing that massive vessel to crash with a devastating impact. The Eldar of that Craftworld struggle to survive and pick up the pieces of their shattered home.

Using Gilead in Your Campaign

The Gilead system is presented here as a launching point for your adventures in ***Warhammer 40,000 Roleplay: Wrath & Glory***. The worlds of this region provide fertile ground for numerous stories, challenges, and enemies. Rogue Trader Jakel Varonius is designed to serve as a patron for your heroes, sending them out on missions to deal with threats to the system from within or without.

It is not required that you set the framework for your campaign here, but we have set up this region of space as an optimal place to begin your experiences in the grim darkness of the far future. Check out page 390 for other frameworks and campaign options that you can tailor for your game.

This chapter describes a basic overview of the Gilead system—for more details, check out the Imperium Nihilus campaign books for the ***Wrath & Glory*** game line. More campaigns—and along with them, more locations in the Warhammer 40,000 universe—are coming soon as well!

Rules

"The flames of hatred rage across the galaxy. Like a forest, humanity stands before it all but ready to be consumed. Despite the darkness that has cut our galaxy in twain, we must find unity in faith, and stand against those that would destroy us, our weapons roaring our defiance. We will cross the scar of chaos and reunite humanity step by bloody step."

–Commissar Konrad at the
launch of the Indomitus Crusade

In ***Warhammer 40,000 Roleplay: Wrath & Glory***, players and Game Masters take part in adventures that see the players' characters—or heroes—embark on perilous journeys, face terrifying foes, and engage in epic conflicts in the grim darkness of the 41st Millennium. All of this combines to tell a thrilling story with the characters at the centre of their own heroic tales.

Within the game, characters attempt a wide range of actions—anything from communing with the machine spirit of a vehicle, to convincing an Astropath to send an important message, to throwing a grenade into the mouth of a Tyranid Carnifex as it charges towards them. Heroes may be pitted against one another in a duel or battle of wills. No matter how big or small, characters can attempt any action they wish to perform.

You determine the outcome of these actions using dice rolls called tests. To determine if a test is successful or not, compare the results of a dice roll to a **Difficulty Number (DN)** dictated by a character's attributes or set by the Game Master. Modifiers can be applied to both increase the number of dice a player gets to roll and to the DN of the test they are trying to beat. A mighty Space Marine of the Ultramarines chapter would have no difficulty hitting an Aeldari Guardian with his Bolter under optimal conditions, but if the Guardian is darting from cover to cover in the ruins of a manufactorum as he closes the distance with the Ultramarine, the xenos becomes much more difficult to hit.

Rolling dice, however, is just the beginning. Players can inject their heroes' actions with their own creative ideas to make the dice rolls more dramatic and meaningful. Saying your Imperial Guardsman makes a Ballistic Skill test suffices to describe your action, but saying he leaps from cover as he draws his las pistol and fires it on full-auto whilst screaming a war cry at the Ork Boyz ahead is much more cinematic. This kind of detail really adds to the gameplay and makes for more memorable experiences.

Sometimes the dice will not roll in your favour. With that in mind, ***Wrath & Glory*** is not just about fighting xenos and cleansing heretics—it's about the pursuit of a flickering hope in the face of sacrifice and suffering. To this end, there is as much to be explored in failure as in success.

Many great roleplaying opportunities can be found through failure in ***Wrath & Glory***. Although a character may not succeed in a task, players can use their heroes' background to drive the type of failure and enable the Game Master to weave more character development into the narrative. A test that fails to meet the requirements doesn't mean complete failure; it's up to the Game Master to determine how the action plays out and what the results are based upon the needs of the story and scene.

The chapters that follow act as a guide to playing adventures in the deadly, war-torn galaxy of the 41st Millennium. All you need to play is your character sheet, a pencil, and a handful of 6-sided dice (d6). Once you familiarise yourself with the core rules that follow, you'll be able to begin adventuring with ***Wrath & Glory***. Soon you'll explore inhospitable death worlds, defend a hive city from a xenos invasion, and negotiate the surrender of a Planetary Governor who has been corrupted by a foul Chaos Sorcerer.

THE CORE RULES

The 41st Millennium is a brutal and unforgiving time to be alive. Every day is a constant struggle for survival, and threats lurk in every shadow. It is difficult enough to try and lead a basic life, but to be a hero in such dangerous times is more often a path to pain and death as opposed to honour and glory. Challenges present themselves at every step in the character's journey. These challenges take many forms, but all require that the player roll dice to calculate how successful or unsuccessful they were at any given action.

Game Dice

Dice rolls in ***Wrath & Glory*** use the common six-sided polyhedral dice, also known as a D6. While only using one dice at the core of the game experience, there are multiple ways for this single dice type to represent different kinds of values.

D6 Roll: To determine the outcome of tasks, the player or GM rolls a number of D6s indicated by the task attempted and the attributes being used to perform the task. For example, if a character attempts to persuade an NPC to give them information, the player consults their character sheet and checks the relevant attribute (Fellowship) and skill (Persuasion) values associated with making this kind of test.

D3 Roll: Sometimes a player may be required to roll a D3. This kind of roll still uses a standard D6, but the values are altered. A roll of 1–2 equals a result of 1, a roll of 3–4 equals a result of 2, and a roll of 5–6 equals a result of 3.

Rule Zero

One of the most important rules of ***Wrath & Glory*** is that the rules aren't as important as the fun of the game. The Game Master's job is to steer the experience in a fun and satisfying way. While it is always good to help the Game Master with rules clarifications and game knowledge (this is, after all a rather weighty tome), no one wants to halt the natural flow of the game with lengthy and often boring rules discussions. During the game, let the Game Master run things how they see fit, and trust that they know what they're doing. It is always better to come up with a way to resolve an issue and move on, then it is to slow down the game to check the rules—even if the decision doesn't follow the precise wording in this book.

That said, a good Game Master never uses this rule to justify decisions that keep the game from being a fun experience for their players. GMs who break the rules too often to rule against their players often find themselves without players. The goal of ***Wrath & Glory*** is for everyone to have a great time and share in a fun roleplaying experience. The Game Master is there to facilitate the adventure the players embark upon, not to dictate how the characters act or interpret the results of rolls as they see fit. The best policy is to have clear and open communication between all members of your playgroup—just try not to have discussions mid-session.

D66 Roll: When required to make a D66 roll, the player or GM generates a number between 11 and 66 by rolling two six-sided dice. One dice (designated before the roll) represents tens; the other dice represents ones. Rolling these dice together generates a random result with much more numerical variation than the standard 2 to 12 of a conventional 2D6 roll. This most common use of this method is for generating a result from a table of outcomes.

Failure and Consequences

In ***Wrath & Glory***, the heroes are not guaranteed to win. ***Warhammer 40,000*** is famously known as the grim darkness of the far future, and part of that definition is that the odds are against you. Victories take work to earn, and the galaxy is full of dangerous enemies who pose a serious threat to characters at every point in their adventures.
Failure is part of the game because failure matters.
Struggle to achieve your goals. Defy the odds. Learn from your mistakes.
This is a universe of difficult choices, where no place is completely safe, where the dark gulfs of space are filled with the laughter of the Dark Gods.

Keywords

Throughout this book, you will see mention of and examples of keywords. These words are used in ***Wrath & Glory*** as a descriptor for the character's home culture, allegiance, or faction. There is a huge range of keywords, and everything in ***Wrath & Glory*** has them. Characters, weapons, vehicles, abilities, and actions all use keywords to communicate how they interact with each other and the game mechanics.

Keywords are important because they help the Game Master determine what is the most appropriate Difficulty Number or bonus to apply in any given task that relates to your hero's keywords. For example, a character with the "Inquisition" keyword is likely to have an easier time dealing with Imperial Bureaucracy, while a character with the "Aeldari" keyword is more likely to gain a bonus from using a wraithbone key to try and unlock a sealed door in an Aeldari ship.

Keywords are also useful for determining whether certain game effects apply or not to specific characters. A Ministorum Priest's "Fiery Invective" ability, for example, only benefits allies with the "Imperium" keyword. A specific Adversary ability that grants a bonus to characters with the "Ork" keyword won't affect Eldar, and so on.

Certain weapon categories and psychic powers also have keywords. These keywords represent the intrinsic nature of the weapon and how it deals damage. Weapons with the "Melta" keyword are more effective against heavy armour and vehicles—especially at close range.

Characters can gain new personal keywords as they progress during a campaign. Depending on circumstances, these keywords could replace an existing one or simply be added to the character's keyword list. When a hero ascends to a higher Escalation Tier, they gain a new keyword to represent what they've been doing in the recent past to change their lot in life.

Some characters and items have a wild card keyword known as <Any>. This keyword is typically defined as a personal keyword and is chosen from any keywords that the Game Master deems appropriate. The <Any> keyword is also used as a wild card for Threatening Task Resolution—when a card is drawn with the <Any> keyword, any hero may attempt to complete a step in that round.

Game Masters are encouraged to take keywords into account whenever it is meaningful in their campaigns. A player possessing the right keyword at the right time could gain access to a special sealed room, discover hidden secrets, or gain the friendship of an otherwise hostile NPC.

GLOSSARY

Attribute: A character's intrinsic mental and physical abilities and aptitudes, such as Strength, Agility, Intellect, or Willpower.

Bonus Dice: Any dice added to the dice pool outside of Attribute + Skill. The amount of bonus dice you can add to any test are limited by your Escalation Tier.

Complication: Something added to the scene that has a cost for the protagonists or otherwise acts as a hindrance, activated by rolling a 1 on the Wrath Dice.

Critical Hit (and the Wrath Deck): If you succeed on a test to hit your opponent in ranged or melee combat, and you roll a 6 on your Wrath Dice, you score a critical hit—inflicting additional effects on the target. Determine the effect of critical hits by revealing the top card of the Wrath Deck. If you wish, you may instead use the Critical Hit chart on page 224

Dice Pool: A collection of d6s assembled when making a test, usually by adding the rating of a skill to the rating of its linked attribute.

Difficulty Number (DN): The target number of Icons required to achieve the goal.

Escalation Tier: Different difficulty and power levels available for ***Wrath & Glory*** campaigns. Every character archetype is given a Tier level based upon their equipment, skills, and attributes. The Escalation Tier dictates the number of bonus dice you can receive, and the difficulty increase that can be applied to tests.

Extra Damage Dice (ED): Dice rolled as part of determining the damage value of an attack. Abbreviated as ED: for example, +1 ED

Failure: A failure is a dice result of 1, 2, or 3. A test is considered a failure if the test does not attain enough Icons to meet or exceed the Difficulty Number.

Game Master (GM): The person who acts as an organiser for the game, officiates and arbitrates rules, and moderates the game session.

Glory: A group resource players can create by banking Exalted Icons from tests or by rolling a 6 on the Wrath Dice. Glory can be spent to create various effects during the game to benefit the group.

Icon (and Exalted Icon): A result of 4-5 on a d6 in your dice pool. Dice with a result of a 6 add two Icons (called an Exalted Icon) instead of one.

Non-Player Character (NPC): The characters created and controlled by the Game Master.

Player Character (PC or hero): The characters created and controlled by the players.

Rank and Rank Bonus (+Rank): Rank represents the degree of aptitude that a character has attained within the campaign's Tier. This bestows a bonus on certain rolls.

Roll: Like a test, this is when you must roll a number of dice and either consult a chart (such as a d3, d6, or d66 roll) or count icons (such as when making a Soak roll). Unlike tests, rolls do not have a DN.

Round: A segment of time approximately six seconds long.

Ruin: A resource used by the Game Master to activate NPC abilities, interrupt PC actions, re-roll failures.

Scene: A segment of the game session defined by the Game Master. Scenes typically last until the adventure takes a significant turn, the player characters achieve a milestone, they suffer a significant setback, or until the game session ends.

Shift: The act of moving Exalted Icons (dice result of a 6) from a test to enhance the effect of that test. A "shift" is when one such dice with the result of 6 has been moved from the test to the effect.

Skill: Knowledge and techniques possessed by a character. Skills are things like Athletics, Stealth, or Survival.

Test: Done to accomplish something in the game by rolling your dice pool against a target Difficulty Number. If your Icons equal or exceed the DN, you have accomplished what you set out to do with the test.

Turn: A player's action during the round. Each combatant in a combat may take one (and only one) turn.

Wrath: A personal resource for players. Wrath may be spent for various effects during the game, commonly to re-roll failures on a test.

Wrath Dice: A dice in the dice pool of a different colour that can have effects on a test, both good and bad.

The Core Mechanic

Wrath & Glory uses a pool of d6 dice to resolve tests and other random factors. When your character wants to try and accomplish something, you roll a number of d6 to determine the outcome. This is called a test.

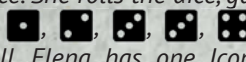
Follow these steps to perform any action in ***Wrath & Glory***:

- **Determine Dice Pool**: Determine which skill and attribute should be used for the task. This provides the basic number of dice used in the dice pool. One dice in the pool is always converted into a Wrath Dice.
- **Add Bonus Dice**: Apply any modifiers to the dice pool from items, talents, or any other source of modification that affects the test.
- **Determine Difficulty Number**: Discuss with the Game Master what the DN for the test will be. Include any penalties that may be relevant to the test based on circumstances.
- **Roll Dice**: Roll your dice. Any dice resulting in a or a count as one **icon**; a representation of success. A dice that results in a is called an **exalted icon**, and counts as two icons. Count your total icons; if the number of Icons equals or beats the DN, then the attempt is successful. If the number of Icons is below the Difficulty Number, then the attempt has failed in some way determined by the Game Master.

Making Tests

Whenever a character is faced with a challenge, obstacle, or social situation they wish to overcome, they must perform a test. When a player makes a test, they roll a number of dice equal to their dice pool—one of which is always the **Wrath Dice** (see Wrath Dice on page 58). The dice pool is the sum of the relevant skill plus its linked attribute, plus or minus any modifiers that may apply. For every or rolled, you gain an Icon. For every rolled, you gain an exalted icon which counts as two Icons; it also has additional effects. Each icon represents a success. Any rolls of a , , or do not generate Icons, and so do not count towards beating the Difficulty Number.

Note: You do not use a Wrath Dice when making a roll (see the glossary on page 49)—only during tests!

Example: *Elena is attempting a Persuasion (Fellowship) test for her character in order to convince a Planetary Governor to grant her access to his considerable network of resources. She assembles a dice pool equal to her character's Persuasion skill (a value of 3) and adds her character's Fellowship value for a total of 7 dice. She rolls the dice, gaining the following results:*  , *and* . *With this roll, Elena has one Icon and two Exalted Icons; since the Game Master set the Difficulty Number at 3, three Icons are required to successfully pass the test. Each Exalted Icon counts as two, and so Elena has a total of 5 Icons meaning she has succeeded.*

Difficulty numbers

The Difficulty Number (DN) is the number of Icons needed to pass a skill test. The DN for a standard test is 3, and is altered based on the circumstances.

If a character attempts an action that is difficult for the character, the DN is higher than 3. If the character attempts to perform a simple action, but one that the GM deems a test is necessary for, then the Difficulty Number is lower than 3.

As a Game Master, you are free to decide what would be best for the DN of a task, but we have included a table (Table 2-1) with sample difficulty ratings as a frame of reference.

Example: Francine's character is attempting to jump across a rooftop. She tells the Game Master what she wants to do, and he decides that the jump is a relatively normal distance and the weather conditions are fine, so he sets the Difficulty Number for the test at 3. He tells Francine this information, and her warband hold their breath in anticipation to see if she rolls 3 successes or not.

Table 2-1: Difficulty Ratings

Modifier	Adjusted DN	Difficulty of Test
–2	1	Routine
—	3	Standard
+2	5	Challenging
+4	7	Difficult
+6	9	Extreme
+8	11	Near Impossible

Default Difficulty

Unless another difficulty is listed, the default difficulty rating is **Standard (DN 3)** whenever a rule or section mentions the need to perform a test.

Determining Difficulty

As a Game Master, you must set the Difficulty Number for each test. This can be a tricky thing to do when players are attempting to do various actions that may be unexpected and not fully covered in the core rules. It can also be difficult when a group of players are all trying to do different tests at the same time, and the GM must quickly decide what DN all those tests will be set against.

Many factors can affect the difficulty of the test, such as distractions, adverse conditions, complexities, or nearby threats. The GM takes these factors into consideration when deciding upon a Difficulty Number for a given test. Sometimes the hero may wish to attempt a very difficult action that requires a high-difficulty test, or they may attempt a test which is affected by past decisions the hero or warband made.

The Tier of your campaign—a representation of its overall power level—can also influence Difficulty Numbers. Tests that challenge less experienced, less powerful lower Tier heroes may not challenge higher Tier characters. Try and ensure that the tests heroes perform befit

the level of difficulty their Tier should represent. Adjusting the DNs of tests to make more basic actions simpler for battle-hardened heroes may help higher Tier campaigns. A test that would have a DN of 4 for a Tier 1 hero could easily have a DN 2 for a Tier 4 hero, and this should be considered when determining a Difficulty Number.

Example: *Gary is playing a hero in a Tier 2 campaign. His warband arrive on a hostile alien world and explore a series of ancient ruins. During the expedition, Gary finds a strange device. He checks his character sheet and discovers he has some points in the Tech (Intellect) skill. He asks the GM if he can try to activate the alien device. The GM decides that the DN would be a standard 3, but then adds 1 because it's a device belonging to a race different to the hero's, and adds an additional point for the fact the conditions aren't ideal for carefully examining something. The GM adds the values together and informs Gary that the DN for his test is 5.*

0 DN Tests

There will always be situations where an action is so menial for a character that no Difficulty Number is required. These actions could include such things as operating a basic piece of machinery, asking an old ally for some help, or opening a simple lock.

These trivial actions are considered to have a DN of 0 and don't require a roll to succeed. Any task that has a DN of 0 doesn't invoke complications, and doesn't generate Glory. If a Game Master decides a test would have a Difficulty Number of 0, then the test is simply passed automatically.

Impossible Tests

The Game Master may—rarely—decide an action has no chance whatsoever to succeed. In cases such as these, the GM should clearly explain that the desired outcome is impossible or simply declare the action a failure before moving forward with the game. Carefully consider the consequences of allowing or disallowing an action before judging whether it is impossible or not.

Bonuses and Penalties

Any test can have a number of bonuses and penalties applied to it based on circumstances. While both change the values of the test, they do so in slightly different ways:

Bonus Dice: Any dice added to the dice pool, outside of Attribute + Skill. You can gain bonus dice from multiple sources, but the amount that can be added to any test is limited by your Tier (see Escalation Tiers on page 57).

Extra Damage Dice: Dice that are added to the damage value of a successful attack. These are abbreviated as + X ED, with X being the number. For example, a laspistol has a damage value of 7+1ED, meaning you roll one Extra Damage dice and add the Icons from that dice to the damage value of 7 for your total.

Penalties: Unless otherwise noted, penalties always add to the Difficulty Number. These are abbreviated as +X DN, with X being the number. Long range, for example, adds to the target's Defence. This raises the DN of the shot by 1. Penalties never subtract dice from the pool but instead only add to the DN.

Example: *Jordan is attempting to make a Willpower test for his character to resist a rogue psyker from infiltrating his mind. Jordan assembles a dice pool equal to his character's Willpower for a total of 6 dice. The Game Master sets the Difficulty Number at 3, but they add a penalty of 1 due to the corrupting effect of the ritual surrounding the character. Jordan rolls the dice, gaining the following results:* , , , , , *and* . *Jordan has four Icons; since the DN is set to 4, the test is successful. Jordan's character manages to resist the cultist's psychic intrusion, but only just.*

Combined Actions

Sometimes a character may wish to assist another when performing a difficult task; this is called a **combined action**. During a combined action, one character is the "**lead**" and the others are the "**assistants**." Assisting characters nominate a skill to use that is appropriate to the task; this skill need not be identical to the lead skill, but the Game Master has the final say as to which skills are appropriate for any given task. Depending on the circumstances, the GM may rule that some

characters may not be able to participate (for example, if some characters are in an entirely different location).

Once all assistants have declared the skills they will use, the GM sets the DN for the tests (this may be different DNs for different skills at the GM's discretion), and the assisting characters then make a skill test based upon the action being attempted. If the test is successful, then the lead character may add 1 bonus dice for every assistant that passes their own assist test. Assistants do not use Wrath dice for this test. Exalted Icons from an assistant's test may be shifted to the lead as bonus dice (one bonus dice per shift, up to the limit for the Tier) or donated as Glory (up to one per test) as normal.

Example: *Dan's character attempts to manually override a blast door's controls to seal it and slow down the Genestealer advance through the ship. He breaks open the control panel and begins to try and override the security protocols, which requires a Tech (Intellect) test according to the Game Master. The rest of his warband rush to the door and use their brute force to try and manually force the doors closed. The Game Master decides to treat this as a combined action and asks the heroes trying to close the door to perform a Strength test (DN 3). Two of the three heroes succeed and so pass a dice each to Dan who adds the additional dice to his pool for the Tech (Intellect) test.*

Another hero in the warband attempts to use a Scholar test, reasoning that giving Dan's character some context for the ship's command structure could help him override the security. The GM sets this Difficulty Number at 5, since the ship is very old and information about its construction would not be easily recalled. The hero succeeds (+1 dice) and is able to shift one Exalted Icon as well (+1d), adding a total of two dice to Dan's pool.

Opposed Rolls

Sometimes two characters try and perform actions that directly oppose each other. When this occurs, it is called an **opposed roll**. Both characters roll their respective tests; the one who scores the greatest number of icons is declared victorious whilst the other fails in their attempt.

Anything that would raise the difficulty for the player character is instead bonus dice to the opponent, and vice versa. If there is a tie, the victory goes to the side that initiated the situation that caused the opposed test; thus, if one character attempts to grapple another and the opposed Strength roll is a tie, the character who began the grapple is considered the winner.

Example: *Simon's Space Wolf Scout challenges an NPC Ogryn to an arm wrestling match, the winner getting a cask of Fenrisian Ale. The Game Master decides opposed Strength rolls should decide this contest. Simon gathers his dice pool and manages to roll three Icons and one Exalted Icon. The Game Master rolls for the Ogryn and gets two Icons. Simon lets out a cheer as his Space Wolf Scout wins the opposed roll and claims his prize.*

Later, Simon's Space Wolf Scout is attempting to convince an Eldar Farseer to assist the warband, opposed by an Eldar Corsair arguing against him. Both are using Persuasion tests, but the GM rules that Simon has a +2DN penalty to his roll due to his status as an outsider. Since this is an opposed roll, the +2 DN penalty instead becomes a +2d bonus to the Eldar Corsair's Persuasion roll.

Rounding

For any circumstances in which a number would need to be rounded to the nearest whole, always round up.

Test Flowchart

1. **Assemble dice pool:** Bring together a number of dice equal to the attribute (or attribute + skill) necessary for the test. Any bonus dice for the test are included in this pool.

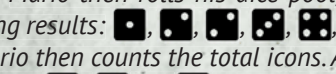
2. **Roll and count icons:** results of 1, 2, or 3 are failures; results of 4 or 5 equal 1 icon; results of 6 are exalted icons and count as 2 icons.

3. **Compare icons to Difficulty Number:** Take into account any penalties to the DN.

4. **If successful, shift any exalted icons for additional effect:** Only exalted icons may be shifted, and you must maintain enough icons in the dice pool to equal or exceed the DN.

5. **Check Wrath Dice result:** Resolve any Complications, Glory, or Critical Hits.

Example: *For Step 1, Mario's character is about to make an Awareness test (DN 4). Mario assembles a dice pool equal to his character's Intellect rating plus the rating of the character's Awareness skill, for a total of 6 dice. The character possesses an Auspex, granting +2 bonus dice to Awareness tests, so Mario adds those as well, for a total of 8 dice.*

Step 2: *Mario then rolls his dice pool, gaining the following results:*  , *and* . *Mario then counts the total icons. Any dice with a result of* , *or* *are discarded. The dice with a result of* , *and* *generate 1 icon each, and the dice with the result of* *generates an exalted icon (counting as 2 icons). Thus, the total icons for the test is 5.*

Step 3: *Mario compares his total icons (5) to the Difficulty Number of the test (4). Because Mario has a number of icons greater than the DN, his character succeeds at the Awareness test. If Mario's character had been heavily wounded (suffering a +2DN penalty), the DN would have been 6, and the test would have failed.*

Step 4: *Having succeeded at the Awareness test, Mario may now shift any exalted icons for bonus effects. Mario has enough icons to succeed (5), but he cannot shift his exalted icon, because doing so would reduce the number of total icons to 3, which is lower than the test's DN. If Mario had an additional exalted icon, he could then shift it from the dice pool to gain additional benefits (see page 55).*

Step 5: *Mario now knows his character has succeeded at the Awareness test. Looking at his Wrath Dice, it is a result of a 6. This means that Mario has generated a point of Glory for the group's Glory pool (see page 60). If Mario's roll had been an attack roll, a result of a 6 on the Wrath Dice would indicate a Critical Hit (see page 223). If Mario had rolled a 1 on the Wrath Dice, it would mean that a Complication occurs (see page 232).*

Types of Tests

When a test is required to overcome a challenge, consult the following definitions.

Attribute Tests

Sometimes the character must make a test using only a specific attribute without a complimentary skill. For example, a character wishing to bash open a locked door would need to pass a Strength test. The Game Master should take note that attribute tests are often more difficult than other tests, because there is no skill added to such a test.

Corruption Tests

The insidious forces of Chaos lurk nearly everywhere in the galaxy of ***Warhammer 40,000***. To pass a Corruption test, a character uses their Conviction attribute. See page 364 for full information on Corruption and Corruption tests.

Fear Tests

A character confronted by a horrifying encounter or a creature that causes fear or terror may have to make a Fear test. To do so, the character rolls their Resolve. See page 230 for more details on fear, terror, and Fear tests.

Skill Tests

Whenever a character is called upon to make a skill test, they roll the appropriate dice pool for that skill (skill + attribute).

Interaction Skills and Interaction Tests

Certain skills are applicable to social scenes—these are called interaction skills, and tests that use them in a social situation are called interaction tests. Skills that belong in this category include:

- Cunning
- Deception
- Intimidation
- Persuasion

Certain other skills, such as Tech when used amongst members of the Adeptus Mechanicus, may also apply as interaction skills at the Game Master's discretion.

Interaction Penalties and Skills

Penalties to Interaction tests do not apply to Intimidation unless the Game Master deems the circumstances require it.

Attacks

When making an attack roll, the character must attempt to roll a number of Icons equal to or greater than the target's Defence—a number representing how difficult it is to hit the character.

Melee Attacks: Melee attacks are close-combat attacks performed with melee weapons, including swords, axes, hammers, daggers, or any natural weapons like claws, fangs, or spikes. You must be engaged with your opponent to make a melee attack (see Engaged on page 218). Melee attacks require a Weapon Skill test.

Ranged Attacks: Ranged attacks require the use of a ranged weapon or ranged ability. When using a ranged attack, you can shoot at any target that is within line of sight and within the weapon's maximum range (see Range on page 218). Ranged attacks require a Ballistic Skill test.

Psychic Attacks: Some psychic powers are direct attacks against an opponent's body or mind. When making a psychic attack roll, the roll to activate the power must generate a number of Icons equal to or greater than the target's Defence. Any shifted Exalted Icons may then be used to enhance the psychic power's potency (see Psychic Powers on page 185). Unless otherwise stated, psychic attacks require a Psychic Mastery test.

Shifting

When you roll a test, take note of any results that are Exalted Icons (the result when a '6' is rolled). Set aside dice granting Icons and Exalted Icons until the required Icons are in place for the test to beat the Difficulty Number and succeed. You may then move any remaining Exalted Icons for additional bonuses; this is called a "shift." The effects of these bonuses depend on the type of test. Alternatively, you can bank the shifted dice to add Glory (see Glory on page 60).

You may only shift Exalted Icons if you have enough Icons in your dice pool for the test to be successful. If you roll an Exalted Icon on the Wrath Dice, you still gain the other benefits of doing so (such as gaining a point of Glory and activating a Critical Hit in combat), even if you shift the dice.

Example: *Daniel is attempting to make an Athletics (Strength) test for his character as he attempts to leap from a gantry in a manufactorum onto a nearby walkway. He assembles a dice pool equal to his character's Athletics and Strength for a total of 7 dice. The Game Master sets the DN at 3. Daniel rolls his dice for a result of* , , , , , , *and* . *He has two Icons and two Exalted Icons; since three Icons are required to pass the test successfully, Daniel must use one of the Exalted Icons. He may then shift the other Exalted Icon to receive an additional effect.*

Using Shifts

The player can use shifted dice to gain various benefits. If the test was an attack roll, the shifted dice become Extra Damage dice (see Damage on page 226). For other kinds of tests, the shifted dice can be spent to gain varying effects, such as additional information, completing a task faster, or making a better impression during a social encounter. Whilst the GM often narrates the effect of spending a shift, which dice are shifted and what they are shifted for is entirely up to the player's choice.

Uses for Shifted Dice

The GM should work with the players to create interesting ways to spend shifts in a scene. Any opportunity to advance a character's personal storyline or the campaign's story, interact with the environment in an interesting way, or otherwise take advantage of possibilities in the scene are all great uses. Some examples of ways to spend shifts are outlined below:

- **Gain Information:** Each shift spent may either get one answer to a question or provide a piece of information that would otherwise be difficult to discern.
- **Improve Quality:** Making forged documents more convincing, ensuring that you've convinced the Imperial Navy commander to lend aid, or increasing the effects of your impassioned speech upon an Eldar Farseer—these are examples of spending shifts to improve the quality of a task.
- **Improve Speed:** Each shift spent may increase the speed of a given task. The Game Master should determine an appropriate interval of time (5 minutes, one hour, one day, etc.) based on how long the original task would need to be completed. Each shift spent to increase speed reduces one interval of the required time. A task that ordinarily requires 15 minutes could be completed in 5 minutes after two shifts are spent, or a task that requires six hours may be finished in only two after spending four shifts.

Example: *James' Tech-Priest is confronted with a sealed door leading into the depths of an ancient data-vault. James rolls a Tech test to unlock the door, using his character's Intellect of 5 and Tech skill of 4, meaning that he has a dice pool of 9. The GM determines that the machine-spirit of the data-vault's door system is old and cantankerous, setting a DN of 5 to succeed. James rolls and gets three dice with a result of , two dice with a result of , and three with a result of (the Wrath Dice is a result of , adding no Icons). James can shift all three of his 6's—the Exalted Icons—to the effect of his roll.*

James wants to use these shifted dice to gain more information from his test. The GM decides that the Tech-Priest learns three important facts—one for each shifted dice. The Tech-Priest discovers that the data-vault has been accessed previously, that it was opened no more than six hours ago, and that xenos technology was involved in the breach—something that would be normally be difficult to detect.

Shifting for Extra Damage

When you shift Exalted Icons as part of an attack, the shifted dice become Extra Damage dice. Extra Damage dice are rolled as part of determining damage (see page 226).

Adding Glory

A single shifted Exalted Icon per test can also be banked for later use by other characters by placing it into the group Glory pool. The shifted Exalted Icon creates one point of Glory for the group to use as they see fit. For more on Glory see page 60.

Buying Success

Sometimes, a situation may call for a character's particular skills but there is no drama or consequence for failure. When a hero is faced with such a task, the player may choose to "buy success" rather than rolling. In this circumstance, the player adds up the total dice pool necessary for the test, divides the pool in half, and uses the result as the number of icons he would generate.

The Game Master is the ultimate arbiter of whether a situation is appropriate for a character to buy success instead of rolling. Buying success may avoid a complication, but it never awards glory. Similarly, buying success should only ever

come into play when the task is necessary but the risks for failure are low. Often, buying success is an option when a skill test is required for the scene to progress, but rolling would slow things down.

The maximum icons a hero may buy are equal to the game's Tier x2.

Example: *Hansreiner's character, Virgil, is faced with investigating a series of scrolls to locate a particular route through the hive city. The GM has deemed that rolling dice in this circumstance is not necessary, but success would allow the warband to reach their destination faster. Therefore, Hansreiner assembles Virgil's Investigation skill dice pool for a total of 12. The game's Tier is 3, therefore Hansreiner can buy success—12 dice, divided by 2, equals 6 icons, the maximum he is allowed to gain at the campaign's Tier.*

Escalation Tiers

The galaxy is a dangerous place, and not all that dwell within it are created equal. A warband can consist of all manner of colourful characters—it could be a band of pirates brought together from all walks of life and various races, or it could be a battle-hardened team of Astartes from the Deathwatch. No matter what kind of characters you choose to play, the Game Master will be able to ensure that the game always remains challenging and rewarding.

Wrath & Glory uses an Escalation Tier of difficulty levels. Every character archetype is given a Tier level based upon their equipment, skills, and attributes. Tier 1 includes characters like underhive gangers and newly recruited Imperial Guardsmen, while Tier 3 includes Space Marines and Eldar Warlocks. Once your Game Master knows what characters will be used, they can reference **Table 2-2: Escalation Tiers** to calculate what difficulty will be best and what that means for the gameplay.

The Escalation Tier dictates the number of bonus dice you can receive, and the difficulty increase that can be applied to tests. These modifications are capped based on the Tier being played. Thus, any additional bonus dice beyond the maximum are lost. Any penalties beyond the maximum are ignored, and characters may not take actions that would incur a penalty beyond the maximum.

Resources: Getting Started

Here are some helpful notes to assist you in play:

Campaign Cards: Each player begins a session with 1 Campaign Card.

Wrath: Each character begins a session with 2 Wrath (Unless they have a talent or ability that modifies this).

Glory: The glory pool starts at 0 for the group at the beginning of the session.

Ruin: The Game Masters begins with a number of Ruin in his pool equal to the number of players.

Table 2-2: Escalation Tiers

Escalation Tier	Maximum Bonus Dice	Maximum Penalty Increase
1	+4	+4
2	+5	+5
3	+6	+6
4	+7	+7
5	+8	+8

Example: *Mario and Sarah are taking part in a Tier 2 campaign. The maximum bonus dice for Tier 2 are +5, and the maximum DN penalty is +5. Sarah's character has gained a total of 4 bonus dice to her melee attack roll (one for charging, two from her master-crafted weapon, and one from her Hatred talent). If Sarah chooses the All-out Attack combat option (see page 221), she would normally gain +2 bonus dice. However, this would exceed the maximum for Tier 2. Therefore, she can still take the option if she wishes, but she only gains one additional bonus dice.*

Mario's character has been heavily wounded (+2 DN penalty) and is hindered (see page 231, +1 DN penalty). Mario chooses to have his character take a multi-action this round to reload his weapon (one

action) and fire (another action, at a +2 DN penalty). Mario cannot choose the Called Shot combat option (see page 221), because it would add a minimum +2 DN penalty, which would exceed the maximum for a Tier 2 campaign. If Mario's character were to suffer any additional DN penalties, they would be ignored since he is already at the maximum for the Tier.

The Wrath Dice

Wrath & Glory is filled with heroic moments and epic action. Each test feels important, and each dice roll matters because it can directly influence future rolls and outcomes. All of this dramatic tension is enabled by the Wrath Dice.

For the majority of tests and activities—including attack, attribute, corruption, fear, and skill tests—one of the dice in your dice pool counts as the Wrath Dice. This dice should be a different colour or size from the other dice to help it stand out. If for some reason you are only rolling one dice for a test, then that one dice is the Wrath Dice. Certain other rolls, such as Extra Damage dice (see Damage on page 226) or soaking (see Soaking on page 227), do not use the Wrath Dice.

The Wrath Dice result can be beneficial or detrimental, depending on the result. When you roll a result of a on your Wrath Dice, you gain a point of Glory (see Glory on page 60) and score a Critical Hit in combat (see Critical Hits on page 223). On a result of a 1, a complication is added to the scene instead. These complications are negative outcomes that impact the scene or the character directly (see Complications on page 58 and Combat Complications on page 232).

It's important to note that complications and gaining Glory on the Wrath Dice occur regardless of whether the test succeeds or not.

Wrath Dice that result in a complication are separated from the rest of the dice pool, and are not re-rolled if a Wrath Point is spent to re-roll failures (see Wrath on page 59). When a result of 2 or 3 is rolled on the Wrath Dice, it can be re-rolled along with other failures if a Wrath point is spent.

Wrath & Trivial Tests

If a Game Master decides that a test is too simple, easy, or trivial for such mighty heroes as the player characters, then they may opt to not allow Glory to be gained by rolling a 6 on the Wrath Dice. This is designed to ensure that Glory cannot be accrued rapidly and in quick succession by heroes performing a lot of minor or menial tests.

NPCs and Wrath Dice

Threats and other NPCs also roll a Wrath Dice for all their tests, though they do not earn Glory. In general, Troop-level threats do not suffer complications and do not inflict Critical Hits based on the result of the Wrath Dice. Elites and Adversaries, however, follow the same rules as heroes. For more information on NPCs and their mechanics (see Characters and Threats section on page 207).

Complications

Whenever a player rolls a complication, this acts as a narrative prompt for the player and the GM to work together to add something to the scene. The purpose of a complication is never to punish a player for bad luck; instead, it is an opportunity to add unexpected drama to the scene. Ideally, the complication should add something to the scene that involves the character's story in some way. The character's concept and background provide fertile grounds for inventing complications.

Complications and Outcomes

Typically, a complication means that the action involving the test you rolled has a cost for your character. That cost can be represented by many things, ranging from something minor in the environment changing for the worse (yes, you spot the orks waiting in ambush—but it turns out they're also behind cover!) to a detrimental plot twist (you successfully pick the lock on the ship's entryway—but on the other side is an active cyber-mastiff!).

You can think of a complication as a modifier to the original result of your test. Complications add a new layer to the old idea of dice deciding success or failure. With a complication, the dice may answer the question of "did you succeed?" with "Yes, but…" (on a successful test with a complication) or "No, and…" (on a failed test with a complication). Complications mean that tests in ***Wrath & Glory*** have a larger spectrum, meaning that you have not only success and failure, but you also can have a partial success, or a failure with an additional consequence. For additional thoughts on consequences of failure, see Fail-forward on page 63.

If it is difficult to think of anything appropriate to the scene, the players may elect to give the GM a Ruin instead. Ruin gained in this manner may allow the GM to exceed the normal maximum gained per scene or per round in combat. For more information on Ruin see page 60.

Wrath Points

Characters in ***Wrath & Glory*** may affect the outcome of any test they make using Wrath Points (abbreviated simply as Wrath). Wrath represents a hero's inner fire, their resolve, their determination to succeed, or their anger at the universe for daring to oppose them.

Heroes start with 2 Wrath Points at the beginning of each session. Wrath does not carry over from one session to the next, so use it or lose it!

Spending Wrath

During a test, you may spend a Wrath point to gain one of the following effects:

- **Re-Roll Failures:** You may spend one Wrath point to re-roll failures on the character's current test. You may use also this option to re-roll failures on the damage dice for a successful attack. This re-roll only affects failures, meaning dice with a result of 1, 2, or 3. **This re-roll is limited to once per test or damage roll**. Complications on the Wrath Dice (see page 58) may not be re-rolled.

- **Restore Shock:** You may spend one Wrath point to restore 1D3+3 shock. Wrath may not be spent for this effect if the character is unconscious. **This is limited to once per round and counts as an action.**

- **Improve a Defiance Check**: You may spend one Wrath point to gain a bonus on a Defiance Check (see Defiance Checks on page 228).

- **Narrative Declaration:** You may spend one Wrath point to add a minor narrative element to the current scene or action. The Game Master has the final say, but is encouraged to incorporate this element to the benefit of the story and the fun of all involved.

Example: *Melissa and her warband are attempting to escape from a fortress. They reach a large hangar—their only way out—and they need some way to signal the waiting Arvus lighter to pick them up. Melissa spends a Wrath point and then states that there is a refuelling point with barrels of promethium stacked near the hangar door. The GM agrees, and Melissa then fires her lasgun into the barrels, lighting them on fire to create a beacon for the lighter to land and retrieve her warband.*

Gaining Wrath

While players start every session with a fixed number of Wrath Points, more can be earned through the following methods:

- **Good Roleplaying:** Memorable, exciting, and active role-playing in accordance with the character's nature should be rewarded with Wrath.

- **Accomplishing Objectives:** Each character's archetype provides a list of Objectives, and players may add their own. Once per game session, the player earns one Wrath when the character achieves one of their Objectives. (See Objectives on page 102.)

- **Campaign Cards:** Some campaign cards provide Wrath when they are played (amount varies per card).

Ultimately, the GM decides when Wrath is awarded and for what. The three methods above are not the only reasons why a GM could decide to award Wrath, but they are likely to be the most common.

Glory

Glory is a representation of the heroes' will to win, their collective determination and resolve, and a general drive to overcome the challenges in their path. Glory is a group resource and does not belong to any one player; rather, it belongs to the group as a whole.

Glory is used to empower the warband to aid them in striving for greater feats of heroism, and to aid them in overcoming more dangerous challenges, and terrifying adversaries. Glory is unique in that it is a warband resource, not an individual character one. Every character can use Glory, but the pool is finite; every time it's used, there is less to use going forward.

Gaining Glory

The players begin each session with 0 Glory in the pool. Glory increases whenever a player shifts an Exalted Icon (limit of one per test) into the Glory pool.

Glory has a maximum capacity of either 6 or the number of players plus 2, whichever value is higher. Once Glory is at the maximum amount, any further Glory generated is lost.

Using Glory

Glory can be spent to add several additional benefits to any given scene. The Game Master should always consider working with players who have ideas for other ways to spend Glory on the events of the current scene. When spending Glory, declare in advance how many Glory you wish to use from the pool, then deduct that amount, then resolve the effect.

Some example methods to spend Glory include:

- **Increase Dice Pool:** Glory may be spent to add bonus dice for any test. Each Glory spent increases the number of bonus dice by one. This option may only be used after the initial roll and any re-roll of failures using Wrath. The bonus dice granted by this option may not exceed the limit of bonus dice per Tier (see page 80) and may not be re-rolled. You may only use this option once per test.

- **Increase Damage:** Glory may be spent to increase the damage of a successful attack. Each Glory spent adds 1 to the total damage value. You may spend as much Glory as you wish to increase the damage, but this option may only be used once per damage roll.

- **Increase Severity of a Critical Hit:** Each Glory spent improves the critical effect (see page 223).

- **Seize the Initiative:** Players can spend a point of Glory to Seize the Initiative during combat (see Initiative on page 205).

Spending Glory and the Group Dynamic

Each group interacts in different ways with each other during the game. It is best to find what works for your individual game when it comes to spending a group resource like Glory. Players should try hard to avoid situations where one player dominates the spending of a resource when everyone in the group contributes. Communication is almost always ideal to help work out a method of spending Glory that meets your group's expectations.

If you're in doubt about spending Glory, just ask, "Does anyone mind if I spend some Glory on this?"

Because there is a limit on the amount of Glory that can be held in the Glory pool, it is often a really good idea to spend some Glory so that the other players can bank more during their turn! Nothing is worse than seeing Glory go to waste.

Ruin

Ruin is a resource possessed by the Game Master only. It can never be acquired or used by player characters. Ruin is the Game Master equivalent of Wrath and is used in a similar fashion to bolster threats and add complications. It might represent the nefarious Dark Gods of Chaos exerting their will upon the galaxy, or the machinations of an ancient xenos psyker harnessing the strands of fate to alter the present.

Ruin can be earned during play just like Wrath. The Game Master can spend Ruin to help keep players on their toes, add more dramatic tension to an encounter, or to simply power up a major antagonist to really give the players a fight to remember. The versatility of Ruin is as limitless as the Game Master's creativity.

Traditional Results

Not every player is comfortable narrating the results of their actions in the manner described for many of the mechanics in ***Wrath & Glory***. Some players find this intimidating, particularly those who are new to roleplaying in general. Others may feel that it ruins the immersion by making them think like a writer or narrator. Some players simply do not want to come up with narration for every complication; all they wish when they roll the dice is to determine success or failure. There is nothing wrong with any of these outlooks.

If you wish, you may adjust the style of play in ***Wrath & Glory*** to use a more traditional framework of mechanics by using the options below. You may also mix and match any of the presented options to best suit your group's tastes. For more traditional results, consider the following options:

- Complications award Ruin (up to the maximum per scene or round) but do not involve any other narrative effects.
- In combat, use the Complications Deck exclusively, but do not involve any other narrative effects.
- The GM is the sole interpreter of the results of shifted dice (shifted dice on attack rolls still add Extra Damage as normal).
- Do not use the narrative declaration feature of Wrath.

Starting and Maximum Ruin

At the beginning of a session, the Game Master gains a number of Ruin equal to the number of players. This is also the maximum amount of Ruin the Game Master may possess during the game. The GM discards any Ruin gained when the pool is at its maximum. Just like Glory, Ruin is use-or-lose!

Ruin, like Wrath, does not carry across sessions. You either use it during play or lose it at the end. Every play session sees your Ruin pool replenished to its starting amount.

The flow of Ruin is quite different from that of Wrath, in that the players are likely to try and prevent the Game Master from gaining any Ruin. Ruin is intended to be used sparingly and shouldn't increase greatly during a game session, unless the players are having particularly bad luck. Game Masters should always allow players to know how much Ruin is in their pool.

Gaining Ruin

During the game, the Game Master may acquire more Ruin through the following methods:

- **Corruption Tests:** Whenever a player fails a Corruption test, the GM gains 1 Ruin.
- **Fear Tests:** Whenever a player fails a Fear test, the GM gains 1 Ruin.
- **Wrath:** Whenever the GM rolls a 6 on the Wrath Dice, the GM gains 1 Ruin.

Spending Ruin

The Game Master may spend Ruin to do any of the following actions:

- **Activate Ruin Abilities:** Many NPCs possess special abilities that activate or improve when the GM spends Ruin.
- **Interrupt the PCs:** Normally, the Initiative Order says that one of the player characters acts first in any given combat. A Game Master may spend a Ruin for one of his NPCs to act first instead. Once he has interrupted the PCs, the GM must allow a player character to act next.
- **Seize the Initiative:** The Game Master may spend Ruin to Seize the Initiative (see Initiative on page 205), costing one Ruin to do so. The GM may not Seize the Initiative more than once per turn.
- **Re-roll Failures:** The GM may spend one Ruin to re-roll failures on any test for an NPC.
- **Restore Shock:** The GM may spend a Ruin to restore 1d3+3 of one NPC's Shock. Doing so counts as an action for that NPC.

- **Soak Wounds:** The GM may spend a Ruin to soak damage (see Soaking on page 227). This option is only available for Adversaries, Elites, and Monstrous Creatures; it is not available for Troops.

Ruin, Adversity, and Narrative

Ruin should never add narrative elements to a scene; the GM can always do that anyway at their discretion. Ruin is a resource that should be spent for mechanical effects rather than to make things objectively worse for the heroes. Ruin is best used to escalate a situation already present in the scene, making the threats more challenging, and highlighting the darkness and the corruption of the 41st Millennium.

Personal Ruin

In some rare cases, a specific NPC may have their own Ruin as a resource separate from the GM's Ruin pool. This is called "personal Ruin," and it is tracked separately from the GM's Ruin pool. Much like Wrath, personal Ruin can only be spent for the benefit of the owning NPC.

The High Lords of Terra and Rogue Traders

Although ultimate authority in the Imperium now resides in the hands of Roboute Guilliman, its Lord Commander, executive power is not his alone. As has been the tradition for thousands of years, a council of High Lords, also known as the Senatorum Imperialis or the High Lords of Terra, helps guide the course of the Imperium. Usually twelve in number, these vaunted individuals come from a variety of backgrounds, and the exact composition of the council frequently varies. Some seats have remained filled for nearly the whole history of the Imperium, such the Fabricator-General of Mars, the Paternoval Envoy of the Navis Nobilite, or the Inquisitorial Representative. Others are installed as situations demand, remaining only as long as the holder of the seat can prove their worth and relevance. Regardless of the nature of their appointment, while they sit as High Lords of Terra, these men and women wield incredible power, and by their will and word can change the fate of not merely worlds, but whole systems and sectors.

The authority of the Senatorum Imperialis takes many forms. At the most basic level, each of the High Lords is charged with oversight of a prominent branch of the Imperium and the Adeptus Terra, and wields tremendous personal authority through this station. What cannot be accomplished through the authority of one Lord is a matter for the council itself, and such matters are generally of galaxy-shaking import. However, when the High Lords act in concert, they wield the might of the Imperium itself. Discord among them is not unheard of, but it is both rare and frequently brief. The absolute authority of a High Lord over their respective domain makes negotiations with their peers simple, as they have all but unlimited resources to offer one another where necessary.

The authority of the Senatorum Imperialis is absolute throughout the Imperium, but beyond the systems controlled by humanity, there is little recognised law. To this end, the High Lords sometimes empower individuals as Rogue Traders, explorers who are authorised to act with the Emperor's voice when out in the reaches of wilderness space. The office of Rogue Trader and its accompanying privileges are enshrined in a document called the Warrant of Trade, which details the exact powers and duties of a given Trader. Some Warrants are millennia-old, with the most ancient and hallowed having passed from bearer to bearer since the Great Crusade, having been issued by the Emperor himself.

With the threat of the Great Rift and the loss of the systems in the Imperium Nihilus, Rogue Traders have both incentives and pressures like never before. Exploration and expansion of the Imperium have always been priorities, but not since the Emperor first launched the Great Crusade has there been so much lost territory to recover. Among Rogue Traders, rumors circulate of the vast riches and status that would be awarded to the explorer bold enough to chart a stable route through the Great Rift, or to bring back lost tithes from the Imperium Nihilus. To date, none have succeeded in such grand ambitions, but the High Lords find it valuable to allow them to make the attempt. If even one Trader should eventually succeed, they would have won a great victory for humanity.

FAIL-FORWARD

Back on page 48, it is mentioned that ***Wrath & Glory*** is a game where failure matters.

In a roleplaying game, failing a test is something that is going to happen with some regularity. Players have resources at their disposal (Wrath and Glory) to succeed, they can make great plans to tip the odds in their favour, and sometimes the dice will simply love them. However, there are also times when luck seems to desert your players, when their plans do not quite go as expected, or when they are depleted of their resources... resulting in failure.

The concept of "Failing forward" for ***Wrath & Glory*** hinges on two main elements:

- Failing a test should not bring the action to a halt.
- Failure should have interesting consequences.

Failure can be interesting, and continue to drive the game forward, as long as the result does not equal "nothing happens."

As the Game Master, try to narrate failure in your campaign as something interesting occurring in the scene. Resist the temptation to "just let the other players roll until someone succeeds." This leads to an expectation of inevitable success, and takes up valuable playing time just rolling dice to achieve an outcome you can create from the first roll.

The three main pillars of roleplaying are combat scenes, investigation scenes, and social scenes. Failing a test in combat already has consequences – you miss the opponent, take additional damage, or put others in danger. Failing a test in an investigation, however, should not mean that your characters simply miss the clue or do not advance towards uncovering the mystery. Similarly, failing a test in a social situation should not mean that the characters are shut out or shunned arbitrarily.

Failing-forward does not mean "you always succeed." In fact, it can mean that there are enormous risks for failing. What it does mean is that the outcome should not be boring.

Here are some suggestions on how to make failure interesting, and still have consequences for the players:

- **Succeed with a Cost:** Failing a test in a social situation might result in a loss of respect for the characters involved, resulting in temporarily costing a point of **Influence** (see page 264). Similarly, an NPC might demand a service or resource in return for their aid, costing the characters a point of **Wealth** (see page 267). In an investigation scene, failing a test might mean that the characters alert their prey, awarding the GM a point of **Ruin** (see page 60), or costing a point of **Glory** (see page 60) to continue without raising the alarm.

- **Game Consequence:** Tie the failure into a game penalty or something to do with the character's gear. Failure could mean the equipment breaks down or is lost. It could also mean that the characters suffer a penalty for the rest of the scene in a social situation (typically +2 DN).

- **Story Consequence:** Introduce a new obstacle that the characters have to overcome, or the failure means that the characters lose valuable time. Often, the best consequences having to do with story involve the individual characters' backgrounds, goals, and beliefs.

- **Raise the Stakes:** Failing a test while trying to cover ground in a dangerous environment might cause the characters to suffer Shock or even Wounds. Similarly, a failed test at the wrong time might mean that more enemies are aware of the characters' location, or that the battleground or ambush coming up later is that much more dangerous.

These suggestions are just that – each table and each group have their own particular playing style. If your group prefers to play with the risk of absolute failure, or if the consequence of failure is something far more appropriate to the particular scene or campaign, go with what works for you and your players.

Character Creation

"When your company has a Basilisk, every problem looks like a crater."

–Talon Gunner

In a game of ***Wrath & Glory***, players collectively imagine a journey through the ***Warhammer 40,000*** galaxy. The Game Master usually takes the lead in deciding what area is explored, but the players choose whose perspective they use. This can vary quite a bit, from Space Marines defending against an Ork raid, to a Rogue Trader investigating the rise of a cult that may be in league with the Dark Gods, or even to the Eldar discovering ancient mysteries on a long-abandoned world. In each option, the characters and the environments lead to very different stories. Those changes in viewpoint help to make each adventure unique for everyone participating.

Before playing a game of ***Wrath & Glory,*** every player needs to have a player character or "hero." A roleplaying session is a bit like an improvisational play. The protagonist, or hero, is the role that each player portrays during the game session. (Except for the Game Master, who sets the scene, narrates some events, and portrays ancillary characters, or Non-Player Characters.) Throughout each adventure, players control their own characters, and must act in accordance with their interpretation of the role's wants and needs. This chapter presents the rules for creating a hero.

A longer campaign of adventures is likely to be more successful if every player takes part in creating the characters they choose to portray. Often this can be done after a demonstration and learning session, but some groups prefer to start with creating characters. This has two major benefits.

The most obvious benefit is player agency. When players create their heroes, they can be sure that they get to portray a character who has flaws and merits they find interesting. This can really help players to relate to their character, making it easier to consistently make choices reflecting the character's desires and motivations. A successful campaign can take months or even years to complete, and a compelling hero motivates players to keep coming to those sessions.

The other major benefit to taking part in creating characters is giving players a sense of investment in the heroes they build. This process requires making a lot of choices, most of which have both positive and negative aspects. When a player makes personal choices for a character, they really take possession of it. The selections that the player makes influence the character's successes and triumphs, just as much as the decisions made during an adventure. In the same way that an artist's brand of paints, type of canvas, and style of brush affects the final painting, the process of choosing archetypes, skills, and talents provides the framework for a hero's story.

Character creation works best as a collaborative process. Ideally, the GM and all the players have a discussion both about the style of campaign they want to play and the types of characters it should feature even before character creation begins (this is often called "session zero"). This discussion helps to ensure that the focuses of different characters complement one another rather than coming into conflict. It also makes certain that the heroes are well suited for the types of adventures the GM expects to run.

CREATION SUMMARY

Character creation is a process that moves from the initial idea of a character to a set of numbers, keywords, and rules that reflect that idea. For purposes of game rules, the most important aspect is that each character meets all the prerequisites for their Archetypes and Talents, while remaining within the build point limits and restrictions assigned by the Tier. Of course, characters also need to fit with the Framework that the GM chose for the campaign.

1. Create a Concept to fit the framework (page 83)

Every player needs to have an idea before starting character creation. Ideally, everyone in the game group collectively participates in a discussion about this—possibly by e-mail or text messages—before even starting to build their characters. The important element is that the characters fit with the Framework that the GM has chosen for the campaign. Framework establishes what different Species and Archetypes are available for the campaign. It also sets the Tier, which determines how many points each player can spend creating their character.

*Jean, Sam, Pat, and David all sit down to discuss creating characters for a new **Wrath & Glory** campaign. Pat is the GM, and explains that she wants to have a Tier 3 campaign, focusing on a Tactical squad of Imperial Fists. The players all agree that Space Marines sound like a fun gameplay option. Jean indicates that she would like to play a character who hopes to one day become a Chaplain. Pat agrees that this could offer a good motivation for development, and approves the concept. Because the campaign is Tier 3, Jean has 300 build points to spend on her character.*

2. Select a Species (page 85)

The next step in creating a character is choosing to which species the character belongs. The ***Wrath & Glory Core Rulebook*** includes rules for Humans, Orks, Eldar, Adeptus Astartes, and Primaris Astartes. Each of these has an associated cost in character build points.

Because Jean is creating a Space Marine, she invests her first 100 build points of her 300 total points in selecting Adeptus Astartes for her species. She writes that down in the species box on her sheet. She also notes that the character receives +1 to Strength, Agility, and Toughness. Finally, she writes down the modifiers provided by the different implants under the character's notes section as well as the chapter rules for Imperial Fists.

3. Select an Archetype (page 100)

Every character falls into a generalised archetype. This is simply an overarching set of skills, abilities, and equipment that are integral to specific types of characters. Archetypes may suggest things about a character's motivation and background, but they are rife with exceptions. Each archetype also has a build point cost, which is subtracted from the character's pool of available points. A hero must fulfil all the prerequisites for the archetype selected at the end of character creation. Attributes and skills are purchased in the following steps to meet those requirements. All characters must select an archetype.

To be consistent with the campaign model, Jean chooses the Tactical Space Marine archetype. She verifies that her character meets the Tier 3 requirement, and the Adeptus Astartes Species requirement. She deducts another 50 points (the cost of the archetype and her species means she has now spent 150 out of her 300 points). She then copies down all the information onto her character sheet. She also notes the archetype's prerequisites for attributes and skills down on her character sheet. Finally, she adds her keywords, replacing <Chapter> with Imperial Fists, copies the archetype's wargear onto her sheet, and adds Tactical Versatility to her "archetype ability" section.

4. Purchase Attributes (page 155)

Attributes provide a measurement of a character's various abilities. Seven of these are explicitly purchased with build points, while the remainder are calculated based upon purchased attributes and other factors. A character's base attribute maximums are determined by the campaign's

Tier. A quick-start option for starting attributes—including a set of starting arrays to choose from—can be found on page 155.

Jean knows she needs to have Strength, Agility, and Toughness each at a minimum of 4 to meet her archetype prerequisite. She also knows that her species gives her +1 to each of those. She uses Table 3-11: Attribute Build Point Cost (page 156) to see how many build points it costs for those attributes. She assigns 10 points to each, giving a base value of 3, and a modified value of 4 (30 points spent). She decides that her hero should have 4 in all seven attributes, so she spends another 72 points to reach a 4 in all. She has now spent 252 of her 300 build points.

5. Purchase Skills (page 160)

Skills are fields in which the hero has explicitly undergone training. Mechanically, skills combine with attributes to determine how effective a character is within a field. Not every character has every skill. When a skill is not present, the character can just roll using a dice pool based upon the associated attribute. Characters must have as many skills as the highest skill rating they possess; so, a character who wants to buy a skill at Rating 3 must have at least three skills. A set of quick-start skill options, including some starting skill arrays, can be found on page 162.

Jean's notes show that a Tactical Space Marine must have Ballistic Skill and Weapon Skill at value 3 each. Purchasing each of these costs 6 points, for a total of 12. In addition, to have those skills at 3, her character must have one additional skill. She reviews the skill list and commits to spending 20 points (12 + 6 + 2) and selects Athletics (2), Intimidation (2), Awareness (1), and Scholar (1). She has now spent 272 of her 300 build points.

6. Purchase Talents (page 168)

Talents represent a knack that a character possesses. Many grant characters a special ability, which others cannot undertake. Other talents provide situational benefits to a character. Each talent has an associated build point cost, and may have prerequisite attributes, keywords, skills, or species. Players are not required to select any talents for their characters. The maximum number of talents that may be purchased is limited by Tier.

Jean reviews the talent list and decides that Storm of Death sounds like something her character should have to be more effective in melee. She notes that it requires Weapon Skill 4+, which the Space Marine does not have. She consults the Incremental Build Point Cost *column on Table 3-16: Skill Points Costs (page 162) and spends 4 points to improve her Weapon Skill from 3 to 4—her Tree of Learning (see page 163) supports this already—and then 20 to acquire Storm of Death. She has now spent 296 of her 300 build points. Jean is making a character for a Tier 3 campaign. Looking at the table, she can purchase a maximum of 3 Talents for her character at this Tier.*

7. Select Wargear (page 182)

Characters receive the bulk of their starting equipment from their archetype selection, and at this stage, the player should write that down on their character sheet. Most archetypes include starting weapons, armour and gear; some archetypes offer a choice, and the player should make their selection. Characters also gain one trinket—a small memento they have acquired during their journeys.

Jean reviews the equipment lists and notes that her archetype already provides a primary weapon, secondary weapon, and suit of armour. Jean then rolls for a trinket (see page 327), gaining an unfired bolt round with initials carved on its surface. Deciding that the bolt round is a memento from a desperate battle her character fought just before the campaign began, Jean is now ready to move to step 8.

8. Choose Special Abilities and Background (page 185)

Characters who have special abilities, such as Psychic Powers, may now select the ones that came with their archetype and purchase any additional options with remaining points. After that, characters can select their background. This provides a convenient hook, which helps to define the character. It also provides a situational bonus.

Jean's character does not have any special abilities, so she proceeds to background. She knew from her initial plan that her character would be an Aspiring Imperial Fist Chaplain. She decides that the goal background complements the character's desires.

From the background, she notes that her character receives +1 Glory in addition to gaining +1 Wrath when he accomplishes an Objective.

If players have any remaining build points at this stage, they should assign those before beginning play. In most cases, adding additional skills or incrementing ones previously purchased is the easiest option.

Jean still has 4 build points left to assign for her character. That conveniently works out to one skill at value 1 and another at value 2. She decides that Insight (2) could be useful for a Chaplain. Then, she thinks the challenges of going through training as an Imperial Fist Scout could be a great justification for taking Survival (1).

After a moment's additional thought, Jean decides to give her character the first name Dugan. He now stands ready to stand vigil as a Space Marine of the Imperial Fists Chapter.

Character Creation Summary:

1. Create a Concept to fit the Framework
2. Select a Species
3. Select an Archetype
4. Purchase Attributes
5. Purchase Skills
6. Purchase Talents
7. Select Wargear
8. Choose Special Abilities and Background

Character Creation Tier Restrictions

Tier	Build Points	Base Attribute Maximum	Skill Maximum	Maximum Starting Talents	Max Psychic Powers	Max Dice Pool Bonus	Max Difficulty Penalty
1	100	4	4	2	3	+4	+4
2	200	6	5	3	4	+5	+5
3	300	8	6	4	5	+6	+6
4	400	10	7	5	6	+7	+7
5	500	12	8	5	7	+8	+8

Character Creation Species Info

Name	Build Point Cost	Base Tier	Speed	Attribute Modifications	Species Abilities
Human	0	1	6	None	None
Eldar	10	1	8	+1 Agility	Outsider, Intense Emotion, Psycho-sensitive
Ork	10	1	6	+1 Toughness	Outsider, Orky, Bigger is Better
Adeptus Astartes	50	2	7	+1 Strength, +1 Toughness, +1 Agility, +1 Resolve	Space Marine Implants, Honour the Chapter, Angel of Death
Primaris Astartes	100	4	6	+2 Strength, +1 Agility, +1 Toughness, +1 Resolve, +4 Wounds	Space Marine Implants, Honour the Chapter (Primaris), Angel of Death

Character Creation Archetypes

Archetype	Tier	BP Cost	Description
Adeptus Ministorum			
Ministorum Priest	1	0	A zealous preacher of the Imperial Creed.
Death Cult Assassin	2	20	An agile killer, expressing worship through the art of death.
Crusader	3	40	A holy warrior with unflagging devotion to the God-Emperor.
Adepta Sororitas			
Sister Hospitaller	1	0	A pious healer dedicated to care of both body and soul.
Sister of Battle	2	40	A determined warrior, filled with purity and faith.
Astra Militarum			
Imperial Guardsman	1	0	A disciplined soldier, used to fighting amid multitudes.
Tempestus Scion	2	30	An elite, highly-trained soldier, used to undertaking special missions.
Imperial Commissar	3	50	A fearsome leader, inspiring both dread and respect in great measure.
Adeptus Astartes			
Space Marine Scout	2	20	A stealthy warrior adept at reconnaissance.
Tactical Space Marine	3	50	A versatile warrior, veteran of a hundred battles.
Primaris Marine Intercessor	4	60	A skilled and focused warrior, adept at bringing death at range.
Agents of the Imperium			
Inquisitional Acolyte	1	0	A representative of the Inquisition, adaptable and possessing great potential.
Inquisitorial Adept	1	0	A learned scholar and scribe, adept at navigating bureaucratic obstacles.
Rogue Trader	2	40	An adventuresome and influential explorer with their own space vessel.
Sanctioned Psyker	2	50	Able to focus the warp through their mind, they are blessed or cursed with psychic powers.
Inquisitor	4	70	A bearer of profound Imperial authority, adept at discovering the truth in the shadows.
Adeptus Mechanicus			
Skitarius	2	40	A warrior of the Machine Cult, sturdy and reliable.
Tech-Priest	3	60	A priest of the Omnissiah, able to commune with the machine-spirits.
Scum			
Ganger	1	0	A resourceful and tenacious survivor from the depths of enormous industrial cities.
Scavvy	2	10	A mutant—cast out and reviled—yet their mutations give them power.
Desperado	3	30	A savvy and dangerous bounty hunter, mercenary, and gun for hire.

Character Creation Archetypes, Continued

Archetype	Tier	BP Cost	Description
Renegades			
Cultist	1	0	A disciple of the Ruinous Powers, eager to gain their capricious favour.
Rogue Psyker	2	50	An unsanctioned bearer of psychic powers, wielding the warp's power without discipline.
Chaos Space Marine	3	50	A renegade warrior and death-dealer, a dark reflection of their noble brethren.
Heretek	3	60	A tinkerer, corruptor of machine-spirits, a bearer of the sin of innovation.
Aeldari			
Corsair	1	0	A space-faring pirate of an ancient race.
Ranger	2	30	A wanderer, a scout, and tracker for the good of their people.
Warlock	3	80	A powerful psyker, wielding strictly-guided powers for the Aeldari cause.
Orks			
Ork Boy	1	0	A brutish warrior and thug who believes that might makes right.
Kommando	2	30	A stealthy and cunning warrior who knows how to turn almost any battle to his advantage.
Ork Nob	3	60	A savage warrior and capable leader, using brute force to succeed where others fail.

Archetypes by Tier

Tier 1	Tier 2	Tier 3	Tier 4
Ministorum Priest	Death Cult Assassin	Crusader	Inquisitor
Sister Hospitaller	Sister of Battle	Imperial Commissar	Primaris Marine Intercessor
Imperial Guardsman	Tempestus Scion	Tactical Space Marine	
Inquisitional Acolyte	Space Marine Scout	Tech-Priest	
Inquisitorial Adept	Sanctioned Psyker	Desperado	
Hive Ganger	Rogue Trader	Chaos Space Marine	
Cultist	Skitarius	Heretek	
Eldar Corsair	Scavvy	Eldar Warlock	
Ork Boy	Rogue Psyker	Ork Nob	
	Eldar Ranger		
	Ork Kommando		

Attribute Build Point Costs

Value	Total Build Point Cost	Incremental Build Point Cost
1	0	NA
2	4	4
3	10	6
4	18	8
5	33	15
6	51	18
7	72	21
8	104	32
9	140	36
10	180	40
11	235	55
12	307	72

Tier Attribute Limits at Character Generation

Tier	Base Attribute Maximum	Max BP Spent on Attributes at Character Generation
1	4	100
2	5	100
3	6	150
4	8	200
5	10	300

Traits

Combat Traits	Rating Calculation	Mental Traits	Rating Calculation	Social Traits	Rating Calculation
Defence	Initiative -1	Conviction	Willpower	Influence	Fellowship -1
Resilience	Toughness +1	Corruption	Starts at 0	Wealth	Tier
Soak	Toughness	Passive Awareness	½ Total Awareness		
Shock	Willpower + Tier	Resolve	Willpower -1		
Speed	By Species				
Wounds	Toughness + Tier				

Relative Human Attribute Values

Value	Relative Human Ability
9+	Superhuman: Only alien species or humans enhanced by special powers, Adeptus Astartes gene-seed, or unusual items are capable of such extremes.
8	Exceptional: The best most humans can be.
6-7	Outstanding: Very adept or smart, in top physical shape, very popular.
4-5	High Average: Athletic, intelligent, or amiable.
3	Average: Normal physical shape, intelligence, or likeability.
2 or less	Poor: Unhealthy and weak, uncoordinated and stiff, weak-minded, unlikable.

Base Attribute Maximums by Species

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

Skill List

Skill Name	Associated Attribute
Athletics	Strength
Awareness	Intellect
Ballistic Skill	Agility
Cunning	Fellowship
Deception	Fellowship
Insight	Fellowship
Intimidation	Willpower
Investigation	Intellect
Leadership	Fellowship
Medicae	Intellect
Persuasion	Fellowship
Pilot	Agility
Psychic Mastery	Willpower
Scholar	Intellect
Stealth	Agility
Survival	Willpower
Tech	Intellect
Weapon Skill	Initiative

Skill Build Point Costs

Skill Value	Total Build Point Cost	Incremental Build Point Cost
1	1	1
2	3	2
3	6	3
4	10	4
5	20	10
6	32	12
7	46	14
8	60	24

Talent Limits

Tier	Maximum Starting Talents
1	1
2	2
3	3
4	4
5	5

Tier Skill Limits

Tier	Skill Maximum
1	4
2	5
3	6
4	7
5	8

Tree of Learning: A character must have a number of skills equal to the highest rating skill they possess.

Talent List

Talent	Cost	Prerequisites	Effect
Acts of Faith	40	Adeptus Ministorum, Adepta Sororitas	Grants Faith and bonuses with various options.
Augmetic <Specific Implant(s)>	20+	Toughness 2+	Gain an augmetic or cybernetic implant.
Cybernetic Reconstruction	30	Tier 2+	Does not bleed or breathe. +1/2 Rank to Tech and Soak tests. +2DN to Persuasion tests.
Betrayer	30	Chaos, Devotees	May sacrifice a devotee for Wrath.
Chaos Familiar	20	Chaos	Gains a minion spawned from the warp.
Bombardment	40	Aeldari, Astra Militarum, Adeptus Astartes, Rogue Trader, Chaos, or Ork	Calls in a bombardment once per game.
Counterstrike	30	Weapon Skill 5+	Strike back if you are attacked in melee.
Dedicant	30	One or more ability that grants a bonus at 1/2 Rank	Increase the chosen bonus to +Rank.
Devotees	30	<Interaction Skill> 4+	You gain a mob of Troops as devoted followers.
Dual Wielder	30	<Attack Skill> 4+	May wield two melee weapons or two pistols.
Favoured by the Warp	40	Psyker	May reroll psychic mishaps.
Fearless	30	Willpower 5+	Fearless and immune to Intimidation.
Hammer Blow	20	Weapon Skill 3+	+1/2 Rank ED to any All-Out Attack.
Hardy	30	Toughness 3+	Test Toughness to restore Shock.
Hatred	30	Weapon Skill 3+	+Rank on melee attacks against a chosen keyword; +2DN for non-hostile Interaction tests with that keyword.
Heroic Charge	20	Athletics 2+, Weapon Skill 2+	+1/2 Rank to melee attacks made as part of a charge.
Inspired Blessing	25	Adeptus Ministorum	Chant as a free action to heal Shock in you and your allies.
Legacy of Sorrow	20	Aeldari	No longer suffers from Intense Emotion, +1 Glory when passing a Defiance Check.
Let the Galaxy Burn	20	Chaos	Bonus Glory when you incapacitate an opponent.
Loremaster	30	Scholar 2+	Gain skill bonuses for a specific subject.
Mark of Chaos	30	<Mark of Chaos>	Dedicate yourself to a Chaos God to gain a benefit.
Marksman	20	Ballistic Skill 3+	Aim may reduce Called Shot DN.
Mastered Paths	20	Aeldari, Asuryani	Select a second Background and gain the benefits.
Mob Rule	20	Ork	+Rank to Resolve tests for Ork followers.

Talent List, Continued

Talent	Cost	Prerequisites	Effect
Peer	30	Persuasion 3+	+Rank to Influence and Interaction Skills in social situations.
Primaris Perspective	40	Primaris Astartes	+1/2 Rank to Resolve and Corruption Tests. +Rank to Scholar tests regarding historical events.
Rite of Fear	30	Adeptus Mechanicus	Project cone of fear-causing subsonics.
Rite of Magnometrics	20	Adeptus Mechanicus	Manipulate metal objects without touching them.
Rite of Pure Thought	30	Adeptus Mechanicus	+1/2 Rank to Fear tests and resist Interaction attacks; +1/2 Rank to Investigation tests.
Shootier	35	Ork	Increase Salvo value by ½ Rank.
Sidestep	30	Initiative 3+	Sacrifice move to gain +Rank Defence and +Rank resilience vs. one attack.
Special Weapons Trooper	20+	Ballistic Skill 3+, Imperial Guardsman or Tempestus Scion	Gain a choice of special weapons as standard wargear.
Steel and Doom	30	Rank 3+, Adeptus Astartes	+1/2 Rank bonus damage with Space Marine weapons
Storm of Death	30	Weapon Skill 4+	Reduce DN for Multi-attack in melee.
Superhuman <Attribute>	60	<Attribute> 5+	+Rank to all dice pools that incorporate <Attribute>.
Supreme Presence	30	<Interaction Skill> 4+	May target Rank +1 or one mob of troops without penalty for Interaction attacks.
The Emperor's Light	25	Adeptus Ministorum	Grants Faith and gives bonuses to Corruption tests and Fear tests for you and your allies.
Touched by Fate	30	None	Gain +1/2 Rank Wrath at the beginning of each session.
Trademark Weapon	30	<Attack Skill> 4+	+Rank ED to all successful attacks with chosen weapon.
True Grit	40	Toughness 4+	Ignore the penalty for Lightly Wounded; +1DN for Heavily Wounded. +1/2 Rank to Wounds.
Uncanny <Trait>	40	None	<Trait> increases by ½ Rank.
Unnatural <Skill>	60	<Skill> 4+	Reduce DN modifiers by +Rank for one skill.
Unquestioning Faith	20	Willpower 3+	Grants Faith and provides bonuses to resist psychic powers and effects.

Select Wargear and Trinkets

1. All characters begin play with the wargear provided by their Archetype.

2. All characters begin play with one Trinket.

3. All characters may purchase up to Tier+1 additional Trinkets at the cost of 1 BP each.

4. All characters begin play with three reloads.

Cybernetics and Bionic Reconstruction

Basic bionic implants are common amongst certain cultures in the 41st Millennium. Any character with the Ork, Scum, or Imperial keyword may, if they choose, freely select one bionic reconstruction (see page 183) at character generation.

The player should work with the GM to describe the nature and placement of this bionic reconstruction.

Note that cybernetics and bionics—aside from bionic reconstruction, as mentioned above—are not normally available like other items (see Cybernetics on page 312). To acquire a cybernetic for your character, take the Augmetic Talent.

Pre-Assigned Attributes

Tier	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Attributes	Five attributes at rating 3 Two attributes at rating 2	Three attributes at rating 4 Four attributes at rating 3	One attribute at rating 5 Five attributes at rating 4 One attribute at rating 3	One attribute at rating 6 Two attributes at rating 5 Four attributes at rating 4	One attribute at rating 7 Three attributes at rating 6 One attribute at rating 5 Two attributes at rating 4
Total Build Point Cost	58	94	126	189	294

Attribute Arrays

Attribute	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Strength	2	3	3	4	4
Agility	3	4	4	6	7
Toughness	3	4	4	5	6
Intellect	3	3	4	4	4
Fellowship	3	3	4	4	5
Willpower	2	4	5	4	6
Initiative	3	3	4	5	6

Pre-Assigned Skills

Tier	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Skills	One skill at rating 4 Three skills at rating 3 One skill at rating 2	One skill at rating 5 Two skills at rating 4 Four skills at rating 3 Two skills at rating 2	Two skills at rating 5 Four skills at rating 4 Three skills at rating 3 One skill at rating 2	One skill at rating 6 Three skills at rating 5 Three skills at rating 4 One skill at rating 3 Three skills at rating 2	One skill at rating 7 Two skills at rating 6 One skill at rating 5 Seven skills at rating 4 One skill at rating 3
Total Build Point Cost	31	70	101	137	206

Skill Arrays

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Athletics 2	Athletics 3	Athletics 3	Athletics 2	Athletics 4
Awareness 3	Awareness 4	Awareness 5	Awareness 5	Awareness 4
Ballistic Skill 4	Ballistic Skill 5	Ballistic Skill 5	Ballistic Skill 6	Ballistic Skill 6
Persuasion 3	Cunning 3	Insight 3	Cunning 5	Insight 4
Weapon Skill 3	Intimidation 3	Investigation 3	Deception 4	Investigation 4
	Pilot 2	Persuasion 4	Intimidation 2	Leadership 7
	Stealth 3	Scholar 4	Persuasion 4	Medicae 4
	Tech 2	Stealth 4	Pilot 2	Pilot 4
	Weapon Skill 4	Survival 2	Scholar 3	Scholar 5
		Weapon Skill 4	Stealth 4	Stealth 3
			Weapon Skill 5	Tech 4
				Weapon Skill 6

Finishing Touches: Assets

A character may acquire a number of assets equal to the game's Tier at a BP cost of 1 each.

Finishing Touches: Languages

A character may learn to speak up to three additional languages for 1 build point each.

Psychic Powers Tier Limits

Tier	Maximum Starting Minor Psychic Powers	Maximum Starting Discipline Powers	Maximum Total Psychic Powers
1	1	1	4
2	2	1	5
3	3	2	6
4	4	3	7
5	5	4	8

Backgrounds

Name	Description	Benefit
Accomplishment	You participated in a noteworthy event.	+1 Influence or +2 Wealth
Goal	You are driven to accomplish an important task.	+1 Glory whenever you accomplish an Objective.
Keyword	You have a strong connection or alliance with a group/organisation/etc.	You gain a reliable and trustworthy contact.
Origin	Where you came from is one of your defining traits.	+3 Shock or +1 Wound

Ascension

1. Build the character at their minimum Tier.
2. Purchase at least one Ascension package. You may not purchase the same package more than once.
3. Spend any remaining build points to reach the minimum required for the character's new Tier.

Ascension Packages

Name	Built Point Cost	Prerequisites	Keyword Gained	Influence Bonus	Story Element	Wargear
Stay the Course	New Tier x 10	Minimum Campaign Tier 2+ Required Attributes +1 Required Skills +1	<Wild Card>	+1 Per Tier Ascended	3 Corruption Points OR a Memorable Injury	2 Rare items OR 1 Very Rare item; value is equal or less than 3+ the new Tier
Psychic Revelations	New Tier x 10	Minimum Campaign Tier 2+ Willpower 3+	Psyker	+1 Per Tier Ascended	Gains the Smite psychic Power; + 1 minor psychic power per Tier Ascended; Choose 1 Psychic Discipline, may purchase powers from that selection	None

Each player uses a hero to portray a role through the course of each adventure. That character's personality and background define them every bit as much as their abilities and equipment. Linking disparate elements together through the process of creation defines a hero and turns them into a recognisable person with valuable strengths, interesting weaknesses, and compelling quirks. These disparate elements provide a player with ways to embrace the character's role and the Game Master with ways to draw the character and the player into each scene.

Cooperation

A new player character must be consistent with both the player's preferred style of play and the Game Master's vision for the campaign. If either of these elements mismatch, then the new hero is likely to frustrate both parties. The best way to avoid such complications is to make sure that character creation is a collaborative effort. Ideally, everyone participating in the campaign can sit down and talk over their concepts to make sure that the new characters complement one another and have a basis for interaction. This is the time to identify and resolve major issues that might short-circuit the campaign at an early stage. If one player wishes to portray a zealous Sister of Battle while another wants to play a mutated Scavvy, the two are unlikely to work well together. This is the time to talk through concepts and identify they all fit the campaign, and how they can interact for its duration without constantly coming to blows.

The Warhammer 40,000 galaxy offers a myriad of adventuring opportunities, and ***Wrath & Glory*** provides a means to present many of these different options. At the same time, not all of those work well together within the context of a single campaign. Heroes whose goals are diametrically opposed seldom work well as adventuring partners. Similarly, a Space Marine Captain of the Ultramarines is unlikely to choose an Imperial Guardsman as a battlefield compatriot. The two operate at very different levels within the Imperium's hierarchy, even when they share a common goal. To address these conflicts, ***Wrath & Glory*** offers Tiers and Frameworks as tools to help achieve a degree of parity.

The campaign's Tier establishes the capabilities of starting player characters. This is a numeric value typically ranging from 1 to 5. A Tier 1 campaign features relatively inexperienced heroes just beginning to establish themselves and having constrained resources. A Tier 4 campaign, in contrast, includes heroes who begin play with a much more complete arsenal of abilities and equipment. Tier determines the number of points for character creation, the archetypes and species available, and some of the gear options. Higher Tiers than 4 are possible if the group wants to engage in truly high-stakes roleplay.

A Campaign Framework presents the setting restrictions for the campaign. This includes its scope in time and place, as well as the types of heroes it is likely to feature. Framework is intended to provide a focus for a shared footing between the different player characters during character creation. Its presence may also offer some hints as to the types of conflicts that the heroes are likely to face. A Framework built around an Astra Militarum infantry platoon fighting in the fens of a Death World suggests different characters from one focused upon Space Marine Terminators cleansing a space hulk.

Typically, the Game Master establishes the campaign's Tier and Framework prior to character creation. This is instrumental in establishing the types of adventures upon which the protagonists embark. If the Game Master is particularly flexible in this regard, then it may be worthwhile to have everyone familiar with the Warhammer 40,000 setting discuss possible Frameworks and Tiers before initiating character creation. This way everyone can be sure that the campaign includes those elements they find most compelling. However, it is impossible for every campaign to offer every element of interest to every single player. Compromises must be made.

Ultimately, the Game Master assumes the greatest responsibility for integrating various world elements into each adventure. This includes featured locations, NPCs, equipment, and general atmosphere. Consequently, the GM has final say about the campaign's Tier and Framework.

Tiers

War is the one galactic constant, varying only in intensity and scope. Hive World gangers may battle for generations over control of a single hallway buried within Armageddon's vast structures, while a Lord Commander could seize control of a thousand worlds for the Imperium in just a few decades. While both of these wars are critical to the participants, a warrior involved in one might not appreciate the scope of the battle that the other faces. ***Wrath & Glory*** uses Tiers to establish a starting point for the heroes involved in these different types of conflicts. Combatants at lower Tiers have less expertise, less inherent ability, and fewer resources than those that operate at higher Tiers. Conversely, player characters operating at higher Tiers tend to have greater responsibilities and duties, which may restrict their freedom to act.

The Game Master selects the Tier for a campaign at the same time as selecting the Framework (see page 83). Generally, the two are interlinked. A framework that focuses on newly-recruited Imperial Guardsmen is likely to be Tier 1, while a campaign featuring an Inquisitor leading a team of Space Marines is likely Tier 4. Different types of characters tend to work best within certain Tiers, especially at character creation. A ganger created at Tier 3 might need to be an overboss who united dozens of gangs under their authority, while an Eldar Warlock could not afford their psychic abilities at Tier 1.

The Tier determines the number of points that characters may assign when creating their characters. It also assigns limits to base starting attributes, starting skills, and starting talents. **Table 3-1: Tier Restrictions** breaks these down specifically.

Once the group decides on the Tier for their campaign, the Tier is locked in for the length of that campaign. Changing the Tier of a campaign during play is possible at the GM's discretion, but this is not recommended unless the GM and the group are very experienced with ***Wrath & Glory***'s system.

Table 3-1: Tier Character Creation Restrictions

Tier	Build Points	Base Attribute Maximum	Skill Maximum	Maximum Starting Talents	Max Psychic Powers	Max Dice Pool Bonus	Max Difficulty Penalty
1	100	4	4	1	3	+4	+4
2	200	6	5	2	4	+5	+5
3	300	8	6	3	5	+6	+6
4	400	10	7	4	6	+7	+7
5	500	12	8	5	7	+8	+8

Tier 1: One Among Billions

Characters at Tier 1 begin play with limited resources and training. In many cases, their superiors may set them to challenges as a holding action or delaying tactic. They may not be expected to survive every encounter. The vast majority of the threats to the galaxy are more powerful than the characters who operate at this level. However, these characters may still be heroes. Their choices and actions can have huge implications for the Dark Imperium. The key focus is that the characters have finite resources, and are likely to often encounter limitations in that regard.

Within this Tier, an enemy's standard troopers tend to be a well-balanced combat opponent. When facing equal numbers and equivalent tactical footing, the heroes may not succeed. If the player characters have a situational advantage or face untrained rabble, their odds improve substantially. Conversely, a single elite warrior can pose a significant threat to an entire team of player characters.

Psykers and Tier 1

In ***Wrath & Glory***, characters with the psyker keyword are not recommended for play in Tier 1. The reason for this is simple: psykers can have a serious impact on the campaign if their powers go out of control. This is represented by **Table 3-2: Perils of the Warp** on page 338. Psykers are beings of great power and also great danger, so a Game Master should consider carefully before allowing them into a Tier 1 campaign as a player character.

Tier 2: Stalwart Defenders

Characters at Tier 2 have either received more extensive training or they have previously proven themselves. For some heroes, this means they had access to greater starting resources, which may have necessitated further training. Examples include physical enhancements or psychic abilities. Others have simply survived training in the school of hard knocks, earning their abilities through surviving the galaxy's battlefields longer than expected.

Tier 2 also includes more specialised and better-trained player characters, such as Sisters of Battle, Tempestus Scions, Space Marine Scouts, Hereteks, Eldar Rangers, Fire Warriors, and Ork Kommandos. Psykers also become appropriate at Tier 2, as they can now employ their abilities to harness the warp.

Tier 3: Elite Guardians

At this level, the characters are thoroughly-trained, well-equipped, and battle-proven members of their patron organisation. If they are primary combatants, their abilities are notably beyond those of a standard warrior. If their primary focus is non-combat, then they may also have a combat capability roughly equivalent to a typical soldier. These are elite specimens who have undergone extensive training and may have acquired significant physical enhancements to place them beyond the realm of the ordinary.

Player characters operating within this Tier have significant authority and influence to draw upon. They interact with planetary governors, negotiating with them from a position of power. They have the resources available to transform the political landscape, even trigger widespread cultural changes.

Tier 4: Heroic Operatives

Characters who operate at Tier 4 have access to the very best training, enhancements, and equipment that their backers can provide. For primary combatants, they are warriors with very few peers. For non-combatants, they are at the pinnacle of their field, and likely also have elite combat aptitudes. Typically, individuals who operate at this level of expertise have earned a reputation, either for themselves or through their organisation. Their name may be well known within a significant region of the galaxy, and their appearance alone may be enough to identify them.

In general, Tier 4 operatives individually have the experience and abilities to lead armies into battle. Such player characters are not lightly dispatched, especially as a team. They are likely to encounter challenges that concern the fate of a significant portion of the galaxy. When engaged in combat, they face powerful enemy leaders or armies of traditional soldiers. Their missions often entail tremendous risk, as less-accomplished protagonists would have little chance of success and salvation.

Advanced Archetypes

Some of the descriptions in this section refer to archetypes that are not in the core rulebook. These are examples of archetypes (and races!) that will be expanded upon in future ***Wrath & Glory*** campaigns and sourcebooks.

Tier 5: Agents of Fate

Tier 5 protagonists have the capacity and resources to completely remake planets and to transform the destiny of swaths of the galaxy. They are individually potent and also have powerful allies upon whom they may draw

as they see fit. These characters have spent decades honing their skills and optimizing their equipment. This may include unique artefacts, some of which may have attained legendary status on a galactic scale.

These player characters assume a level of responsibility that is tied to their authority. While they are driven to accomplish their goals, they must accept that their actions have costs and consequences. The fates of entire planetary populations can live, die, or suffer in torment due to the actions that they undertake or command others to execute.

Other Tiers

The Game Master may choose to run a campaign that uses a different Tier than the ones presented here. Adventures focused on juve gangers might have less than 100 starting build points, effectively acting as Tier 0. At the other extreme, a campaign that focused on a team of Space Marine Chapter Masters leading a Crusade alongside a Primarch could require 600 or more starting points for a Tier 6+. These Tiers are entirely at the Game Master's discretion. They are best considered when developing a unique Framework that requires such extremes.

Rank

Rank represents the degree of aptitude that a character has attained within the campaign's Tier. In addition to serving as a convenient reference value, Rank also determines the effectiveness of some of a character's abilities. This includes talents and archetype abilities. The specific details of those effects are detailed within the relevant abilities. Characters increase in Rank as they achieve certain milestones in the campaign's narrative (see page 401). Characters earn build points to improve their characters over time, and these may also be tied to Rank increases at the GM's discretion (see Granular Ranks, below).

Tier and Rank

It is important to note that Tier and Rank (see page 80) are two distinct categories. A character's initial Tier is determined based upon the Campaign Framework. All characters within a campaign have the same Tier, even if their archetypes can be created with a lower Tier. Each character's Rank normally starts at 1, regardless of the campaign's Tier. In campaign play, characters earn advancements, providing additional points to spend. Along with these points, the Game Master can choose to assign rank advances based upon each hero's accomplishments. Rank should proceed upwards, never downwards—characters begin and grow from Rank 1 onwards.

Rank and Tier are linked, but they are not strictly linear. A Rank 5 Tier 1 character is not the same as a Rank 1 Tier 2 character.

Most campaigns run their course within a single Tier. Over the course of an extended campaign, the Game Master may choose to move the campaign to a different Tier. This results in a significant change in the campaign's focus. If the heroes have previously been successful, the higher Tier may reflect a new set of responsibilities. Alternatively, if they have met with repeated failures, a lower Tier might be due to a loss of resources and credibility.

There are 5 Ranks within each Tier. These are Initiate (1), Worthy (2), Veteran (3), Hero (4), and Champion (5). Normally, all characters begin play at Rank 1 (Initiate) regardless of the campaign's Tier. Characters increase in Rank when the Game Master decides they have overcome a significantly noteworthy challenge (see Milestones page 401). This typically occurs at the end of an exceptionally challenging adventure, though the degree of challenge should be proportionate to the Rank attained. An adventure that triggers an advance for a character from Initiate to Worthy (Rank 2) is probably not sufficiently challenging to trigger an advance from Hero (Rank 4) to Champion (Rank 5).

Typically, all player characters within a campaign share a common Rank, advancing to a higher Rank at the same time, due to their shared success. Note that because Rank and Tier are separate things, characters who share a common Rank are not necessarily balanced with one another if they are operating at different Tiers.

Granular Ranks

Some groups may prefer to have each Character Rank be associated with a particular point value. For groups who prefer a numerical assignment, consider each Rank to have a 20-point window. See **Table 3-2: Ranks**.

Table 3-2: Ranks

Build Points Earned	Character Rank	Rank Bonus
0–19	Initiate	1
20–39	Worthy (2)	2
40–59	Veteran (3)	3
60–79	Hero (4)	4
80+	Champion (5)	5

Rank Bonus

Each Rank provides a number that is added to certain abilities, talents, or actions in the game. This number is called a Rank Bonus, and it increases over time as the character's Rank increases. See Table 3-2 to determine a character's Rank Bonus.

Framework

A ***Wrath & Glory*** campaign requires the Game Master to have a strong vision before starting the process of character creation. This vision is reflected in the campaign Framework (see page 390). This establishes the types of characters who participate in the campaign, both as player characters and their opponents. A Framework also helps to establish the types of adventures that the player characters are likely to undertake.

A campaign that focuses on an Astra Militarum regiment defending the Imperium from Ork invaders is unlikely to include Space Marines or Inquisitorial investigations. Similarly, one that focuses on a cult invasion of a Hive World probably does not provide an opportunity for Aeldari or Ork player characters.

Generally, it is in the group's best interest for the GM to discuss that Framework with the players at an early stage, to make certain that everyone buys into the core concept. This lets the players start to think about the types of characters that they might want to play at the same time as the GM considers the types of NPC allies and

opponents with whom the player characters might interact. Often this gives everyone an opportunity to consider adventures that offer a change of pace from a previous campaign. If the last game focused on Space Marines slaughtering xenos, then a campaign of Aeldari Corsairs could be a dramatic shift in tone. If a member of the game group is only interested in one element of the Warhammer 40,000 setting—such as a species or archetype—it is vital to address that concern at this time. Otherwise, its potential absence could pose a problem as the campaign develops.

Framework Suggestions

There are some fleshed-out descriptions of possible Frameworks for your ***Wrath & Glory*** campaign in the GM's chapter on page 390. In addition, here are some additional Framework concepts that may inspire you to create your own memorable adventures in the galaxy of Warhammer 40,000.

Tier 1: The characters are all members of an Astra Militarum platoon. Your unit struggles against the odds to liberate or defend a single world against vile enemies. All the while, the Imperial forces have their own internal struggles for power and prestige.

Tier 2: The heroes are all outsiders from an Eldar Craftworld—pirates, wanderers, or exiles. You may deal with an unknown threat to your home, or you may explore unknown reaches of space searching for something important to your race.

Tier 3: The characters are a band of Orks exploring a world that houses the ruins of a fallen civilisation. Feral, alien survivors and rival Ork mobs stand in the way of the heroes' plan to scavenge supplies and construct a vessel to return to space.

Tier 4: Your characters have turned away from the Imperium, living as renegades, scum, or cultists of Chaos. Set in the underhives of a single, densely-populated world, you and your allies seek to overthrow the status quo, either for your own purposes or for the glory of the Dark Gods.

Tier 5: Your characters are part of an adventurous and ambitious expedition beyond charted Imperium space. Explorators of the Adeptus Mechanicus or an ambitious Rogue Trader may be the impetus of your journey, or they may be rivals seeking to claim the same prize.

Players and the Game Master are encouraged to work together to create a Framework that best suits their individual tastes. There are several example Frameworks explained in the Game Master's Chapter on page 390, but you are not required to select one of them if they do not appeal. Future campaigns for the ***Wrath & Glory*** line will feature their own, distinct Frameworks that are set in a focused, detailed look at a part of the Warhammer 40,000 setting.

If you wish, you can jump right into the action of ***Wrath & Glory*** by using the following, default Framework:

Desperate Allies

Thousands of worlds are trapped within the territory of the Dark Imperium, cut off from the divine light of the Emperor and His Astronomican. Interstellar communications and warp travel are largely unreliable and far more dangerous in the Dark Imperium than almost anywhere else in the galaxy. Travel from one side of the Great Rift to the other is extremely hazardous and nigh-impossible.

This is a time when no world is safe. The corruption of Chaos can manifest even on Holy Terra, warp storms threaten the most well-defended bastions of humanity, and alien races feed upon the Imperium's crumbling borders. It is a setting of horrors, of unspeakable dangers, of cruelty, and of despair.

Yet hope remains. Fragmentary messages from Terra have spread the word that one of the mighty Primarchs has returned. Roboute Guilliman, the Emperor's Avenging Son, took on the mantle of the Lord Commander of Terra. He leads a mighty crusade to re-unite the fragmented worlds of his father's Imperium.

The Gilead system is one of the isolated regions of the Dark Imperium, its rich and populous worlds dangerously close to the Great Rift itself. Here, heroes are needed more than ever to ensure that this system does not fall into anarchy and corruption. Rogue Trader Jakel Varonius and the famed Navigator House Omincara have gathered numerous unlikely allies into small groups, dispatched to deal with the various threats to the system.

Many of these groups are made up of survivors. They are individuals who managed to avoid the destruction of their ship upon the Great Rift's warp shoals. They are wanderers, driven into

exile from an Eldar Craftworld or agents of the Imperium with no other way to serve the Golden Throne. They are warriors, from lone Primaris Space Marines of the Ultima Founding, to soldiers of the Astra Militarum, and to zealous Ministorum priests and Sisters of Battle.

Together, these desperate allies must rise to the challenge and face the dangers of the Dark Imperium; for there is no one else that the worlds of the Gilead System can count on. There are no reinforcements, no succour or aid arriving from other sectors—there are only those brave few who struggle to hold back the hands of the clock from striking midnight for billions of souls.

Tier: Recommended for Tier 3, but this may be adjusted up or down.

Appropriate Archetypes: Adeptus Ministorum, Adeptus Astartes, Adeptus Mechanicus, Astra Militarum, Agents of the Imperium, Scum, Eldar

SELECT A SPECIES

A character's species dictates many of that person's core traits. This includes elements reflected within the game mechanics as well as parts of the character's personality, background, and worldview. Members of a common species can still have substantial differences, but some traits must be shared due to physiological and psychological constraints. Synthetic modifications, environmental adaptations, and education can push these to their limits, but ultimately physical limitations do come into play. This range of common traits provides a starting point to define how a character works within the game.

Each species has a point cost, a minimum Tier requirement, attribute modifiers, and species abilities. The campaign Framework dictates the Tier and may restrict the available species. Such a restriction can mean that the players do not actually have a choice at this stage. Archetypes (see page 100) typically have a species prerequisite. As with the Framework restriction, players who wish to create a character of an archetype must choose a compatible species at this stage—or receive Game Master permission to waive that requirement due to campaign constraints.

The ***Wrath & Glory Core Rulebook*** presents five species from which players can select, though the campaign's Framework and Tier may constrain this further. However, these offer only a small sample of the countless species that dwell within the galaxy as a whole. Hundreds of different xenos have travelled across the galaxy's stars. Untold worlds harbour sapient life, and many of those have come into conflict with the galaxy's more prominent species. If the campaign's Framework can justify the inclusion of a different xenos, then the Game Master is encouraged to work with the players to create the rules for an appropriate option. This might work well for Frameworks built around a Black Library novel or a distant location within the Dark Imperium of the GM's own creation.

Frameworks that incorporate heroes of different species require special consideration. Space Marines often work alongside human allies, but those relationships tend to be less meaningful than the Space Marines' connections to their Chapter. From the perspective of the Imperium, Rogue Traders and Inquisitors are archetypes that offer some of the best opportunities to include xenos and Space Marine heroes in the same group. Typically, these groups rely on one of the human characters assuming a leadership role and place the xenos as an explicit outsider. Naturally, the Game Master and the players may work together to craft their own compelling framework to suit their own wants and needs.

The Greater Good

Most of the dominant cultures in the Warhammer 40,000 galaxy are xenophobic. The T'au Empire is a notable exception, representing the best option for an environment where different species can ally and interact without immediate conflict. A Framework built around the T'au Empire could easily incorporate a range of different species, including Tau, Kroot, Vespid, and even humans. It might even incorporate completely new species. Pursuing this Framework would require the game group to develop the species used for player characters as well as the gear and vehicles that those characters use. For some campaigns, this might also require a significant effort to create the opponents with whom the PCs come into conflict, particularly if those enemies are also members of new species.

Human

Each human is just one of untold billions spread across the galaxy over millions of planets. Those in the Imperium live under the authority of the Emperor, but He has not stirred from His Golden Throne on Holy Terra for over ten thousand years. The remorseless government agencies of the Imperium use His authority to mercilessly rule Humanity according to their interpretations of the Emperor's will. Every planet has its own culture and unique interpretations of the Imperium's laws and sacred beliefs, but a few things are especially common.

Chief among these are an intolerance toward anything that differs from the norm. Loyal citizens are expected to revile those who violate the Imperial Cult, mutants, and xenos. Psykers who have been sanctioned are tolerated, but newly-emerged ones are tithed to the Black Ships. These vessels carry human psykers to Terra for either training and sanctioning, or to feed the Emperor's Golden Throne.

Innovation and education are discouraged. Only devoted followers of the Adeptus Mechanicus are expected to have any understanding of technology. Even those who can repair advanced devices are forbidden from making new modifications, unless they have previously proven their abilities at the highest level. The Imperial Cult preaches that understanding and knowledge are terribly dangerous weapons, and discourages excessive learning.

The Imperium's resources are immeasurably vast. Untold numbers of scribes and scholars constantly record and annotate every imaginable detail of life within its borders. Endless bureaus of administrators carefully attempt to allocate assets as needed to meet the demand across the millions of worlds. However, the Imperium has always had more responsibilities than it could ever hope to fulfil. Communications across the vast galaxy are slow, and warp vessels are even slower. The Imperium remains constantly at war against enemies on every front, including heretics attempting to corrupt it from within. Constant tithes of supplies and soldiers are the only way that the Imperium can continue to sustain these military efforts. Millions of worlds depend upon interplanetary commerce for their basic necessities, which is only possible through the Imperium's reach and authority. Sustaining these efforts leaves the Imperium in a constant struggle to direct the resources available to counter the unending stream of problems it faces. The enormous complex of governmental organisations and assets has tremendous momentum to continue functioning, but it may not be indefinitely sustainable.

With the Emergence of the Cicatrix Maledictum, the challenge of governing the Imperium has become ever greater. The Great Rift split the galaxy in half. Those worlds and vessels on the opposite side of the rift from Holy Terra can no longer detect the shining beacon of the Astronomican. In its absence, this part of the galaxy has become known as the Dark Imperium. Without the Astronomican's guidance, travel through the warp is far more dangerous. Telepathic communications within the Dark Imperium's worlds is inhibited. Relatively few vessels can even attempt to navigate past the Cicatrix Maledictum into the Dark Imperium, further limiting the ability of those on Terra to provide aid. As a consequence, the threat of Chaos has become ever greater.

Human Roles

Human adventurers can find challenges to overcome and worlds to conquer within the confines of the Imperium of Man or far beyond its boundaries. As a tremendously adaptable species,

they assume a broad range of different roles effectively. A human character has few constraints in terms of different options to pursue. After making this choice, the player must still further consider the character's motivations and goals before moving on to the next step.

On many of the Imperium's worlds, a human has little choice regarding their fate. Individuals who are tithed to the Astra Militarum must embark upon the life of a soldier. The Black Ships take any identified psykers for evaluation and possible training. Positions within some government bureaus are hereditary. Because of these constraints, relatively few humans have an opportunity to select their career path. Instead, they struggle to survive while pursuing the only option available. However, player characters often represent exceptional individuals who also received special opportunities. This often means that the individual was fortunate enough to be born into a circumstance for which they had a natural inclination or skill. Given the vast scale of the Imperium, it is easy to reconcile such an improbable combination happening just through the sheer number of opportunities.

Xenos and threats from the warp besiege the Imperium on every front. To resist these foes, the Imperium engages in constant war. With its vast scale, manpower is one of the Imperium's greatest assets. To prosecute these wars, the Imperium fields enormous armies, populated by a broad range of different types of soldiers. Players focused primarily on combat may choose to portray a soldier or officer within the Astra Militarum, the Adepta Sororitas, the Adeptus Ministorum, the Adeptus Mechanicus, or even the Inquisition. These different types of warriors each have their own distinctive ways to pursue battle in the name of the Imperium.

Across the millennia, the Imperium acquired vast stores of information, but it lost at least as much as it managed to preserve. The Adeptus Mechanicus governs all information that deals with technology, identifying methodologies and tools that can safely be used, while forbidding those that incur unnecessary risks. The Inquisition oversees data that can be used for the stability of the Imperium, while also recognising some of those forbidden secrets carry horrendous dangers. Even the Adeptus Ministorum may hold hidden mysteries within the Imperial Truth. Some heroes leverage their knowledge as a tool that can lead to eventual triumph, though it is not without risk.

Some humans can achieve greatest success by finding ways to manipulate their peers. Individuals represent the weakest links in a security network, particularly when they can be tricked. Similarly, a persuasive speaker who finds an audience can sometimes turn that audience into an army, far more powerful than any lone person. Firebrands of the Adeptus Ministorum and officers of the Astra Militarum can rally barely-trained rabble into effective military units. Agents of the Inquisition and Rogue Traders persuade subjects to reveal their deepest secrets, to uncover threats to the Imperium or to use those secrets to defend it.

Despite its vast resources, the Imperium is not without its weaknesses. Wherever there is the opportunity for personal power, there is also the chance for corruption—only intensified when the warp can influence matters. Some who turn from the light of the Emperor manipulate others into joining their blasphemous cause. Psykers often use their unholy abilities to strengthen their arguments, persuading others to join them in their heresies. The path of forbidden devotions can be a route to tremendous personal power, but it carries with it tremendous risk—both from the Imperium and from the Dark Gods that tempt such traitors.

Species Abilities

Build Point Cost: 0

Base Tier: 1

Speed: 6

Attribute Modifications: None

Human Names

Most humans in the Dark Imperium are citizens of the mighty Imperium of Man. Human names vary widely by individual planet or culture, even across hive cities on the same world. In the Gilead System, the following names are common:

Male Names: Alaric, Barus, Castus, Dar, Davian, Estebus, Gaius, Harken, Haveloch, Kamir, Lukas, Lupin, Mikel, Poul, Quintus, Rossel, Skyv, Titus, Taur, Verbal, Victor, Xavier, Zane, Zek

Female Names: Adrielle, Beatrix, Celeste, Daina, Ephrael, Erith, Felicia, Gezrael, Hestia, Halo, Iris, Jestilla, Katrina, Lyta, Mira, Nura, Ophelia, Ravenna, Ruby, Silvana, Steele, Tyanna, Yvette, Zellith

Eldar

The Aeldari ruled the galaxy for millions of years. During their rise to power, this species uncovered secrets of the galaxy's very essence, learning to create and shatter entire worlds. They discovered and developed the webway, enabling them to quickly travel across the galaxy without the risk of warp travel. Their collective knowledge eventually reached the point that any drive to learn dampened, as they could accomplish virtually any task they could imagine. The long-lived Aeldari existed in luxury, pursuing whatever interests drew their attention. Eventually, such leisure led to increasingly hedonistic pursuits that spread in cults across their entire population. Those moral failings, over time, coalesced within the warp, giving birth to Slaanesh.

With the Dark God's creation, a massive warp rift emerged into physical space, shattering the heart of the Aeldari civilisation in one cataclysmic blow. Humans would later name this rift the Eye of Terror, while the Aeldari survivors named its creation the Fall. Only a tiny percentage of the Eldar people survived this collapse, and these survivors could only continue to exist by forging entirely new cultures out of the ruins of their society. Each of these new cultures has its roots in the fallen civilisation, but is clearly divergent.

As corruption began to take hold in the ancient Aeldari civilisation, some feared the potential consequences of this transformation. These Eldar fled the heart of the civilisation to dwell upon distant worlds. They embraced ancient ways, hoping to find a new stability. These voluntary exiles survived the Fall and became known as Exodites.

Other Aeldari established new civilisations upon massive world-ships. These ark-like Craftworlds are large enough to sustain self-sufficient civilisations indefinitely. Taking the name Asuryani, those who dwelt upon these massive vessels embraced an ascetic lifestyle based upon mastering a career, named a Path. They also protected their souls from Slaanesh by using psychoreactive crystals known as waystones, which could hold their souls even after death.

Closely related to the Asuryani are those Eldar who have chosen to follow the Path of the Outcast. These Eldar generally incorporate the self-restraint that characterise those who dwell upon a Craftworld, but recognise that some isolation from a structured society can have merit. Corsairs are Outcasts who live as pirates, preying upon the vessels of other races. While their career may be self-serving, some Corsairs share their gains with Exodites. Similarly, Rangers remain loyal to their

Craftworld brethren, but pursue lives of isolation and exploration on distant planets. Many monitor isolated worlds for dangers to the surviving Aeldari peoples, notifying their Craftworld brethren so that a war host can be assembled.

The Drukhari, or Dark Eldar, turned to the intense emotional experience of sadism to find salvation from Slaanesh. During the Fall, the newly-born Dark God latched onto the souls of the Aeldari who dwelt in the dark city of Commorragh. Survivors discovered that inflicting pain and suffering upon others could replenish their essence enough to sustain them. For millennia, these twisted beings have captured and tortured an endless supply of slave victims.

When Slaanesh emerged, she slew almost all of the Aeldari gods. Cegorach, the Laughing God, escaped and fled into the webway. To this day, he remains hidden in the labyrinth. Harlequins are those Eldar who remain loyal to the deity of cunning and dark humour. In his service, they continue to carry out his plans, practicing warfare as though an exquisitely choreographed dance, filled with laughter and dexterity.

As Chaos gained greater influence in the galaxy with the emergence of the Great Rift, a group of Aeldari known as the Ynnari chose to assume a greater risk in the hope of defeating the Dark Gods. To aid their fight, the Ynnari awoke Ynnead, the Aeldari God of the Dead. With that triumph, Aeldari from all different subgroups have banded together to engage the forces of Chaos. While they hope that some might survive this conflict, they draw strength both from the death they sow and that they suffer.

Eldar Roles

Until the rise of the Ynnari, the Eldar civilisation largely stagnated since the Fall. Many Eldar believed that their species was beyond redemption. Simple survival—through practices distinctive of their subcultures—became their primary goal. Wars were fought only to preserve their culture, particularly against the Dark Gods. Aeldari devoted to Paths seldom innovated, and even Rangers traveling to far-off worlds seldom made new discoveries. Instead, the entire species was devoted to remembering the civilisation that had collapsed and reviewing its past majesties from a variety of different perspectives. For most Eldar, this approach continues today, save for those few who have embraced Ynnead.

The Eldar are a naturally psychosensitive race, and much of their technology reflects this, particularly the crystalline structures that house the Infinity circuits of their Craftworlds. Those who embrace the Path of the Seer—including Warlocks—access a broad range of powerful psychic abilities. Many of these abilities substantially eclipse the powers available to psychically-active members of other species. In addition to abilities with clear combat applications, some Eldar have visions of possible futures. Seers often work with others to influence situations, in the hopes of achieving desirable outcomes.

The webway connects untold thousands of worlds across the galaxy. A remnant of their lost civilisation, much of the webway was destroyed or damaged during the Fall, but huge portions remain intact. Most of its routes can be traversed afoot or even in a moderately-sized vehicle, and the distances travelled bear little relation to the physical distance between worlds. Making use of this resource, Eldar can travel alone or in small groups to distant worlds without the need for a starship or the necessity of journey through the warp. Eldar Rangers, Harlequins, and Corsairs can journey as they see fit to explore distant worlds—some of which only rarely see the arrival of sapient life. There they can uncover long forgotten artefacts or discover the arrival of entirely unexpected civilisations.

Under constant siege from younger races and the Dark Gods of the warp, the Eldar are always ready to defend themselves. In addition, those cultures who prey upon other races constantly seek out opportunities to savage new victims. Asuryani aspect warriors, Drukhari Kabalite warriors, Corsair Reavers, and Harlequin Players are all talented combatants. Each masters combat techniques tightly linked to the weapons they wield.

Eldar react strongly to artwork, and incorporate it as a keystone of their societies. Almost anything can have an artistic style and a hidden message. Examples include the choreographed combats of the Harlequins, the torture of the Drukhari, and the heavily-modified worlds that Exodites inhabit, though other Aeldari master mediums more recognisable to a human perspective. Regardless of their tools and style, artists are vital contributors to Eldar culture.

Species Abilities

Build Point Cost: 10

Base Tier: 1

Speed: 8

Attribute Modifications: +1 Agility

Outsider: +2DN to all Interaction tests with those with the Keyword <Imperium>.

Intense Emotion: +1DN to all Resolve tests. Failing a Willpower-based test in a scene involving intense emotion grants the GM +1 Ruin.

Psychosensitive: All Eldar may purchase 1 Minor Psychic Power if they also purchase the Psychic Mastery skill. This purchase also gives them the Psyker keyword. In addition, the Tier Restriction for Maximum Psychic Powers for Eldar Characters is increased by 1 to accommodate this purchase.

Eldar Names

Aeldari names often seem strange to a human ear. These names are commonly associated with the Eldar's origin, whether that be a Craftworld, a corsair fleet, a Maiden World, or even more unusual sources such as the Harlequins or ancient Eldar legends.

Male Names: Aethon, Araun, Culayn, Elessar, Gilead, Gilvas, Hyrne, Illic, Quynn, Taladin, Ullarion, Yriel

Female Names: Ashkalla, Caerys, Erandel, Ela'Ashbel, Idranel, Iyanna, Macha, Meliniel, Morwyn, Sylandri, Taldeer, Ygrane

Ork

Orks are ubiquitous throughout the galaxy. Their incomprehensible physiology and ecosystem is capable of actively proliferating in even the most hostile of environments—from ash wastes, to overgrown Death Worlds, to barren asteroids. Even a small tribe of a few dozen Orks can inexplicably grow into a force of tens of thousands in relatively short order. The biological mechanisms behind this growth and adaptability confound even the most accomplished scholars of the Adeptus Mechanicus. There are no consistent requirements for Orks to thrive within any climate. However, their functionality is clearly evident on the countless worlds they have subsumed.

The only trait more characteristic of an Ork than its green skin is its constant desire to engage in battle. Orks exist only to fight and destroy. For Orks, combat is its own reward. They take a visceral joy from the experience of violence, whether it is a savage melee, the loud report of a gun, or the massive blast of an explosive device. While they fight without mercy and always seek out victory, they seem to enjoy fighting in a losing battle just as much as in triumphant one.

Orks find the draw of combat irresistible. Without a powerful leader, they regularly fall into vicious

battle among one another. In the presence of a charismatic and powerful Warboss, Orks readily take extreme risks to find new foes. Orks enthusiastically travel across the galaxy aboard vessels that do not appear capable of interstellar travel. Mekboyz assemble their craft from scrap, the ruins of other vessels, and even hollowed-out asteroids to transport a tribe of Ork Boyz to their next target. These crazed xenos readily accept the risks of traveling in ramshackle and unreliable vessels in the hopes of finding a new conflict.

Ork kultur embraces the notion of might makes right. The largest Orks invariably hold power over all others. For individual mobs of Orks, the leader is usually a Nob, who is slightly larger than his peers. A Warboss leads larger tribes, which are made up of multiple mobs. A Warboss' physical stature may double or even triple that of a typical Ork Boy. Consistent with their love of battle, casual violence is the secondary characteristic of effective leadership, right after strength and size. In addition to their inherent command authority, the largest Orks also wield the most desirable equipment—particularly weapons and armour. By right of their size, they freely seize any desirable loot from smaller Orks at their whim.

Ork Boyz readily accept the authority of their larger brethren. They readily follow directions and suffer cruelties, always in the hopes that it could lead to a good fight. Boyz have little fear of personal risk or mortality and do not treasure independent thought. Consequently, they are always happy to go along with a group mentality, embracing dangers that would be completely unacceptable to most other species.

Orks, and their related life forms, come in a broad range of sizes. Squigs are an ancillary organism commonly found within Ork settlements. These generally ravenous creatures are simultaneously agricultural livestock and tools. The largest squiggoths can dwarf a main battle tank, though smaller tool squigs easily fit in a hand. Different specimens serve a broad range of purposes from medicinal, to mechanical, to purely ornamental.

In addition to squigs, Ork settlements also include a smaller sapient species, referred to as Grots or Gretchin. About half the size of an Ork, Grots provide much of the menial labour necessary for an Ork army to function. They are essentially a slave species, as they haul provisions, crew artillery, and even manage supplies. Grots are known for their natural cunning, as that is often necessary for them to survive in the company of their larger and more violent brethren.

All Orks join one of six clans, which are remarkably consistent across the galaxy—even among Orks that dwell in seeming isolation. These clans indicate their interests and tendencies in battle. Ork armies typically include mobs with loyalties to multiple different clans, though it is not unheard of for an army to consist of members of a single clan. Goff clan Orks are the most straightforward, embracing massed infantry tactics. Evil Sunz prefer to make use of the fastest vehicles available. Bad Moons use the most sophisticated technology available to this maniacal race. Deathskulls prefer to steal equipment from their foes and adapt it to their own purposes. Blood Axes tend to develop and follow more sophisticated strategies in battle. Snakebites tend to use squig-based weapons and equipment in place of technological devices.

Ork Roles

Orks constantly search for a good fight. If one is readily available—preferably against a non-Ork opponent—then they are unlikely to wish to travel further. Battles are all the adventure that they seek. However, a powerful and ambitious Warboss may be able to motivate Orks to delay their gratification in the interests of an even better battle somewhere else. Likely draws could include the novelty of a new opponent or the hope to destroy locations that remain pristine. Unlike other species, Orks have little interest in acquisition—unless the object of desire has a clear military application.

Orks readily accept the leadership of their more imposing brethren. However, leading a mob of Boyz is a challenging task. Orks are prone to distraction—especially when there is an opportunity for a fight. Nobs face a constant challenge of trying to keep their charges in line and properly prepared for a coming conflict. Even as they do, they must also be prepared to assume responsibility for their charges while obeying the directives of their Warboss. In more specialised mobs, a Nob also needs to be familiar with the gear and equipment that they employ.

All Ork Boyz are devoted warriors. The primary difference between different mobs are the weapons they employ and the strategies they embrace. A Mob

of Stormboyz who ride rokkit packs into battle prefer an approach that depends upon shock and speed as opposed to the stealthier approach that Kommandos employ. While Flash Gitz carry the largest and most sophisticated cannons they can carry, a mob of Snakebite Boyz might eschew firearms all together.

Oddboyz provide specialised skills to an Ork tribe. Instead of belonging to a mob, these unusual Orks answer directly to the Warboss' authority. A Mekboy builds and repairs the tribe's weapons and vehicles, often providing specialised enhancements or adapting weapons and gear recovered from conflicts with other races. A Painboy serves as the army's primary healer—though its techniques are often savage and the results of a surgery are inexplicably effective. Weirdboyz manage to channel the collective energy of an Ork tribe as violent psychic manifestations. In larger tribes, these specialists may have underlings who share similar skills. In rare cases, Oddboyz can even achieve leadership roles within a tribe, particularly if their techniques have significantly contributed to the tribe's military might.

Species Abilities

Build Point Cost: 10

Base Tier: 1

Speed: 6

Attribute Modifications: +1 Toughness

Outsider: +2DN to all Interaction tests with those with the Keyword <Imperium>.

Orky: +1 to all Intimidation tests.

Bigger is Better: Orks calculate Influence using their Strength in place of Fellowship.

Ork Names

Orks have names derived from their brutish tongue, often combining harsh-sounding syllables. Ork physiology means that they do not have a separate gender.

Names: Arrlug, Bonesmasha, Blacktoof, Balgrog, Dragnatz, 'Eadbasha, Garaghak, Gargash, Garmek, Genghiz, Gorbad, Grimskull, Hruk, Klawjaw, Kozdek, Murgor, Rekkfist, Skarjaw, Urkthrall, Vorhgad, Zogax

Adeptus Astartes

Prior to launching the Great Crusade, the Emperor of Man created the Adeptus Astartes and assembled them into his legions. Each began as a mortal man, but a combination of genetic manipulations and physical implantations transformed each into a superhuman warrior—an Imperial Space Marine. The Emperor initially created twenty legions of Space Marines, each one containing vast numbers. All members of each of the twenty legions used a gene-seed developed from one of the twenty god-like Primarchs, whom the emperor also created. During the Great Crusade, Primarchs served as

the generals of the Space Marine Legions, as the Emperor strove to reunify all lost human worlds, bringing the galaxy into Imperial Compliance.

The forges of the Mechanicum supplied the Space Marine legions with the tools they needed to prosecute their war. For Space Marine infantry, this included boltguns, chainswords, and power armour forged from ceramite. However, a broad array of heavier weapons, more specialised armour and weapons, vehicles, and even warp vessels were created and delivered to each Legion. As the Great Crusade continued, and more companies of Space Marines were brought into play, Forge Worlds provided more and more equipment to resupply soldiers in the field and to prepare new ones to enter the fray.

After the Horus Heresy ended the Great Crusade, Roboute Guilliman, Primarch of the Ultramarines, drafted the Codex Astartes, which led to a massive reorganisation of those Space Marines who had remained loyal to the Imperium of Man. The Imperium eventually came to depend upon a thousand chapters of Space Marines, each with one thousand members, as its most capable defenders. A veteran space marine was then promoted to the position of Chapter Master to command each of these new units. Nine of the initial chapters bore the names of the legions which had remained loyal, but all the others bore new iconography and colours. The newly-founded chapters drew their members from across the galaxy, selecting the most capable mortal human soldiers and transforming them, through the implantation of gene-seed, into Space Marines.

In the millennia since the Horus Heresy, Space Marine artefacts have become ever more precious. Entire chapters have been lost when their gene-seed reserves were corrupted or destroyed. Many of the most precious weapons and armour have become irreplaceable, as the Forge Worlds that once created them have been damaged or lost the necessary patterns. A few chapters have even gone renegade, turning against the Imperium they swore to defend.

Despite their losses and failings, the Adeptus Astartes persevere and remain true to the Imperium. Their psycho-indoctrination and spiritual conditioning prepares them to persevere through even the most rigorous of challenges. Their physical enhancements and constant training leave them always prepared for battle. Their power armour protects them from combat in virtually any environment, from extreme temperatures to the isolation of vacuum. These soldiers are unflinchingly devoted to the Imperium of Man, willingly making any sacrifice necessary to defend it.

In most chapters, Adeptus Astartes serve as Space Marine Scouts, until they receive their final implantations. Where power armour requires the full suite of implants to function properly, scout armour is easier to wear. Often, a more accomplished Space Marine serves as a veteran sergeant to aide a squad of novices in surviving their first few battles.

Upon completing their training, most Space Marines initially serve as one of ten members of a Devastator squad. Equipped with heavy weapons, these soldiers are highly effective infantry prepared for most any circumstance. Later, they join Assault squads, where they use jump packs, chainswords, and bolt pistols to quickly engage their opponents in close combat. Once they have proven worthy, they then are assigned to a Tactical squad.

More experienced Space Marines may assume leadership roles or enter the more elite squads within their chapter. To some extent, the specific veteran units vary between chapters. Per the Codex Astartes, each chapter's first company consists entirely of veterans, who have access to Terminator armour. However, even when enough suits of that rare armour are available, those veterans may sometimes choose to enter combat with different equipment—perhaps as members of a Vanguard or Sternguard squad.

Adeptus Astartes Roles

Space Marines must be constantly vigilant, for they often receive little notice before embarking upon a mission. When not deployed, the Adeptus Astartes commonly recuperate within their chapter's fortress-monastery. There they train, meditate, and study in relative safety and isolation from most of the Imperium. These facilities are traditionally located on Seed Worlds that provide the mortal warriors who join each chapter. They also house each chapter's most sacred relics and artefacts.

When deployed, Space Marines often are dispatched in small groups, sometimes as few as a single Space Marine. Missions may be in response to an Imperial request for assistance,

part of a standard patrol, or even a crusade across the stars to restore or expand the Imperium. Adeptus Astartes seldom have opportunities to build relationships with people outside of their chapters. They live lives of constant travel, as they embark upon an unending series of assignments that often require travel to distant stars.

Every Space Marine is first and foremost an enhanced super soldier. Regardless of any other specialties, they are among the galaxy's most capable combatants. An Adeptus Astartes' current equipment and assignment dictates the role for which he is best suited, but every one of these warriors is at least capable in any combat environment. A Devastator Space Marine armed with a plasma cannon still wields a combat knife effectively in melee combat. A Land Speeder pilot can still fire a bolt pistol at a foe if he loses his transport.

Every Space Marine chapter includes specialists who have additional training that extends beyond standard combat roles. A Space Marine Captain assumes responsibility for each company of one hundred soldiers. Techmarines receive additional training from the Adeptus Mechanicus so that they can maintain the chapter's equipment, especially their vehicles and precious artefacts. Chaplains are the chapter's spiritual leaders, providing the wisdom of the Emperor and the Primarch on and off the field of battle. Apothecaries maintain the physical health of their battle brothers and recover the gene-seed from those who have fallen in battle. Librarians are the chapter's powerful psykers, capable of unleashing the power of the warp upon their foes, and guarding their fellows from those who would dare to invoke its powers against them. Some chapters have additional specialist roles, which are vital to their own traditions.

Species Abilities

Build Point Cost: 50

Base Tier: 2

Speed: 7

Attribute Modifications: +1 Strength, +1 Agility, +1 Toughness, +1 Resolve

Angel of Death: Space Marines add +1/2 Rank icons to any successful attack against a Mob.

Honour the Chapter: You are subject to the orders of your chapter master, and must honour both the beliefs and traditions of your chapter.

Space Marine Implants: Space Marines do not bleed. Space Marines gain +1 bonus dice as a situational modifier to any test if the Game Master deems it appropriate for one of the 19 implants.

Space Marine Chapters

Each Space Marine chapter—whether it includes Adeptus Astartes, Primaris Astartes, or a mixture of both—has its own traditions and strengths in battle. Many of these traditions have a direct connection to the abilities and tactics that the Space Marine Legions that preceded them employed. This is especially true of for the First Founding chapters, who can directly trace their origins back to the Primarch whose make-up provided the gene-seed for all battle brothers.

Every Adeptus Astartes and Primaris Astartes belongs to a Space Marine chapter. All members of a common chapter share a range of traits. ***Wrath & Glory Core Rulebook*** presents the traits for all nine of the First Founding chapters. At the GM's discretion, these traits may be adapted for any chapter who is a known successor of one of these chapters. If the campaign necessitates a different chapter whose traditions differ, then the GM and any concerned players should work together to define that chapter's traits.

Blood Angels

Masters of melee combat, the Blood Angels readily charge into hordes of even the most capable foes, often overcoming terrible odds. Horus slew Sanguinius during the attack on blessed Terra, and visions of that death haunt the minds of every battle brother. Fury from that tragedy keeps all Blood Angels on the verge of complete loss of control.

Legion: IX

Primarch: Sanguinius

Blood Frenzy: When attacking in melee combat, a Blood Angels Space Marine may reroll up to Rank damage dice on every attack.

The Red Thirst (Gene-seed): After engaging in melee combat, Blood Angels must pass a Willpower test (DN 3). On a failure, the Blood Angels Space Marine feels a strong urge to drink the blood of the fallen—the player may choose how to respond to this urge. If the failure involves a complication, the Blood Angels Space Marine may not resist this urge. The Game Master may alter the DN based on how long it has been since the character has tasted blood.

Dark Angels

The Dark Angels demonstrate no emotion when they engage their opponents. They have no mercy for the Imperium's foes, nor do they take pride in even their greatest triumphs. Their darkest secret is that members of the founding Legion turned against the Imperium—though this is known only to the highest-ranking members of the chapter. The Dark Angels and their successors strive endlessly to find and eliminate their Fallen brethren.

Legion: I

Primarch: Lion El'Jonson

Fire Discipline: When Dark Angels make a ranged attack using a held action, they ignore up to Rank penalties on the attack.

The Secret (Tradition): Dark Angels distrust anyone outside of their chapter. They suffer a +2DN penalty for Interaction tests involving anyone outside the Dark Angels chapter.

Imperial Fists

The Imperial Fists proudly assume the responsibility for defending blessed Terra from invaders, including traitors and xenos. They are masters of siegecraft, exhibiting the patience and determination to outlast a foe in combination with a well-earned recognition for exceptional marksmanship. After the Horus Heresy, the Imperial Fists embraced the Codex Astartes, following its tenets to the letter.

Legion: VII

Primarch: Rogal Dorn

Siege Masters: Imperial Fists immediately recognise the weaknesses in any fortification. An Imperial Fists Space Marine may add his Rank bonus to damage when attacking any building or fortification. An Imperial Fists Space Marine may spend a Glory point to ignore any bonuses to an enemy's Defence from cover on any attack.

No Retreat (Tradition): Imperial Fists are stubborn, tenacious and stoic. If an Imperial Fists Space Marine fails a Willpower test, the GM gains 1 Ruin.

Iron Hands

The Iron Hands see flesh and emotion as weaknesses to be excised. In battle, they always strive to fight without emotion, following a strategy directed entirely by logic. To purge themselves of weakness, Iron Hands replace their body's flesh with cybernetics—including the replacement of healthy tissues. These beliefs have led the chapter to build close ties to the Adeptus Mechanicus.

Legion: X

Primarch: Ferrus Manus

The Flesh is Weak: Iron Hands draw surety from their cybernetic replacements. An Iron Hands Space Marine gains a bonus to Willpower tests equal to the number of cybernetic replacement parts he has, up to Rank.

Unforgiving (Tradition): The Iron Hands despise weakness and corruption. When an Iron Hands Space Marine fails a Corruption test, the GM gains 2 Ruin rather than 1.

Raven Guard

The Raven Guard prefer to fight covertly, executing swift strikes from the shadows and rapid withdrawals instead of protracted engagements on open battlefields. While they are fully capable and equipped to execute more straightforward attacks, their numbers are limited due to flaws in their gene-seed. Consequently, they prefer to execute focused attacks, exploiting what they can identify as the enemy's weakest points.

Legion: XIX

Primarch: Corvus Corax

Master of Shadows: A Raven Guard may reroll up to Rank dice when making a Stealth test. Raven Guards may make Stealth tests even under unusual circumstances, such as while Running (but not Sprinting) or while using a Jump Pack.

Fiercely Independent (Tradition): Raven Guards traditionally disdain using direct tactics and have a reputation for independent action. A Raven Guard Space Marine suffers a +2DN penalty to any combined action (see page 52) with non-Raven Guards.

Salamanders

The Salamanders' Seed World is the planet Nocturne, a planet of exotic radiation and constant lava flows. They are known for their fierce determination and endurance, which complement their skill at arms. The Salamanders are the only legion that did not divide into other chapters during the Second Founding, due to the severe losses they suffered during the Horus Heresy.

Legion: XVIII

Primarch: Vulkan

Fire Born: Salamanders receive +Rank bonus dice for Soak rolls when resisting damage from any weapon or effect with the Fire or Melta keywords.

Unyielding (Tradition): Salamanders are determined warriors who consider retreat or surrender an act of last resort. If a Salamanders Space Marine fails a Resolve test, the GM gains 1 Ruin.

Space Wolves

The Space Wolves are fiercely loyal to the Imperium, but they are a savage and boastful lot. They have no patience for the rules of the Codex Astartes or any other Imperial authority. Instead, they revel in their feral actions and appearance as they overcome any who would dare to oppose the Imperium.

Legion: VI

Primarch: Leman Russ

Heightened Senses: Space Wolves receive +Rank bonus dice to any Awareness test due to their lupine senses.

Savage Within (Tradition): Space Wolves suffer a +2DN penalty for any Influence tests for authority outside of dealing with their own Chapter.

Ultramarines

Ultramarines are renowned for their discipline, honour, and tactical acumen. In the wake of the Horus Heresy, the Ultramarines Legion composed nearly half of the Space Marines in the galaxy. By willingly dividing the Legion into chapters, they set the example that enabled the second founding to succeed and provide a basis for the other legions to embrace the Codex Astartes.

Space Marine Implants

As part of the transformation from a mortal human into a Space Marine, initiates receive nineteen separate implants. Note that some chapters have deficiencies with one or more of these implants, reducing or eliminating their effectiveness. The benefits of these implants are abstracted into the species rules for Adeptus Astartes and Primaris Astartes. At the GM's discretion, in rare instances, characters may receive additional situational bonuses due to specific applications of these implants.

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

Primaris Space Marines add the following three implants:

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

Legion: XIII

Primarch: Roboute Guilliman

Courage and Honour: The Ultramarines are adept at multiple aspects of war—they are exemplars of brotherhood and adapt quickly to changing circumstances. An Ultramarines Space Marine may choose to bank up to 2 Exalted Icons for Glory per test instead of just 1.

Pride of Ultramar (Tradition): The Ultramarines are held to a high standard, and work doubly hard to excel under the eyes of their reborn Primarch, Roboute Guilliman. An Ultramarines Space Marine begins each session with 1 fewer Wrath. The character regains this lost Wrath point if he accomplishes his Objective during the session (in addition to the normal benefits of accomplishing an Objective).

White Scars

The White Scars embrace strategies built around rapid and savage attacks, striking at an opponent and withdrawing before the foe has any opportunity to make a counterstrike. They prefer to attack from vehicles, deploying from transports or riding bikes or Land Speeders into battle. Their traditions prize ferocity, tempered by an inherent sense of honour and justice.

Legion: V

Primarch: Jaghatai Khan

Swift as the Wind: White Scars are famously agile in the saddles of their bikes. A White Scars Space Marine gains +Rank bonus to Piloting tests for vehicles with the Adeptus Astartes keyword.

Strike like Lightning (Tradition): White Scars value swift action and are reluctant to give up the chase when hunting their foes. A White Scars Space Marine must spend a point of Glory to Hold Action (see page 222).

Adeptus Astartes Names

The Space Marines bear many names, some from their home worlds, others bestowed upon them upon joining their Chapter. These names are so incredibly varied that there is no way to accurately list them all. For inspiration, use the list of human names on page 88.

Primaris Astartes

In the wake of the Horus Heresy, after completing the Codex Astartes, Primarch Roboute Guilliman decided that the Adeptus Astartes needed further enhancements to better defend the Imperium from outside threats—including those Space Marines who had turned traitor. He assigned the job of improving them to Archmagos Dominus Belisarius Cawl of the Adeptus Mechanicus. To aid the Tech-Priest, Guilliman provided him with an archive of genetic material taken from his fellow Primarchs, called the Sangprimus Portum.

For nearly ten millennia, Cawl experimented with the gene-seed and Space Marine equipment. Ultimately, his research resulted in three new genetic implants, Mark X Power Armour, and substantial revisions to other Space Marine equipment and vehicles. When his work was complete, the Tech-Priest travelled to Macragge. There, in concert with Eldar followers of the God of Death Ynnead, Cawl awakened Guilliman from his millennia in stasis, effectively restoring him to life. Soon after, Cawl presented the Primarch with the fruits of his labours.

After assuming the title of Lord Commander of the Imperium, Roboute Guilliman assembled the newly awakened Primaris Astartes with other Imperial forces and embarked upon the Indomitus Crusade. For a century, these warriors battled the forces of Chaos and xenos insurgents to reclaim and stabilise what it could of the Imperium. During the Crusade and in its aftermath, many Primaris Astartes were incorporated into Space Marine chapters that had suffered grievous losses, including all First Founding chapters. Over the course of the Crusade and at its conclusion, Guilliman and Cawl founded entirely new Space Marine chapters, consisting entirely of Primaris Astartes, as part of the Ultima Founding.

Prior to their transfer into chapters, the Primaris Astartes fought as the Unnumbered Sons of the Primarchs. Unofficially known as the Greyshields, these were nine legion-sized armies. The legions bore only a grey chevron as their insignia and codex markings, eschewing the ornate iconography of most chapters. Further, Primaris Marines were interspersed among the Greyshields, without regard for the origins of their respective gene-seeds—as was largely the case with the chapters of the Ultima Founding.

This integration built a greater sense of unity between all the Primaris Marines, downplaying the differences in their ancestry.

While Primaris Space Marines and their equipment have only been recently deployed, the actual soldiers who underwent the transformations did not do so all at the same time. In fact, Cawl began his experiments shortly after the end of the Horus Heresy, when Guilliman initially assigned the task. As Cawl continued refining his techniques, Primaris Astartes were put into stasis, that they might wait until the whole project had reached completion. Some of the humans transformed in the earliest years had fought in the Great Crusade. When these soldiers met their modern counterparts, their peers were in awe of the fact that they had met and even fought beside the Primarchs.

Because of their extreme similarities in enhancements and equipment, as well as their linked origins, comparisons between the Adeptus Astartes and the Primaris Astartes are inevitable. At a physiological level, their Sinew Coils, Magnificat, and Belisarian Furnace make them stronger and better able to quickly recover from injury than their Space Marine brethren. Mark X Power Armour includes variants that offer better protection—Gravis, and greater mobility— Phobos. Their weapons are also a bit more effective—Intercessors field Bolt Rifles that are far heavier than a standard Bolter, while Hellblasters all wield plasma incinerators that are much more stable than typical Imperial plasma rifles. However, Primaris Space Marine units are each more specialised than those among the Adeptus Astartes. Intercessor Squads and Reiver Squads, for example, never wield the Heavy weapons that Tactical Squads and Scout Squads may carry. This degree of specialisation carries through their tactical approaches as well, necessitating that Primaris Marines are more precisely deployed on missions that complement with their abilities. To date, Primaris Marines have not exhibited the symptoms of the curses carried within some gene-seeds.

Notably, Primarch Guilliman continues to revise the Codex Astartes to address the changes in equipment and disposition of the Primaris Space Marines. New doctrines have become necessary to exploit their approaches to warfare. To some extent, these changes remain a work in progress, as he revises his seminal work.

Primaris Astartes Roles

The introduction of Primaris Space Marines represents the most substantial change to the Imperial war engine since the Second Space Marine Founding. Their arrival and rapid deployment took place at the very moment when the Imperium was most desperate for additional defenders. When the Great Rift emerged, it hid fully half of the Imperium from the light of the Astronomican. While those worlds struggled in isolation, a significant portion of the closer worlds also fell to the forces of Chaos and opportunistic xenos. Primarch Guilliman leveraged the Primaris Astartes to launch the Indomitus Crusade, spending a full century to stabilise and reunify a part of the Imperium of Man.

These superhuman soldiers embrace the same asceticism and devoted training as battle brothers from earlier foundings. Those who have joined chapters that existed prior to the Ultima Founding embrace the traditions of those chapters, working closely with their Adeptus Astartes battle brothers. While newly-founded Primaris Space Marine chapters have a few new traditions, all are grounded in the writings of the Codex Astartes.

Consequently, the changes are mostly cosmetic rather than integral.

Collectively, Primaris Astartes are highly specialised and devoted to the combat roles that they pursue. This specialisation takes place at the level of unit to which each soldier is assigned, both in terms of their gear and their standard tactics. Therefore, it is a significant event for a Primaris Space Marine to be assigned to a different type of squad. Such a reassignment requires training and additional indoctrination beyond what might be required to transfer a Space Marine from a Tactical Squad to a Devastator Squad.

Specialist Primaris Space Marines are also present within each Chapter. Librarians, Techmarines, Apothecaries, Chaplains, and Captains fulfil the same duties as their peers in Adeptus Astartes chapters, though they retain their characteristic weapons and armour. Two Lieutenants assist their Captains in coordinating the actions of each Company. They are also prepared to take command in the event a Captain falls incapacitated.

Primaris Space Marines field a range of different vehicles to complement their military capabilities. These craft serve as troop transports, artillery, and reconnaissance vehicles, in addition to other roles. Highly-trained Primaris Astartes pilot them during volatile battlefield conditions, in order for them to contribute effectively to the war effort.

Species Abilities

Build Point Cost: 100

Base Tier: 4

Speed: 7

Attribute Modifications: +2 Strength, +1 Agility, +1 Toughness, +1 Resolve, +4 Wounds

Angel of Death: Space Marines add +1/2 Rank icons to any successful attack against a Mob.

Space Marine Implants: Space Marines do not bleed. Space Marines gain +1 bonus dice as a situational modifier to any test if the Game Master deems it appropriate for one of the 19 implants.

Honour the Chapter (Primaris): You are subject to the orders of your chapter master and the beliefs and traditions of your chapter. Primaris Space Marines gain the first special rule from their Chapter and ignore any penalties or drawbacks from the second if it is marked as being related to the Chapter's gene-seed.

Select an Archetype

Every player must select an archetype for their character. An archetype reflects a career the character embraces. In essence, archetypes are shorthand for the character's abilities. Each character may only have one archetype.

When another member of the game group learns a character's archetype, they have a reasonable expectation of the types of things that character can do well. The abilities associated with a ganger are very different from those of an Inquisitor. At the same time, not all characters who share an archetype have the same skills. Generally, they are likely to consistently fulfil similar roles within a team of characters, but this is not a certainty.

An archetype provides a character with discrete game benefits. Archetype abilities are generally unique to each archetype. While characters begin a campaign with equipment acquired as part of their archetype selection, these need not be unique. Different archetypes often share some gear, and characters may acquire alternative gear as a part of campaign play.

If a player is torn between two archetypes for a specific character, generally it is wiser to choose the archetype that has the most relevant archetype abilities. At the GM's discretion, a player may be able to select alternative gear for a character than the equipment listed in the archetype description

(see Select Wargear page 182). Alternatively, if a player does not see an archetype that fits their character vision, Inquisitorial Acolyte (see page 120) may be the best option. This archetype serves as a flexible option that can fit a range of Frameworks and specialties.

Changing Archetypes During Play

Some players may wish to have their character grow from one archetype into another during the campaign. For example, a player whose character is a Hive Ganger my dream someday of joining the Imperial Guard. Archetypes are, by design, meant to encompass a single character's focus and abilities throughout a campaign, and are considered locked once chosen. There are some exceptions to this rule (such as Space Marine Scouts, see page 126).

However, the Game Master may use their discretion to allow a character to transition from one archetype to another if it makes sense for the character and the campaign. In cases such as these, the character changing archetypes must remove their old archetype bonus and gain the new archetype bonus in its place. The character must also qualify for selecting the new archetype and must meet all the prerequisites, including attributes, skills, and keywords. Finally, the Game Master should consider the cost of the archetype and ensure that the character's build points are spent on making up any difference between the old archetype and the new.

Archetype Anatomy

All archetypes share some common features. These include a brief description, a list of requirements, and a list of benefits.

Build Point Cost: All archetypes have a build point cost to acquire, though that cost may be 0. Players must spend those points from the build points available within their Tier when selecting the archetype. Players must take care at this stage to not spend more points than they can afford to at later stages.

Prerequisites

In order to take an archetype, the character must meet all its prerequisites. Normally players have not yet purchased their characters' attributes or skills (Steps 4 & 5 of character creation, see pages 67 and 68) at this point. Consequently, the minimum required values can simply be pencilled in on the character sheet. Players must then make sure the character meets or exceeds those minimums during the later steps.

Tier: The campaign Tier established in the Framework (see page 390) must be at least this value. If a player chooses an archetype for their character with a lower Tier than the one being used for the campaign, they can use Ascending to adapt the character for the campaign.

They must first generate the character at the Tier value for which it is designed. After that is complete, the character can Ascend until reaching the one appropriate to the Framework. After the character Ascends, skills, talents, and attributes may be increased to reflect the new Tier limits. See Ascending on page 196 for the specifics.

Species: Players should have selected a species for their hero prior to this step. That species must be compatible with the archetype. Normally, Framework restricts species.

Attributes: When the player purchases attributes for the character at the next step, they must take care to verify that the values for any attributes listed here meet or exceed these requirements. Prerequisites in this section refer to the modified values.

Skill Prerequisites: When the player purchases skills for the character later in creation, they must verify that the values for those skills meet the thresholds established for the archetype here.

Benefits

Keywords: Archetypes provide characters with keywords (see Keywords on page 48). Those are required for the characters to purchase some talents and can affect the availability of equipment. A few archetypes have keywords placed between <>. These enable a player to select a specific keyword. For example, a Space Marine could select a specific Chapter as a keyword in place of <Chapter>. Rarely, Archetypes include the <Any> keyword. In this case, players using this archetype may substitute any other keyword for this wild card. However, they must provide the GM with an appropriate backstory to justify it. The GM is the final arbiter on whether a chosen keyword is appropriate or not for the context of the game's framework.

The <Any> keyword may be selected as Psyker, meaning the character may purchase the Psychic Mastery skill and psychic powers (see page 346), but the character does not gain any starting powers (not even smite!) or rating in the Psychic Mastery skill.

Keywords

Keywords are a special note about a character's allegiance, nature, home culture, or other important details (such as species). Keywords are important for many factors, including whether certain special abilities affect you, how easy it is for you to acquire certain items, or how well you can interact with other groups in the galaxy. Keywords are broken down into three main groups:

Faction or Nature: These keywords represent one of the most significant parts of your character's life.

Examples: Imperium, Chaos, Scum, Eldar, Ork, Psyker

Allegiance: These keywords are about your character's beliefs and traditions, largely based on groups they belong to or are associated with.

Examples: Adeptus Astartes, Adepta Sororitas, Adeptus Ministorum, Adeptus Astra Telepathica, Astra Militarum, Asuryani (the Craftworld Eldar), Outcast (for Eldar Corsairs and Rangers), Ynnari (for Eldar who follow the god Ynnead), Heretic

Specific Sub-group: These keywords relate to a smaller, more specific group within Warhammer 40,000. Your character has a strong link or connection to this group.

Examples: Space Marine Chapters, Imperial Guard Regiments, Ordos of the Inquisition, Orders of the Adepta Sororitas, Eldar Craftworlds, Ork Clans, and the four Chaos Gods (Khorne, Nurgle, Slaanesh, and Tzeentch).

Influence Bonus: Influence is a derived attribute calculated in the next step. Archetypes provide a bonus (or penalty) to Influence as indicated here.

Archetype Abilities: Most archetype abilities provide a bonus based upon Rank. Many of these provide the character with a bonus to a dice pool associated with a skill or circumstance.

Archetype Abilities and Stacking

If a character gains +Rank bonus from multiple abilities to the same dice pool, they are not a simple combination. Instead, each time after the first that a character receives +Rank, it adds an additional bonus dice, up to the maximum bonus limit that the campaign Tier establishes.

Example: *James' Commissar is Rank 2. He has Intimidation (3) and Willpower (4). Due to his archetype ability, he receives +Rank to Intimidation tests. He also receives +Rank to Willpower tests for his Superhuman Willpower talent. When assembling a dice pool for an Intimidation test (Intimidation 3 + Willpower 4), he adds +Rank (2) from his Archetype Ability, then +1 from his Talent, for a total pool of 10 dice.*

Wargear: Archetypes provide characters with a base set of wargear. Most of this equipment is described in **Chapter 6: Wargear**. Items which are not described there do not have game mechanics. Instead, they simply offer a roleplay prop.

Objectives

An Objective represents a narrative hook, a prompt for the player to use when they want to do something in the game that is particularly appropriate for their chosen archetype. Players should look at Objectives as possibilities, something they get a bonus for if they include an Objective in their roleplay once during a gaming session. Warhammer 40,000 is a setting with a great deal of depth, detail, and history, and Objectives are a good way to link your character into the 41st Millennium.

Each archetype category possesses a list of three Objectives. At the beginning of the game, the player rolls a d3 to select which Objective their character aspires to achieve during the session. If the player feels that the result is inappropriate for the circumstances of the campaign, the player should re-roll or select a more fitting Objective instead.

Objectives serve as a fun and interesting way to interact with the grim darkness of the far future—players are not obligated to achieve an Objective, and may ignore or use it as they wish. Also, Objectives are limited to once per session to ensure that they remain a fresh and interesting addition. For this reason, rolling randomly is encouraged rather than choosing a result, so that the character does not end up doing the same thing time after time. Depending on your group's preferences, an Objective may either be a substantial roleplaying moment or a casual addition to the narrative.

Players may come up with their own Objectives as well if they wish. It is recommended that the player come up with three additional Objectives, and change the initial roll at the beginning of the game from a d3 to a d6. The Game Master has the final say as to which Objectives are appropriate for their campaign.

Example: *Wendy decides that her character, Commissar Victoria, has a custom Objective: "Threaten to execute someone—subtle or overt—for cowardice in the face of the enemy."*

A player who achieves an Objective during a game session gains one point of Wrath (see Wrath on page 59). This bonus is limited to once per session.

Custom Archetypes

For some campaigns, the GM may choose to work with players to refine archetypes that are a better fit for a campaign. This is most commonly an issue where all the characters have similar, tightly-linked roles. Requiring all the characters to take the same archetype can work perfectly well, but offering a range of different archetype abilities can be more enjoyable for everyone involved.

For example, a campaign that focused entirely upon the Astra Militarum might want to have devoted archetypes that covered the squad's heavy weapon specialist, the medic, the communications specialist, sergeant, and pilot. In this case, the GM could begin with the Imperial Guardsman archetype. By default, the characters would have the Look Out, Sir! archetype ability. However, if they fulfilled an alternative prerequisite (such as requiring Medicae at rating 2 for the medic), the character could replace it with the Loyal Compassion ability, taken from the Sister Hospitaller archetype.

List of Archetypes

Archetype	Tier	BP Cost	Description
Adeptus Ministorum			
Ministorum Priest	1	0	A zealous preacher of the Imperial Creed.
Death Cult Assassin	2	20	An agile killer, expressing worship through the art of death.
Crusader	3	40	A holy warrior with unflagging devotion to the God-Emperor.
Adepta Sororitas			
Sister Hospitaller	1	0	A pious healer dedicated to care of both body and soul.
Sister of Battle	2	40	A determined warrior, filled with purity and faith.
Astra Militarum			
Imperial Guardsman	1	0	A disciplined soldier, used to fighting amid multitudes.
Tempestus Scion	2	30	An elite, highly-trained soldier, used to undertaking special missions.
Imperial Commissar	3	50	A fearsome leader, inspiring both dread and respect in great measure.
Adeptus Astartes			
Space Marine Scout	2	20	A stealthy warrior adept at reconnaissance.
Tactical Space Marine	3	50	A versatile warrior, veteran of a hundred battles.
Primaris Marine Intercessor	4	60	A skilled and focused warrior, adept at bringing death at range.
Agents of the Imperium			
Inquisitional Acolyte	1	0	A representative of the Inquisition, adaptable and possessing great potential.
Inquisitorial Adept	1	0	A learned scholar and scribe, adept at navigating bureaucratic obstacles.
Sanctioned Psyker	2	50	Able to focus the warp through their mind, they are blessed or cursed with psychic powers.
Inquisitor	4	70	A bearer of profound Imperial authority, adept at discovering the truth in the shadows.
Rogue Trader	2	40	An adventuresome and influential explorer with their own space vessel.
Adeptus Mechanicus			
Skitarius	2	40	A warrior of the Machine Cult, sturdy and reliable.
Tech-Priest	3	60	A priest of the Omnissiah, able to commune with the machine-spirits.

List of Archetypes, Continued

Archetype	Tier	BP Cost	Description
Scum			
Hive Ganger	1	0	A resourceful and tenacious survivor from the depths of enormous industrial cities.
Scavvy	2	10	A mutant—cast out and reviled—yet their mutations give them power.
Desperado	3	30	A savvy and dangerous bounty hunter, mercenary, and gun for hire.
Renegades			
Cultist	1	0	A disciple of the Ruinous Powers, eager to gain their capricious favour.
Chaos Space Marine	3	50	A renegade warrior and death-dealer, a dark reflection of their noble brethren.
Heretek	3	60	A tinkerer, corruptor of machine-spirits, a bearer of the sin of innovation.
Rogue Psyker	2	50	An unsanctioned bearer of psychic powers, wielding the warp's power without discipline.
Aeldari			
Corsair	1	0	A space-faring pirate of an ancient race.
Ranger	2	30	A wanderer, a scout, and tracker for the good of their people.
Warlock	3	80	A powerful psyker, wielding strictly-guided powers for the Aeldari cause.
Orks			
Ork Boy	1	0	A brutish warrior and thug who believes that might makes right.
Kommando	2	30	A stealthy and cunning warrior who knows how to turn almost any battle to his advantage.
Ork Nob	3	60	A savage warrior and capable leader, using brute force to succeed where others fail.

Table 3-3: Archetypes by Tier

Tier 1	Tier 2	Tier 3	Tier 4
Ministorum Priest	Death Cult Assassin	Crusader	Inquisitor
Sister Hospitaller	Sister of Battle	Imperial Commissar	Primaris Marine Intercessor
Imperial Guardsman	Tempestus Scion	Tactical Space Marine	
Inquisitional Acolyte	Space Marine Scout	Tech-Priest	
Inquisitorial Adept	Sanctioned Psyker	Desperado	
Hive Ganger	Rogue Trader	Chaos Space Marine	
Cultist	Skitarius	Heretek	
Eldar Corsair	Scavvy	Eldar Warlock	
Ork Boy	Rogue Psyker	Ork Nob	
	Eldar Ranger		
	Ork Kommando		

Adeptus Ministorum

Colloquially known as the Ecclesiarchy, the Adeptus Ministorum are evangelists for the Imperial Cult across the galaxy. As the official religion of the Imperium of Man, the organisation is based upon Holy Terra. However, it is not technically part of the Adeptus Terra, though it does fall under the authority of the High Lords of Terra. For practical reasons, the Ecclesiarchy maintains a very close working relationship with the Imperium's other departments. This is partly self-serving because the head of the church, the Ecclesiarch, is typically one of the High Lords of Terra.

The Ministorum incorporates several subdivisions, each with their own hierarchies and responsibilities. The three largest are the Adepta Sororitas, the Missionarus Galaxia, and the Schola Progenium. The Adepta Sororitas are a penitent order of women, further detailed on page 110. The Missionarius Galaxia is the most evangelical branch, working with explorators to spread the word of the Emperor to long-lost tribes of man, while also performing charitable work on primitive worlds and in needy communities. The Schola Progenium maintains orphanages and schools to educate and care for the children of Imperial servants who have lost their lives in service to the Imperium.

The specific tenets of the Imperial Creed vary across the expanse of the Imperium. A controversial belief that triggers a religious war on one world might be considered trivial in a distant sector. This is partly due to the huge cultural variation that can be observed across the Imperium, but it is also linked in to the faith of the Cardinals who rule each of the Ecclesiarchy's dioceses. Over the millennia since the Emperor assumed the Golden Throne, different factions have emerged, come into power, and collapsed under the weight of their unsustainable beliefs. Through cultural drift and shifting of priorities, the Ecclesiarchy has undergone countless minor changes, which have ultimately triggered larger scale changes as well, no matter how unintended those might be.

Acts of Faith

The Imperial Creed inspires deep, fanatical devotion in many of its adherents. Filled with passion and zeal, the faithful can push their bodies beyond normal limits to accomplish deeds of note upon the battlefield.

There are certain Talents (see page 168) that grant a resource called Faith. These Talents let the player characters use Faith to fuel their special abilities.

Adeptus Ministorum Objectives

D3 Roll Result

1 Extoll the virtues of worshipping the God-Emperor to an unbeliever.

2 Proclaim your enemy to be a heretic and unworthy of the Emperor's light.

3 Bear witness to an act that you consider a miracle of the divine Emperor.

Ministorum Priest

Priests serve a range of different roles within the Ecclesiarchy. Some maintain the Ecclesiarchy's church, conducting daily services among the faithful, and building a sense of community. Others are devoted entirely to service, caring for the sick, the wounded, and the needy, particularly educating and caring for children. Missionaries travel across the Imperium and even beyond its borders, spreading the Imperial Creed to all who need to hear it.

Priests faith in the Emperor is their defining trait. Every action priests undertake must bring greater glory to the Emperor. Good priests know that they are the mortal manifestation of the God-Emperor's will, in the eyes of the unbeliever and the faithful alike. A true priest demonstrates the might of the Emperor and the wisdom of His Creed through the triumphs attained in His service.

A Ministorum priest need not be kind or forgiving, for the Emperor was not necessarily either of these. However, the priest must be just, just as the God-Emperor gave justice. The unholy must receive the smiting they deserve, while the faithful must receive an opportunity to demonstrate their faith. For the Emperor deserves every demonstration of obeisance and faith that a mortal human can provide.

All priests must be fully versed in the local traditions of the Imperial Creed, recognising that sometimes Truth can be a matter of perspective. Even within context of local variation, a priest must still be able to recognise heresy, often from the associated stigma of corruption and mutation as much as from the apocryphal beliefs stated. Whenever potential heresies are identified, the priest must see that they are purged, lest such blasphemies cause other faithful to imperil their souls. While priests must feel compassion and love for the faithful under their charge, they must be ready and able to temper that love with necessary punishment.

Missionaries are those priests who spread the Imperial Truth to the worlds on the fringes of the Imperium. Since the emergence of the Great Rift, their responsibilities have increased dramatically. The taint of Chaos has spread like wildfire through the many planets of the Dark Imperium. Missionaries must return to worlds which were once within the Imperium's fold to make certain that their beliefs have not drifted too far from the central tenets of the Imperial Creed. In many cases, they have had to make adaptations to incorporate local superstitions and myths into the local traditions of the Imperial Creed so that native populations can better appreciate its central message.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower 3

Skill: Scholar (1)

Benefits

Keywords: Imperium, Adeptus Ministorum

Influence Bonus: +1

Fiery Invective: Once per combat, the Ministorum priest may take a free action to preach the Imperial Creed. The character and all allies with the Imperium Keyword within hearing range heal 1d3 + Rank Shock.

Wargear: Laspistol, Rosarius, knife, clothing (Ministorum robes), missionary kit.

Crusader

Crusader Houses are one of the many suborders within the Ecclesiarchy. These organisations are made up of ascetic warrior-monks, who believe that their ability to engage in combat is a manifestation of their faith in the God-Emperor. Houses vary substantially in size, from minor orders with only a handful of members, to larger communes, which incorporate thousands of crusaders. Each house has its own set of traditions and beliefs, including their distinctive fighting styles.

Not all monastics follow the same path to membership in their Crusader House, and each has its own distinctive system of acceptance and initiation for members. Some orders have a sufficient reputation for attracting pilgrims who travel from distant systems to seek membership. Graduates of local Schola Progenium can constitute nearly the entire membership of others. In some cases, a crusader may choose to join an order as an act of penance for a sin or even—with appropriate dispensations—for a secular crime.

Crusaders who leave their monasteries typically do so with a specific goal in mind. This can be a general one—root out heresy, defeat xenos, demonstrate the God-Emperor's strength—or it could be a very specific one—eliminate a blasphemous leader, put down a specific cult, return a lost relic to its home. After they depart, crusaders often do not return to their home until they feel that they have successfully completed their specific quest or accomplished a milestone in the effort to complete a more generalised option.

Most crusaders have strong traditions of serving as defenders to the Ecclesiarchy. Some orders are founded around serving as bodyguards for specific high-ranking officials, including cardinals and pontiffs. These orders are devoted both to a posting and to the personage who occupies it. Other orders are more open to assignment regarding the person to whom they swear their allegiance. Such orders may receive thousands of requests each year from distant priests who seek out a bodyguard as capable as a

crusader. In some cases, priests may even draw a band of crusaders from different orders to form a Battle Conclave. Such organisations may be assembled to target a specific threat against the Imperial Cult, particularly when agents of the Adepta Sororitas are not immediately available.

It is not uncommon for Inquisitors to draw crusaders into their personal retinue, where they have ample opportunity to demonstrate their skills against heretics. Working with an Inquisitor is a treacherous assignment, but crusaders do not refuse opportunities to demonstrate their faith. In fact, some crusaders have earned the title of Inquisitor.

Build Point Cost: 40

Prerequisites

Tier: 3

Species: Human

Attribute: Initiative 3, Willpower 3

Skill: Weapon Skill (3), Scholar (1)

Benefits

Keywords: Imperium, Adeptus Ministorum

Influence Bonus: +1

Armour of Faith: Crusaders rely upon their faith to carry them through; they increase their Resolve by 1/2 Rank. Crusaders gain +Rank bonus dice to melee attacks against any opponent with the Heretic or Chaos keywords.

Wargear: Power sword, storm shield, carapace armour, clothing (Ministorum robes)

Death Cult Assassin

Every life must end in death. A life that is well spent glorifies the Emperor and extends the reach of the Imperium, so its conclusion through death has deep meaning. One that is poorly spent should be ended, so that the Imperium need not bear its cost.

Members of Death Cults recognise the necessity of sacrifice. They view the Emperor's assumption of the Golden Throne as the greatest sacrifice ever made to benefit humanity. Every death—and for many cults, every drop of blood spilt—is a symbolic act of worship that recapitulates that sacrifice. These beliefs skirt the edge of heresy, but the Ecclesiarchy tends to turn a blind eye.

Death Cult assassins are cultists who devote their lives to the art of combat and murder as acts of worship. Their carefully-honed abilities offer a valuable resource to the Adeptus Ministorum. Some Death Cult assassins become discrete agents of the Ecclesiarchy, where they serve at the discretion of the cardinals and pontiffs. Inquisitors also recruit some Death Cult assassins to their service, so that they can find and eliminate heresy on a broader reaching scope. Rumours suggest that at least a few Death Cult assassins earn places within the Officio Assassinorum, accepting assignments directly from the High Lords of Terra.

Death Cults are found within many different worlds of the Imperium, and the traditions of each cult is typically tied to the cultures of their home worlds. Few absolutes can be drawn about these traditions, due to the huge number of worlds that involve these cults, but some generalisations may be made. Cultists from Feral and Death Worlds tend to be blunt and savage in their approaches. As rare exceptions, some of these killers utterly eschew stealth, believing that public assaults and personal responsibility add greater glory to their order and to the Emperor. In contrast, Death Cult assassins who operate within Hive Worlds tend to favour quieter murders—especially when targeting members of the nobility. A popular choice is to favour poisons that are impossible to detect, leaving the ultimate cause of the victim's death a mystery. Other cultists believe that every sacrifice must revolve around spilling blood, which leaves the cause of death abundantly clear.

Even those Death Cult assassins who favour public executions tend to be skilled infiltrators. Prime targets frequently maintain stables of guards and sophisticated security measures. Bypassing those assets is a necessary step to perform their sacrifices. Those murderers who reach their targets undetected are far more likely to succeed in their missions. Once the target has been reached, the execution can be performed in a very public method, if that is necessary.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Agility 4

Skill: Ballistic Skill (2) or Weapon Skill (2)

Benefits

Keywords: Imperium, Adeptus Ministorum

Influence Bonus: 0

Glancing Blow: Death Cult Assassins depend upon their movement to avoid harm. Unless they are immobilised or restrained, they may attempt to soak Mortal Wounds, and may substitute their Agility for their Soak when doing so.

Wargear: Two Death Cult powerblades, bodyglove, knife, laspistol, 3 doses of stimm.

Adepta Sororitas

The Adepta Sororitas is a spiritual sisterhood within the Adeptus Ministorum. Collectively, the sisterhood is split up into dozens of orders, which fall into a range of categories. The different groups include the Orders Militant, Orders Hospitaller, Orders Famulous, Orders Dialogous, and many minor orders. Each Order has its own mission, which is partly reflected by the grouping to which they are assigned. Membership is selective, with candidates primarily drawn from the Schola Progenium.

The Orders Militant, collectively referred to as Sisters of Battle, represent the military arm of the Ecclesiarchy. As the organisation is forbidden from maintaining "men under arms," the all-female makeup of the group sidesteps that legal concern. Each of the Orders Militant has its own colour scheme, emblems, and distinctive traditions and priorities.

Other orders serve the Imperium through approaches that have less direct military application. The Orders Hospitaller are devoted healers who assist the Imperium's needy through charitable hospitals as well as healing those injured in military service. The Orders Famulous maintain records of the Imperial aristocracy and aid in the upkeep of their households. The Orders Dialogous are masters of translation and recording, studying countless forms of communication. Other orders serve the Imperial Cult in more esoteric fashion.

Orders of the Adepta Sororitas

The Orders Militant of the Adepta Sororitas pursue the zeal of war to spread the light of the Emperor. Often, they are tasked by the Ecclesiarchy with defending Shrine or Cardinal Worlds or retaking such planets from heretics, xenos, or the forces of Chaos. There are dozens of Orders Militant based around convents of the Adepta Sororitas scattered throughout the galaxy.

Other orders of the Adepta Sororitas pursue different activities than war. The Orders Hospitaller tend to the sick and injured. The Orders Famulous organise, educate, and maintain the households

of certain Imperial noble families, opposing disloyalty and conducting genetic testing to weed out mutation. The Orders Dialogous help to translate the innumerable dialects and slang of Low Gothic used throughout the Imperium, whilst some are called upon to study xenos languages or heretical cant for the Inquisition.

A character with the <Order> keyword may select one of the orders listed in this section (or the player may work with the GM to create one of their own). The selected order then replaces the <Order> keyword on the character sheet.

Table 3-4: Orders of the Adepta Sororitas

Order Militant	Description
Order of the Bloody Rose	Formed from the bodyguards of an Abbess, this order honours the martyrdom of a sister who died in exceptionally bloody battle.
Order of Our Martyred Lady	Founded in honour of Saint Katherine, this order wears black as a symbol of the deep mourning for their namesake's death.
Order of the Valorous Heart	A highly penitent order, they seek to atone for their part in the Reign of Blood.
Order of the Sacred Rose	This order is highly disciplined, embodying the virtues of calm determination in the face of the enemy.
Order of the Ebon Chalice	The oldest of the Orders Militant, this one was founded by Saint Alicia Dominica in the 38th Millennium. This order reveres the history and traditions of the Adepta Sororitas.
Order of the Argent Shroud	This order is famed for their righteous fury and selfless acts of heroism. Their founder seldom spoke, believing that deeds proved more devotion than words.

Adepta Sororitas Objectives

D3 Roll Result

1 Describe how faith and/or sacrifice in the Emperor's name brings success.

2 Invoke an Imperial Saint (Saint Alicia Dominica and Saint Celestine are two examples) to bless your achievements.

3 Bear witness to an act that you consider a miracle of the divine Emperor.

Sister of Battle

As the militant arm of the of the Adeptus Ministorum, the Sisters of Battle are equipped to engage any who would dare to oppose the Imperial Creed. It is their sacred duty to cleanse the galaxy of heresy and corruption, wherever they should find it, including within the various organisations of the Imperium of Man. Due to their shared goals, the Orders Militant often work in conjunction with the Imperial Inquisition, though they remain distinct organisations. Many of the orders maintain convents on Shrine Worlds, so that they can more easily defend those places most blessed to the Imperial Creed.

Sisters of Battle use power armour and bolters based upon the same technology as those used by the Adeptus Astartes. These are supplemented with weapons that make use of heat and flame, exploiting the symbolic cleansing power of fire. Despite these similarities in tools, the Sisters of Battle lack the genetic enhancements and standard implants that characterise those superhuman warriors. Instead, they rely upon their faith in and devotion to the Emperor to carry them through any conflict. These devout soldiers have supreme confidence that their faith represents an effective weapon of war, and their repeated triumphs justify that belief.

Women who graduate from the Schola Progenium make up most of the Battle-Sisters recruits. As orphans, their educations provide them with a strong grounding in the Imperial Creed. Years of further indoctrination in conjunction with intense military training builds upon this, so that each sister's faith becomes utterly unflinching and intrinsic to their being.

A Canoness Superior leads each order of sisters. Depending upon the order's total size, she may have other canonesses under her authority, who each assume responsibility for a single convent. Large convents may be subdivided into separate, smaller groups, each led by a lower-ranking canoness. A Sister Superior commands each distinct squad.

In the field, Battle Sisters are the most common infantry, armed primarily with the Godwyn-De'az Pattern Bolter. Seraphim squads manoeuvre quickly through combat using jump packs, as they wield paired bolt pistols or inferno pistols. Retributor squads provide fire support wielding heavy weapons, including heavy flamers, multi-meltas, and heavy bolters. Sisters who have fallen prey to moral failing may choose to enter combat as Sisters Repentia, armed only with an Eviscerator and eschewing armour, in an effort to atone for their sins. In larger formations, veteran Celestian squads may exploit more precious weapons, or assume auxiliary leadership roles to aid communication with the canoness.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Strength 3, Agility 3, Toughness 3, Willpower 3

Skill: Scholar (1), Ballistic Skill (2), Weapon Skill (2)

Benefits

Keywords: Imperium, Adeptus Ministorum, Adepta Sororitas, <ORDER>

Influence Bonus: +1

Purity of Faith: Sisters of Battle and any allies within 15 metres and line of sight add +Rank to Corruption tests. Sisters of Battle gain +Rank to any dice pool to resist psychic powers and effects.

Wargear: Sororitas power armour, Chaplet Ecclesiasticus, either a boltgun OR a chainsword and bolt pistol, clothing (Sororitas vestments), writing kit, copy of the Rule of the Sororitas.

Sister Hospitaller

Among the non-militant Orders of the Adepta Sororitas, the larger population of the Imperium consistently shows the greatest appreciation and love for the Orders Hospitaller. These women are recognised for their compassion, as they provide medical care for all citizens of the Imperium. This includes charitable hospitals for the sick and needy, as well as providing their expertise to the Imperial Guardsmen of the Astra Militarum. Their ranks include nurses, physicians, and surgeons—all devoted to healing the bodies of the faithful, no matter how they might have sustained their injuries.

Orders Hospitaller convents typically include expansive medicae and recovery facilities. These women care for the sick and dying as a physical expression of their faith, so a steady supply of patients is seen as a small blessing from the Emperor. They see each person who suffers as a reflection of the Emperor's sacrifice, while their patients often see the Sisters as agents of His mercy. In fact, many Sisters Hospitaller have been canonised for the services they have performed,

with countless miracles of healing credited to their names.

Imperial Navy vessels often visit worlds that house Orders Hospitaller convents. Sometimes, the voidcraft deliver or retrieve Astra Militarum soldiers who have been injured at the battlefront or who are finally prepared to return to war. Many of these convents are located upon Shrine Worlds. Some scholars argue that at least some of the pilgrims visiting those worlds do so to obtain better medical care from the Adepta Sororitas than is available on their worlds of origin. Occasionally, the voidcraft retrieve Missions of Sisters Hospitaller, who embark upon their own pilgrimages. Typically, these faithful travel to form a field hospital for a needy regiment of the Astra Militarum or even for a Sisters of Battle convent.

Sisters Hospitaller acquire an extraordinary understanding of genetics, anatomy, and physiology as a core part of their training. While their primary focus deals with humanity, their knowledge is such that they can make reasonable inferences for almost any living organisms. Examples includes livestock, feral animals, and even xenos. Such insights are valuable to scholars, including members of the Orders Famulous and Orders Dialogous, who often seek these Sisters out with questions.

Inquisitors have also requested assistance from Sisters Hospitaller. While some Inquisitors do need a healing specialist, more often they need someone capable of recognizing the thresholds between extreme pain and biological shutdown. A skilled healer can aid an Inquisitor in keeping a subject alive, even through the most rigorous inquiry. Recognizing that a subject would only be questioned if guilty of grievous sins, devout Sisters are always willing to assist the Inquisition with such matters.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect 3, Willpower 3

Skill: Medicae (1), Scholar (1)

Benefits

Keywords: Imperium, Adeptus Ministorum, Adepta Sororitas, <ORDER>

Influence Bonus: 0

Loyal Compassion: A Sister Hospitaller adds +Rank on Medicae tests when treating characters with the Imperium keyword.

Wargear: Sororitas power armour, chirurgeon's tools, laspistol, clothing (Sororitas vestments), copy of the Rule of the Sororitas.

Astra Militarum

During the Great Crusade, the Emperor discovered that war on a galactic scale stretched the Legiones Astartes too thinly. He founded the Imperial Army to garrison compliant worlds and to resolve any minor insurrections that surfaced after the Legions had departed. Eventually, as the Crusade continued, the Imperial Army joined the legions on the front lines.

The Imperial Army was completely reorganised in the wake of the Horus Heresy. All ground forces were placed under the umbrella of the Astra Militarum, and colloquially named the Imperial Guard. Each planet of the Imperium is responsible for organizing its own defences, which are known as their respective Militarum Regimentum. An annual tithe of one tenth of a planet's standing forces

are reassigned to the Departmento Munitorum. Under that organisation's direction, these newly formed regiments are dispatched—using the vessels of the Imperial Navy—to war zones where they are needed.

While each planet provides soldiers to the Imperium, the Departmento Munitorum is responsible for equipping those soldiers. It depends upon the Adeptus Mechanicus to provide the necessary weapons, vehicles, and equipment for each regiment to function effectively in the field. While there are some uniforms and armour patterns generally available from Forge Worlds, many regiments prefer to follow dress codes consistent with the worlds of their founding. As such, Imperial Guard uniforms vary substantially across the galaxy, though their weapons and vehicles tend to be remarkably consistent.

Though regiments are initially founded from a single world, soldiers seldom have an opportunity to return to the worlds of their birth. Soldiers fortunate enough to survive a war are dispatched to another war zone. If a regiment suffers such losses that it is no longer battle-worthy, it is combined with another similarly-depleted unit. This can lead to a regiment with unusual command structures and a bizarre mix of traditions.

Astra Militarum Regiments

Because of the shared culture and fighting styles of regiments sourced from a single world, soldiers, officers, and even officials of the Departmento Munitorum often interchange the term Militarum Regimentum and regiment, referring to all guardsmen from Cadia as being from the Cadian Regiment. On their home worlds, the forces who serve to defend the planet may have all manner of nomenclature, but in the Astra Militarum, they are all different types of regiments. Although there are many different classes of Astra Militarum regiments, each one is largely uniform in composition. Many regiments among the Astra Militarum have long and distinguished records of service in battlefronts across the galaxy. Some of the most famous regiments have their own distinct traditions, strengths, and skills developed from their battle experience and the conditions of their home worlds.

Characters with the <Regiment> keyword must have the Astra Militarum keyword as well. Characters with the <Regiment> keyword may select one of the following regiments (or the player may work with the GM to determine another if they wish). Choosing a regiment replaces the <Regiment> keyword with the name of the selection.

Selecting a regiment also provides the character with a bonus associated with that regiment:

Regimental Affiliation: The soldier gains + 1/2 Rank bonus dice with that regiment's bonus (either a Skill or Resolve test). If a player creates their own regiment or uses one that does not appear on this list or in future ***Wrath & Glory*** sourcebooks, they must work with the Game Master to select a bonus appropriate to the regiment's focus.

Table 3-5: Regiments of the Astra Militarum

Regiment	Description	Regimental Bonus
Death Korps of Krieg	Founded on the toxic, radioactive world of Krieg, these soldiers are grim and disciplined, accepting even the most dangerous missions.	Intimidation
Cadian Shock Troopers	Founded on the Fortress World of Cadia, these disciplined soldiers suffered greatly when their home world was overwhelmed and razed by the forces of Chaos.	Resolve
Catachan Jungle Fighters	Founded on the incredibly lethal Death World of Catachan, these warriors are famed for their resourcefulness and ability to survive in nearly any battlefield.	Survival
Armageddon Steel Legion	Founded upon the war-torn world of Armageddon, the Steel Legion commonly ride to war through the polluted wastes of their planet inside armoured vehicles.	Pilot

Regiment	Description	Regimental Bonus
Vostroyan Firstborn	Founded on the Hive World of Vostroya, this regiment is made up of the first-born sons of every family. This tradition was born from an ancient refusal to tithe soldiers to the Imperium, a mistake they have atoned for ever since. Officers are of noble birth, while common soldiery are made up of worker families.	Leadership
Valhallan Ice Warriors	Founded on the desolate Ice World of Valhalla, this regiment is made up of stern, stubborn soldiers who are all but impervious to harsh conditions.	Resolve
Tallarn Desert Raiders	Founded on the Desert World of Tallarn, this regiment is highly skilled at mobile warfare. Patient and determined, Tallarn soldiers are ferocious in pursuit of their enemies.	Awareness

Astra Militarum Objectives

D3 Roll Result

1 Express confidence (or the opposite!) in the virtue of overwhelming numbers and firepower.

2 Explain how the Imperial Infantryman's Uplifting Primer has a lesson appropriate to the current situation.

3 Reminisce about your far-flung home world and compare it to the current situation.

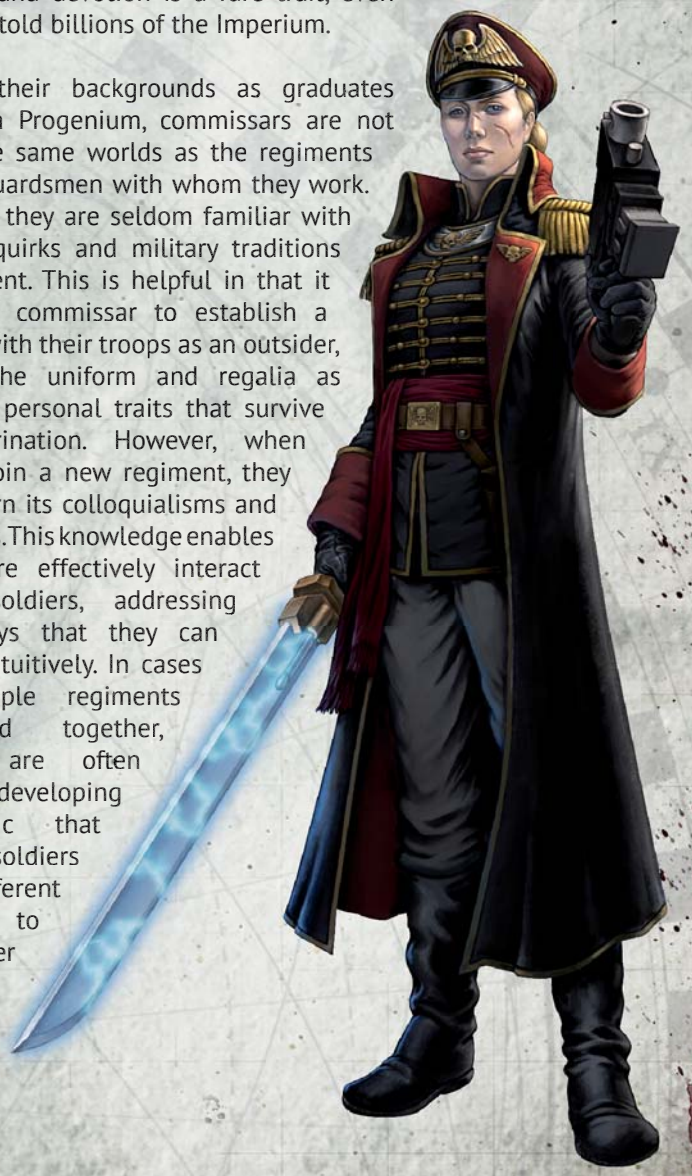
Commissar

In their distinctive greatcoat and peaked hat, a commissar symbolises Imperial Authority. The devoted Imperial soldiers who undertake this responsibility embrace it with all their beings. They have complete faith in the Imperium's mandate, its mission, and its methods. They recognise the necessity of the sacrifices that must be made in the interests of the Imperium as a whole, and they never hesitate to make them.

Commissars are normally attached to a regiment of the Astra Militarum late in its training stage, shortly before they depart the world of their founding. This is during the same period when all the resources that the Departmento Munitorum provides are delivered, including psykers, agents of the Adeptus Mechanicus, and other specialists. This gives the commissar a brief opportunity to observe a regiment in training, and to refocus portions of that training, before the regiment is formally deployed.

Most commissars are graduates of the Schola Progenium. They are selected from those who score exceptionally well in combat aptitude while also demonstrating superb leadership qualities. They must be able to push their charges mercilessly, while simultaneously inspiring them to willing acts of extraordinary self-sacrifice. The ability for a skilled soldier to delicately balance respect, fear, and devotion is a rare trait, even among the untold billions of the Imperium.

Because of their backgrounds as graduates of the Schola Progenium, commissars are not natives of the same worlds as the regiments of Imperial Guardsmen with whom they work. Consequently, they are seldom familiar with the cultural quirks and military traditions of any regiment. This is helpful in that it enables each commissar to establish a relationship with their troops as an outsider, defined by the uniform and regalia as much as any personal traits that survive their indoctrination. However, when commissars join a new regiment, they must first learn its colloquialisms and cultural norms. This knowledge enables them to more effectively interact with the soldiers, addressing them in ways that they can understand intuitively. In cases where multiple regiments are merged together, commissars are often critical in developing the dynamic that enables soldiers from very different backgrounds to fight together effectively.



Commissars are charged with maintaining a regiment's morale and discipline collectively. Consequently, tactical acumen is not their primary focus, though many are quite adept in this arena. Any time a regimental officer becomes incapacitated, a commissar has full authority to assume those responsibilities. This includes instances where a commissar chooses to execute an officer who was found wanting.

Build Point Cost: 50

Prerequisites

Tier: 3

Species: Human

Attribute: Strength 3, Toughness 3, Willpower 4

Skill: Intimidation (2)

Benefits

Keywords: Imperium, Astra Militarum, Officio Prefectus

Influence Bonus: +3

Fearsome Respect: Commissars and any allies within 15 metres and line of sight add +Rank to Resolve tests. A commissar adds +Rank to Intimidation tests, including Interaction attacks.

Wargear: Bolt pistol, chain sword, flak coat, guard issue mess kit, blanket, grooming kit, Uplifting Primer, 3 ration packs.

Imperial Guardsman

Every planet in the Imperium must provide an annual tithe of soldiers to the Astra Militarum. These soldiers enter service with basic equipment, a modicum of training, and a commitment to serve the Imperium. Few have any expectation of ever returning to their world of birth. Rather, once they have entered the service, they know that it is a career for life—however short that life may be.

The commitment to join the Imperial Guard can come from a variety of reasons. Some soldiers are deeply devoted to the Imperial Creed or the notion of human unification and wish to act upon their beliefs. Others join the guard out of a sense of responsibility, and possibly to spare a friend or relative from having to fulfil their duty. Many are drafted into service, as planets struggle to meet their recurring quotas. Many worlds recognise that service is undesirable, and treat enlistment as a legal punishment. On these worlds, incarcerated prisoners make up the bulk of each regiment.

The prototypical Imperial Guardsman is an infantry soldier armed with a lasgun. These weapons are extremely reliable, particularly effective when fired en masse, and require very little training. However, these soldiers do serve in a variety of other positions. Some are assigned to crew tanks, operate specialised weapons, field heavy weapons, or even perform administrative duties within each regiment. Guardsmen are typically assigned to duties based largely upon lot or availability, rather than any aptitude.

Ultimately, regardless of their weapons, the Astra Militarum's most consistent strategy is to exploit their numerical superiority. Most victories are achieved when the Imperial Guardsmen simply overwhelm their opponents. Imperial Guard regiments include huge numbers of troops. When a confrontation is sufficiently important, their commanders do not hesitate to deploy as many regiments as are available against their opponents. While this is hardly a cost-effective strategy, the scales involved strongly favour the approach.

Because of their limited training and armaments, Guardsmen often confront enemy infantry who are more capable on an individual basis. This includes most species of xenos and even some human renegades who have obtained exceptional weapons or armour. Guardsmen who manage to survive through

multiple battles or even wars learn from their experiences. These soldiers are particularly savvy veterans, who have learned the tricks that are necessary to preserve their own lives while quickly exterminating their foes.

Inquisitors sometimes recruit veteran guardsmen into their service. This is partly in response to the aptitude those soldiers may have demonstrated, though it also reflects the experiences the guardsmen have survived. Imperial Guardsmen who survive encounters with xenos and heretical groups often impress Inquisitors with their ability to persevere in the face of such blasphemies.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Ballistic Skill (2)

Benefits

Keywords: Imperium, Astra Militarum, <Regiment>

Influence Bonus: 0

Look Out, Sir!: Once per battle, an Imperial Guardsman may suffer the effects of an attack that hits an ally instead of the allied character. When doing so, increase the Guardsman's resilience by +Rank for determining the damage of the attack.

Regimental Affiliation: Select a regiment to which the character belongs (see Regiments on page 114).

Wargear: Flak Armour, lasgun, knife, guard issue mess kit, blanket, grooming kit, Uplifting Primer, 3 ration packs.

Tempestus Scion

The soldiers of the Militarum Tempestus are graduates of the Schola Progenium. As orphans of those who gave their lives for the Imperium, they trained from childhood to carry on the sacrifices that their parents made. From their entrance into these schools, they have undergone rigorous mental and physical indoctrination to optimise and condition their minds and bodies. Endless training regimens in practical military matters—including martial arts, marksmanship, and tactics—complement that conditioning. When they graduate, these soldiers have attained a level of competency that approaches the limits of human ability.

To complement their training, Tempestus Scions are deployed with equipment that is more effective than what can be assigned to less-trained guardsmen. The protection from their armaplas and ceramite carapace armour grants them a much greater degree of survivability when confronting enemy fire. Their hot-shot lasguns have substantially greater penetration than the weapons that typical regiments wield. Grav-chutes enable scions to deploy from Imperial Navy craft, often in relative isolation and deep behind enemy lines. Most guardsmen would be at a loss to operate any of these tools, much less the full suite in conjunction.

Not surprisingly, Imperial Guard high command has a limited number of Tempestus Scions available to deploy to any conflict. Where guardsmen are a comparatively limitless resource, these specialists must be deployed with greater care. Consequently, the units are often deployed with some hesitancy. Commanders can reasonably expect these units to successfully complete any mission to which they are assigned, regardless of the odds stacked against them. However, in doing so, they willingly accept losses that could cause other units to lose faith in the process. While officers must always recognise the potential for losing any unit when they issue a mission, they must also realise that they may not be able to replace a lost unit of Tempestus Scions.

Scions are particularly adept at operating in relative isolation from support elements, including behind enemy lines. Due to their challenging assignments, special equipment, and separate command structure, Tempestus Scions have few opportunities to build relationships with guardsmen from their allied regiments. In fact, allies often even resent them, as if they are nothing more than glory hounds. This leads to a level of isolation–even when among allies—that encourages them to rely upon one another, building their intrinsic sense of teamwork. However, that isolation has little effect upon them, for Tempestus Scions know at their core that every battle they fight is for the greater glory of the Imperium.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Initiative 3, Strength 3, Toughness 3

Skill: Ballistic Skill (2), Stealth (2)

Benefits

Keywords: Imperium, Astra Militarum, Militarum Tempestus

Influence Bonus: +1

Elite Soldier: After spending one or more Glory to increase damage from a successful attack using a weapon with the Imperium and Astra Militarum keywords, a Tempestus Scion may add +Rank to the final damage value.

Wargear: Carapace armour, hot-shot lasgun, grav-chute, knife, guard issue mess kit, blanket, grooming kit, Uplifting Primer, 3 ration packs.

Agents of the Imperium

The Imperium of Man spans the entire galaxy. It assumes responsibility for all of humanity, including inhabitants of worlds with whom it has lost all contact. To maintain its rule over the vast multitude of different planets, a collective of different bureaus and organisations manage different elements. This includes everything from security, to exploration, to material transfer. The government is a vast organisation with countless bureaus that are extremely specialised in their focus. In many cases, any given incident may fall under the purview of dozens of these different bureaus, which can lead to conflict when different groups each attempt to exert their authority.

Collectively, almost all organisational groups answer to the authority of the High Lords of Terra, who make up the Senatorum Imperialis. The High Lords of Terra govern the Imperium under the divine authority of the Emperor of Mankind, encased upon His Golden Throne. Each of the High Lords are drawn from the Imperium's many governmental divisions, though none of the bureaus are guaranteed to always have a spot on the council.

The Adeptus Terra is the largest of these organisations. It includes the Departmento Munitorum (see page 114) and ostensibly the Adeptus Astartes (see page 126). It also includes the Adeptus Astra Telepathica. Astrotelepaths establish communications between the Imperium's worlds. Their umbrella organisation also manages the Black Ships, which identify and recruit psykers into Imperial service. Though the emergence of the Cicatrix Maledictum has limited their effectiveness, they remain a vital resource.

The Adeptus Administratum is the central bureaucracy of the Imperium, with branches devoted to every imaginable task of governance. Its records fill countless vaults with data that spans the entire history of the Imperium, and even earlier ages lost to record. Rogue Traders, who

often have the authority to exert the Emperor's will beyond the Imperium's known boundaries, fall within the purview of the Adeptus Administratum.

The Adeptus Mechanicus (see page 130) and the Adeptus Ministorum (see page 106) are also answerable to the High Lords of Terra. However, each of these institutions has its own hierarchy distinct from the Adeptus Terra. While they maintain close working relationships with its different bureaus, they have no direct authority over one another.

The Inquisition stands apart from the High Lords of Terra. Only the Emperor has authority over the Inquisition. This enables its membership to root out any heresy at even the highest levels of power. Their sole responsibility is to identify and eliminate any potential threats to mankind. As such, they have the authority to undertake any act that they deem necessary in pursuit of this goal. This grants them the ability to draw upon all other Imperial organisations when they deem it necessary.

Each of these different agencies can send field agents—either from their own organisation, or drawn from other groups—to investigate any anomalies identified in routine recordkeeping. Travel to distant parts of the Imperium can take decades. In extreme cases, resolving such assignments can be a lifelong task.

Ordos of the Inquisition

The Inquisition is sometimes referred to as the Holy Ordos of the Inquisition. This is because it is not one unified faction but instead is composed of many different Ordos, each specializing in a threat. There are many dozens of different Ordos, some so small that their existence has been all but forgotten, and others that have been purposefully hidden—even from their own brethren. At present, there are three Ordos Majoris: the Ordo Malleus, the Ordo Hereticus, and the Ordo Xenos.

Characters with the <Ordo> keyword must have the Inquisition keyword as well. Characters with the <Ordo> keyword may select one of the following Ordos (or the player may work with the GM to determine another Ordo if they wish). Choosing an Ordo replaces the <Ordo> keyword with the name of the selection. Selecting an Ordo also provides the character with a bonus associated with that Ordo.

Ordo Hereticus

The Ordo Hereticus hunts down heretics, mutants, and rogue psykers. It is their responsibility to police the Adeptus Ministorum. Their most common ally is the Order Militant of the Ecclesiarchy, the Sisters of Battle.

Ordo Hereticus: Choose one: You gain +2 bonus dice to resist psychic powers, or you gain +2 bonus dice to resist Corruption tests.

Ordo Xenos

The Ordo Xenos is tasked with defeating the alien in all its loathsome forms. They study their foe, always probing for more information about the weaknesses of alien species and civilisations. It is their duty to investigate xenos influence over Imperial domains. Their operations often see them working alongside the Space Marines of the Deathwatch.

Ordo Xenos: The character is fluent in one alien language; choose an alien species and write it down on the character sheet. In addition, the character gains +2 bonus dice for any Scholar or Investigation tests related to xenos.

Ordo Malleus

The Ordo Malleus were established to fight against mankind's greatest menace—the corrupting influence of Chaos. The Chamber Militant of the Ordo Malleus are the Grey Knights, and they sometimes campaign together under a dual command structure.

Ordo Malleus: Either the character gains 2 Corruption points, or gain +2 bonus dice for any Scholar or Investigation tests related to daemons and the warp.

No Ordo/Other Ordo

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

No Ordo/Other Ordo: Choose one Skill from the following list: Cunning, Deception, Insight, Intimidation, Persuasion, Psychic Mastery, Scholar, Stealth, Survival, Tech. Gain +1/2 Rank bonus dice with that skill.

Rogue Trader Dynasties

The most valuable possession of a Rogue Trader is their Imperial Warrant of Trade, an ancient legal document which describes and sanctions the accepted limits of a Rogue Trader and their descendants' operations throughout the galaxy. These charters are hereditary, and thus create a Rogue Trader dynasty when issued. Some examples of well-known Rogue Trader dynasties include Anzaforr, Arcadius, Trask, Varonius, and Von Castellan.

Characters with the <Dynasty> keyword must have the Rogue Trader keyword as well. Characters with the <Dynasty> keyword may select one of the Dynasties listed above (or the player may work with the GM to determine another Dynasty if they wish). Choosing a Dynasty replaces the <Dynasty> keyword with the name of the selection.

Agents of the Imperium

Objectives

D3 Roll Result

1. Solve a problem using wealth, influence, psychic abilities, or guile instead of threats or force.

2. Compare the current situation to a far-flung exotic world (within or beyond the Imperium) that you have visited.

3. Display a symbol of your authority, and use it to firmly establish your position in an interaction with another NPC.

Inquisitorial Acolyte

Inquisitors have the authority to commandeer resources from any Imperial World at any time, whenever they deem it necessary. Most often, such agents are recruited in times of dire need. Typically, this is associated with an immediate threat to the Imperium. Usually it is one that is such an extreme threat that the Inquisitor is unable to resolve it without additional assistance. Consequently, Acolytes generally have some specific abilities that are vital for addressing crises, typically including an aptitude for combat.

Unfortunately, due to the extreme circumstances of their recruitment, many acolytes serve only briefly before meeting with an untimely demise. Further, it is not uncommon for acolytes to encounter entities and information that are heretical. In these cases, a responsible Inquisitor cannot leave them behind with memory of the incident, lest their knowledge endanger mankind. When this happens, Inquisitors must decide whether to keep newly recruited acolytes in their service or execute them for the safety of all. Not surprisingly, most Inquisitors are more likely to take individuals under their service if they have demonstrated unusual skills, including bravery and competency in the face of horrific danger.

Different Inquisitors have their own preferences for acquiring and managing groups of acolytes. Most assemble multiple teams of agents, each containing a broad array of different specialists in different fields as a part of their support staff. They can then continue to call upon these individuals as their skills are needed in future endeavours.

Because all acolytes owe their lives to their sponsor Inquisitors, they tend to be quite loyal to the sponsor. Further, Inquisitors tend to only recruit individuals who demonstrate exceptional zeal in their mission to protect the Imperium from heresy and other threats. Consequently, most acolytes are very strongly driven to stamp out heresy in all its myriad forms, both to validate their sponsor's faith in them and to fulfil their responsibilities.

Note that acolytes can come from essentially any portion of the Imperium and have followed virtually any path. They may have worked as legal authorities on a sophisticated Hive World, tradesmen on a Feral Planet, or soldiers in a planetary defence force. The key is that they had some skill or piece of information that their Inquisitor deemed vital at the time acolyte was recruited. Further, they must demonstrate the ability to stand strong in the face of immediate danger. Because of this diverse background, Inquisitorial Acolytes are among the most open of archetype options. Players must go to greater lengths to define their character's role and responsibilities, as this archetype has fewer requirements. This open nature may appeal to players who have a vision that is inconsistent with other archetypes.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill Prerequisites: Any (2)

Benefits

Keywords: Imperium, Inquisition, <Any>, <Ordo>

Influence Bonus: +2

Inquisitorial Decree: Once per scene, an Inquisitorial Acolyte may invoke the name of their Inquisitor to gain +Rank to an Influence or Interaction Skill test involving a being with the Imperium keyword.

Wargear: Flak armour, ranged weapon of Value 5 or less of up to Uncommon rarity (must have the Imperium keyword), knife, symbol of authority.

Inquisitorial Adept

The vast bureaus of the Adeptus Terra are filled with adepts devoted to the countless minutiae of the Imperium's endless worlds. Scribes and scholars endlessly record data received from telepaths and warp vessels on a constant basis. While some of these data serve immediate purposes—census data, status of tithes, changes in heads of state—other data are far more esoteric. Regardless, all this information is considered vital to the maintenance of the Imperium. Any time anomalies are detected, they must be verified and called to account, lest they indicate the presence of instability or heresy.

Adepts are the historians charged with collating and analysing millennia worth of data. While most can live out their entire lives toiling in the bowels of Terra's endless vaults, some must venture into the field from time-to-time. This could validate a theory regarding a series of historical data, verify any usual data, or to simply validate that some information is being recorded in accordance with the bureau's standards of

measurement. Undertaking a journey to a distant part of the Imperium can represent a major task, and one that may extend well beyond an adept's life expectancy. When traveling so far from Terra, an adept must put measures into place to make sure that their responsibilities are accomplished for the duration of journey.

Through the course of their recordkeeping, adepts tend to become particularly knowledge about the Imperium, both its bureaucracy and its acknowledged history. They learn to effectively navigate the halls of power and can often acquire seemingly esoteric information quickly. Many even record vast amounts of data, particularly that relevant to their field, which they carry on their person at all times. Others simply have the natural—or augmented—capacity to retain huge swaths of information. This knowledge can represent a critical tool, particularly when traveling through places without convenient access to the Imperium's full resources.

This ability to acquire information frequently draws the attention of Inquisitors. In some cases, this may be due to instances where an adept inadvertently uncovers information that may be heretical or otherwise dangerous to possess. Inquisitors may approach the adept with the intention of identifying the cause of this information link and quickly purging it. Alternatively, Inquisitors who need to acquire information often rely upon an adept to procure it more quickly than they can. This is particularly true in cases when the Inquisitor is hesitant to invoke their rosette, for fear of drawing undue attention to the issue at hand. An Inquisitorial Adept represents a far more discrete means of inquiry.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect 3

Skill Prerequisites: Scholar (2)

Benefits

Keywords: Imperium, Inquisition, <Ordo>

Influence Bonus: +1

Administratum Records: The character is particularly adept at navigating Imperial Bureaucracy. Add +Rank to Influence and Investigation tests to acquire information.

Wargear: Flak armour, laspistol, knife, auto quill, data-slate, 3 scrolls of ancient records.

Inquisitor

"Answer me quick! My patience is limited, unlike my authority!"

—Inquisitor Gregor Eisenhorn

The Inquisition is charged with taking whatever measures it deems necessary to protect the Imperium of Man. As its primary agents, Inquisitors have supreme authority in completing this mission, answering only to their own hierarchy and to the Emperor. This level of authority grants them an amazing degree of flexibility in the approaches they may choose to take to combat those dangers.

Within the Inquisition, Inquisitors form Inquisitorial Ordos devoted to types of dangers. In the field, Inquisitors who encounter a danger that is outside their Ordo's focus typically still attempt to eliminate it. Their devotion to protecting the Imperium trumps the focus of their Ordo. The three largest Ordos are the Ordo Malleus, which focuses on daemonic threats; the Ordo Heretics, which attempts to eliminate heresy; and the Ordo Xenos that combats the alien. Membership in an Ordo is purely voluntary, and Inquisitors typically join them as a statement of their focus and a means to share resources with one another. Lesser Ordos focus on more esoteric threats, including time travel, heresy among the Adeptus Mechanicus and the Astra Militarum, and even anomalies within the Imperial records.

Among Inquisitors, there exist two common ideologies, which are associated with their approach to combating all threats. The Puritan philosophy advocates the stance that an Inquisitor should never accept any undue risk to their own person when combating the outsider. They utilise those tools permitted to every citizen of the

Imperium, relying upon their faith and combat prowess. The opposing philosophy is referred to as the Radical. Typically, a Radical feels that the tools of the outsider are the ones best suited to eliminate them. These Inquisitors willingly summon daemons, employ xenos, and make use of archeotech to eliminate the dangers that these entities pose. In practice, many Inquisitors blur the lines between these philosophical approaches. While an extreme Puritan might refuse to learn a xenos language, another might feel that this is a reasonable risk, without fully embracing a Radical stance.

Inquisitors come from a broad range of different backgrounds. Before earning the right to bear their Inquisitorial rosette, many served as acolytes in the service of another Inquisitor for an extended period of time. Only after they had thoroughly demonstrated their zeal and competency were they entrusted with the ultimate authority that they wield. In instances where contamination has become too rife to otherwise eliminate, Inquisitorial authority includes the right to command the Imperial Navy to commit Exterminatus on a planet. Extreme care must be taken before entrusting an individual with this level of power.

Build Point Cost: 70

Prerequisites

Tier: 4

Species: Human

Attribute: Intellect 4, Willpower 4

Skill: Cunning (2), Insight (2), Intimidation (2), Awareness (2)

Benefits

Keywords: Imperium, Inquisition, <Any>, <Ordo>

Influence Bonus: 4

Unchecked Authority: Inquisitors have supreme authority for maintaining the security of the Imperium. They gain +Rank to all Influence and Interaction skill tests involving characters with the Imperium Keyword.

Wargear: Choice of flak coat, carapace armour, Ignatus power armour, or light power armour. Choice of one ranged weapon and one melee weapon up to Availability 7 (Very Rare), symbol of authority.

Rogue Trader

Unique among the citizens of the Imperium, the Warrant of Trade granted to Rogue Traders gives them the authority to travel beyond its boundaries and take actions of their own volition. They are expected to conquer, explore, and trade in the name of the Emperor. From the bridges of their voidships, only strength of arms and cunning limit their ability to expand the Imperium's frontier. Each world they discover could be a seed for a new colony, a valuable ally, or merely another target to plunder.

Each Warrant of Trade is unique. A few remain in service that were originally penned by the Emperor during the Great Crusade, while others are newly signed under the authority of the Senatorum Imperialis. Some empower a dynasty, with heirs assuming the rights of their ancestors until the end of time; less expansive examples have no accommodations for inheritance, and some require that the High Lords of Terra confirm each succession. Consequently, a Rogue Trader may inherit their Warrant or earn it personally through heroic service. They may have relatives hoping to illicitly obtain it through succession or retainers who might go to any means to keep them alive lest its authority expire.

Almost all warrants have restrictions and obligations placed upon them, some of which may have become esoteric over the centuries. Examples include requirements to regularly maintain trade with worlds whose status has shifted since the Warrant of Trade was written. Explicitly-described worlds might have been destroyed or even grown to the extent that the commerce a Rogue Trader vessel offers is trivial. Similarly, a Rogue Trader might be forbidden to visit a system whose status has undergone comparable transformations.

Operating beyond the boundaries of the Imperium, a Rogue Trader's vessel must be self-sufficient. While they are the ultimate authority, they cannot become masters of every skill and subject. To offset this, they invariably assemble a crew of extremely competent individuals to aid them in their cause. In some cases, these positions are also hereditary, but more often they are prime examples of the Rogue Trader's ability to judge an individual's character and capacity. Ultimately, their vessels depend as much upon the abilities of their crew and officers as they do upon the commander. As ships' captains, the trader must trust in their own abilities, but also recognise that there are situations where it is vital to trust in the expertise of an associate. For a commander to be truly successful, they must recognise their limitations as well as their strengths.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship 3

Skill: Cunning (1), Insight (2), Persuasion (2), Awareness (1)

Benefits

Keywords: Imperium, Rogue Trader, <Dynasty>

Influence Bonus: +2

Warrant of Trade: Rogue Traders are masters at manipulating situations to their advantage. They receive +Rank to all Persuasion tests and Influence tests to acquire goods or services.

Wargear: Choice of flak coat, carapace armour, or light power armour. Choice of one ranged weapon and one melee weapon up to Value Tier+4 (Rare), Imperial Frigate.

Sanctioned Psyker

The Black Ships of the Adeptus Astra Telepathica continuously travel the galaxy. On each of the Imperium's worlds, the Black Ships accept all newly-emerged pskyers who have been interred while awaiting the vessels' arrival. When their voyages across the galaxy are complete, these vessels return to blessed Terra with their cargo holds filled with unsanctioned psykers awaiting judgment. The crews of these vessels risk madness and warp contamination for the safety of all mankind. Without the crew's sacrifice, rogue pskyers could corrupt entire worlds with their unfocused powers. In the light of the Astronomican on Holy Terra, they can be judged at the Scholastica Psykana, both in terms of their inherent psychic sensitivity as well as their mental fortitude to control their abilities.

Psykers who are found wanting in either respect are sacrificed to the Golden Throne. Their lives sustain that of the Emperor, keeping the Astronomican lit and the Imperium stable. Since the resurgence of Chaos associated with the Great Rift, this stability has become even more critical, and the sacrifices of these unsanctioned psykers and the crews of the Black Ships are even more vital.

Of the untold millions of human psykers born each year, only thousands are found worthy to use their abilities in the service of the Imperium. These acceptable candidates undergo the Ritual of Soul Binding. In preparation, they must fast, pray, and study for months within the most secure confines on Terra. Once fully trained, they are ushered into the very presence of the Emperor to undergo the ritual. Many supplicants immediately die during the experience. Of the survivors, many permanently lose all grasp of sanity and others suffer a total loss of their sensory organs. Those who survive and retain their sanity find that their souls bound to the Emperor.

These psykers serve a variety of different tasks depending upon their aptitudes for psychic abilities, as well as any skill they might have in other fields. The Scholastica Psykana typically assigns candidates with a reasonable degree of combat aptitude to the Imperial Guard. Within the regimental ranks, they use their psychic talents to serve in whatever ability they can, be that divination or a more direct battlefield role.

Psykers with stronger telepathic abilities typically become astropaths. Some are assigned to each of the Imperium's many worlds so they can maintain communications with those systems. Others join the ranks of psychic choirs on major systems, including Terra. Particularly powerful members of the Imperium—including Inquisitors and Rogue Traders—sometimes include an astropath as a part of their retinue so that they can remain in contact with distant locations at all times.

Build Point Cost: 50

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower 4

Skill: Psychic Mastery (1)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, Psyker, Scholastica Psykana

Influence Bonus: 0

Psyker: A Sanctioned Psyker begins play with one minor psychic power and the *smite* psychic power. They may purchase additional Minor Psychic Powers and Universal Psychic powers, subject to Tier restrictions.

Wargear: Laspistol, force rod, Psykana Mercy Blade, guard issue mess kit, blanket, grooming kit, 2 ration packs.

Adeptus Astartes

The chapters of Imperial Space Marines collectively represent the Imperium's greatest military asset. In the wake of the Horus Heresy, the Space Marine Legions, whom the Emperor originally created, were divided into chapters, lest one mortal command too much power. Each of these chapters includes a thousand genetically-enhanced super soldiers, fiercely devoted to defending humanity against all imaginable threats. Their courage and loyalty are beyond question, and their aptitude is enhanced by a lifetime of constant training and intense indoctrination.

Every chapter of Space Marines has its unique method of securing new recruits from their seed worlds. Typically, these are in keeping with the nature of those worlds. Some draw from primitive and feral cultures, recruiting their candidates in the moment they suffer a mortal wound. Others hold open competitions, where potential recruits must defeat hundreds of like-minded individuals for an opportunity to join the elite brotherhood. In all cases, only a rare few have any opportunity to become a Space Marine. Only those mortal humans who demonstrate a tremendous reservoir of strength, determination, and physical ability are even considered for initiation.

With their initiation begun, a potential Space Marine must begin the process of receiving the various genetic implants at the same time as they undergo their training. Initiates learn the complexities of Space Marine equipment and tactics at the same time as they gain the ability to effectively wield them. Though they cannot effectively wear power armour until they receive the black carapace implant, initiates in most chapters see combat as a scout during their training. This way a Space Marine is more fully aware of the full benefits of their training and equipment before they wield the full suite of Space Marine gear.

Adeptus Astartes Objectives

D3 Roll Result

1 Call upon your Chapter's Primarch as you defeat an enemy.

2 Describe how the Codex Astartes applies (or does not apply) to the current situation.

3 Reminisce upon the traditions of your Chapter (and the Chapter's home world, if any) and compare it to the current situation.

Space Marine Scout

Chapters that follow the Codex Astartes place newly-recruited Space Marines into their 10th companies. Within that subgroup, up to ten full Space Marines each serve as sergeant to squads of up to nine newly-initiated scouts. During their tenure within the company, each recruit learns the intricacies of warfare. This includes mastering the various rites and litanies associated with their chapter traditions as well as the proper use and maintenance of their wargear. This process is particularly gruelling, as it is far better that an initiate dies in training than that his mistakes endanger a full battle-brother on the field of battle. Many die during this process, due to either a lack of preparedness or simply incapability of meeting the standards of a full Space Marine. Once they complete this preliminary stage, scouts face the full dangers of combat, with no accommodations made for their inexperience.

Space Marine Scouts wear far lighter carapace armour than the power armour of their more accomplished battle-brothers. To help offset this limitation, these soldiers rely upon stealth as a key factor in achieving their objectives. Scouts often operate on the fringes of a battle, deploying in skirmish formations and traveling through dense terrain. In this way, they can strike from directions that the enemy does not anticipate, including deep behind the enemy's own lines. They also employ tactics to hamstring their opponents' capabilities, including laying traps and destroying or sabotaging critical resources. Exploiting these techniques helps to teach a Space Marine to always be cognisant of proper security protocols, lest they fall prey to these same strategies.

For some assignments, Space Marine Scouts wield sniper rifles in place of bolters. These long-range, precision weapons enable soldiers to eliminate high-profile targets while incurring minimal risk to themselves. In some instances, such missions can even take place in complete isolation from more traditionally-equipped battle-brothers. This is particularly true of instances where there are only limited opportunities to infiltrate a target location, and the mission must be accomplished without drawing undue attention.

Scouts train with a range of different wargear during this stage, and much of that wargear can be deployed in the field. This includes shotguns, heavy weapons, bikes, and Land Speeders. While many of these tools are identical to ones wielded by a full battle-brother in power armour, some are modified to accommodate the limited strength and endurance of a novice. All training wargear is fielded in battle whenever opportunities arise. This ensures that each initiate has a functional grounding in the benefits and limitations of every item, recognising not just when a piece of wargear is used, but also why it is the best choice for the mission.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Adeptus Astartes

Attribute: Strength 3, Agility 3, Toughness 3

Skill: Ballistic Skill (2), Weapon Skill (2)

Benefits

Keywords: Imperium, Adeptus Astartes, <Chapter>

Influence Bonus: +1

Use the Terrain: Space Marine Scouts receive +Rank to all Stealth tests if they are in cover (see page 213).

Wargear: Scout armour, boltgun OR bolt pistol, Astartes combat knife, 3 frag grenades.

Ascending Space Marine Scouts

A Space Marine Scout character ascending to a higher tier may, if the GM agrees, assume that the Scout has hearned the distinction of becoming a full battle-brother in his chapter and received the final implant of the black carapace. The Space Marine is no longer an Initiate and is then assigned to a Devastator Company. From there, the Space Marine earns the right to serve as an Assault Marine. Once he has proven his valour amongst them, then he may be assigned as a member of a Tactical Squad.

Space Marine Scout characters have the option to change their archetype to Tactical Space Marine when ascending. To do so, the character spends the difference in build points between the two archetypes (40 points). The character removes the archetype bonus from the Space Marine Scout and applies the archetype bonus from the Tactical Space Marine instead. Using this option, the character is not required to purchase an Ascension package, but the player may still purchase one if they wish.

Tactical Space Marine

Since the foundation of Space Marine Legions during the Great Crusade, the Tactical Space Marine has represented the core line infantry of every Space Marine army. With the implementation of the Codex Astartes in the wake of the Horus Heresy, Primarch Guilliman's only changes were to moderately increase the flexibility and combat capabilities of Tactical Space Marines. They remain a profoundly effective tool in the arsenal of the Imperium. Utilising massed bolter fire, Tactical Marines can shred most targets in short order, whether that be a single monstrous foe or a horde of lesser beings. They have the discipline and tactical awareness to work in concert when the situation necessitates, or to acquire and eliminate targets independently when that is more appropriate.

Tactical Space Marines typically serve as members of a ten-soldier squad, which may split into two combat squads as the situation necessitates. Due to their tactical flexibility and supreme efficiency, a Tactical Squad is often sufficient to resolve a planetary distress call. Certainly, larger forces of Space Marines can be deployed as necessary, but that need is less common. The ruthless battle prowess of a Tactical Squad can dispatch significant threats in a timely fashion without necessitating a larger-scale allocation of forces.

Tactical Squads are primarily foot soldiers. While some may enter combat aboard a transport—riding a Rhino armoured troop carrier or descending from orbit in a drop pod—they

seldom fight from a vehicle. Those transports are simply delivery systems. Once afoot, the Tactical Squad establishes a line of battle and proceeds as the situation demands, typically leaving their transport behind until the mission is completed or the circumstance changes. Space Marine power armour is so effective that Tactical Squads may choose to eschew cover. This further intimidates some opponents as these unstoppable soldiers—often in garish colours—advance boldly in the face of enemy fire, seemingly invulnerable to its effects.

When engaged in a larger conflict, Tactical Squads are often assigned primary responsibility for accomplishing core mission objectives. This is particularly relevant for cases where a specific objective must be secured and held until reinforcements can arrive. Tactical Squads are particularly capable regarding defensive holding actions. The combination of their highly resilient armour and effective weapons makes them very difficult to remove, especially if they have time to become entrenched.

Often, one member of a Tactical Squad is assigned a special weapon and another a heavy weapon. Such gear is typically assigned for the duration of the mission, on an as-needed basis. Alternative armaments are useful against known threats, but each presents an incremental reduction in bolter fire volume.

Build Point Cost: 50

Prerequisites

Tier: 3

Species: Adeptus Astartes

Attribute: Strength 4, Agility 4, Toughness 4

Skill: Ballistic Skill (3), Weapon Skill (3)

Benefits

Keywords: Imperium, Adeptus Astartes, <Chapter>

Influence Bonus: +2

Tactical Versatility: Space Marine training prepares a soldier for any combat circumstance. When making a critical hit, they may draw two Wrath Cards and choose one (if using the Critical Chart, make two rolls and pick one).

Wargear: Aquila power armour, boltgun, bolt pistol, Astartes combat knife, 3 frag and krak grenades.

Primaris Intercessor

When scripting the sacred litanies for Primaris Intercessor Squads, Primarch Guilliman harkened back to the strategies employed during the Great Crusades, instead of his later revisions to the Codex Astartes. He chose to arm these units with only bolt rifles—and their variants—so that they could more effectively maintain their strategic focus. Intercessor squads depend upon focusing their firepower on a single target, annihilating it through sheer volume of withering bolt rifle fire. This provides a single-minded focus, consistent throughout the squad. Every member recognises the role they must fulfil as matching the roles and responsibilities of their battle-brothers.

Intercessor Squads traditionally include a sergeant and nine Primaris Space Marines. Depending upon the tactical situation, a single squad may be split into two combat squads on an as needed basis. In these circumstances, each smaller squad may concentrate their fire on distinct targets, or complement one another as a conflict unfolds.

Notably, the bolt rifles assigned to Primaris Astartes have significantly more stopping power and range than the boltguns traditionally used among the Adeptus Astartes. Similar enhancements to Mark X Tacticus power armour as well as their additional implants increase Intercessor survivability. This combination leaves them even more capable of securing a vital location in the face of overwhelming force.

To provide an element of tactical flexibility in their armaments, some Intercessor bolt rifles are equipped with auxiliary grenade launchers. This equipment substantially increases the effective range of their grenades, which grants them another solution for massed troops or heavily-reinforced targets. In keeping with their philosophy of massed fire, squad members assigned auxiliary launchers fire in concert, mimicking an artillery bombardment.

While Intercessor squads do remain adept at holding the central focus of a battle, they are less often assigned to independent duty. These

sorts of protracted assignments often require a greater degree of flexibility in armament than their doctrines can accommodate. Because of this, these units most commonly work in concert with forces that include Space Marines assigned to other types of units. This interdependency is a core part of their training. Intercessors quickly recognise when a specific combat situation calls for a different skillset, and they do not hesitate to request support from a more appropriately-equipped unit. This is not an indictment of their competence or their bravery, but rather an indication that they are intimately familiar with the tactical situation and the core competencies of different types of units.

Build Point Cost: 60

Prerequisites

Tier: 4

Species: Primaris Astartes

Attribute: Strength 4, Agility 4, Toughness 4

Skill: Ballistic Skill (4), Weapon Skill (4)

Benefits

Keywords: Imperium, Adeptus Astartes, Primaris, <Chapter>

Influence Bonus: +1

Intercessor Focus: When firing a bolt rifle or heavy bolt pistol, they gain +Rank bonus to attack rolls.

Wargear: Mark X Tacticus power armour, bolt rifle, heavy bolt pistol, Astartes combat knife, 3 frag and krak grenades.

Adeptus Mechanicus

The Tech-Priests of Mars formed an alliance with the Emperor during the earliest days of the Great Crusade. They found in Him a manifestation of the Omnissiah—their Machine God—and agreed to manufacture and maintain the technologies necessary for His great undertaking. Eventually, the Adeptus Mechanicus became a central part of the Imperium, but it remains its own distinct bureau separate from the Adeptus Terra in the same way as the Adeptus Ministorum. Their sovereignty is due in part to the terms under which Mars joined the Imperium, but it is also a practical matter. The Imperium depends entirely upon the Tech-Priests for all their technological undertakings. Out of necessity, they tolerate their philosophical differences.

The Adeptus Mechanicus manages all the Forge Worlds within the Imperium. These planets manufacture the goods that are necessary to sustain the Imperium's other worlds and to continue to wage war, including the massive voidcraft used to transport those goods. Members of the Adeptus Mechanicus are commonly seen throughout the Imperium. In addition to manufacturing technological devices, they are also the ones responsible for maintaining and repairing them. Their skills are vital to the stability of almost every planet of the Imperium.

Forge Worlds of the Imperium

Each archetype of the Adeptus Mechanicus has a <Forge World> keyword. This keyword represents the Forge World that the character is from or where they were trained in the mysteries of the Omnissiah. The player selects one of the Forge Worlds listed below (or works with the GM to create one of their own) and replace the <Forge World> keyword with the name of that selection.

Table 3-6: Forge Worlds of the Adeptus Mechanicus

Forge World	Description
Mars	**The Red Planet:** Birthplace of the Cult Mechanicus, considered the holiest of all celestial orbs. Tech-Priests of Mars consider themselves the most blessed of the Cult Mechanicus, and their ability to placate machine spirits is second to none.
Lucius	**The Hollow Forge:** A hollow world, Lucius is powered by an artificial sun in the planet's core. This Forge World is known for creating a unique, sought-after alloy known as Luciun.
Agripinaa	**Orb of a Million Scars:** This Forge World exists on the threshold of the Eye of Terror. Agripinaa has fought off countless, relentless invasions by the forces of Chaos.
Stygies VIII	**The Ever-Staring Cyclops:** Considered untrustworthy by other Forge Worlds, Stygies VIII nearly fell to heresy but was saved by an Aeldari intervention. It is home to a secretive sect dedicated to the study of alien technology known as Xenarites.
Graia	**The Crown of Miracles:** Graia's forges exist as a geometrically-perfect network of space stations known as the Crown. The tenacity of this Forge World is legendary, and they are known for their steadfast pursuit of their goals, no matter the cost.
Metalica	**The Gleaming Giant of Ultima Segmentum:** This Forge World is formed nearly entirely from metal, having exterminated all biological life. It is a world of hissing pistons, glowing forges, and strata upon strata of industrial waste. The Tech-Priests of Metalica take pride in the sterile perfection of their lifeless world.
Ryza	**Furnace of Shackled Stars:** Famed for producing containment fields and plasma weaponry, Ryza is locked in a battle of survival against the invasion of two major Ork Waaagh!s. The residents of this Forge World have a reputation for fierceness.
Triplex Phall	**Forge of the Eastern Frontier:** Isolated on the Eastern Fringe, this Forge World is considered somewhat insubordinate to Mars. Autonomous and independently-minded, Triplex Phall sends numerous explorator fleets to discover new worlds and resources.
Deimos	**The Gift of the Sigillite:** Relocated from the orbit of Mars to Titan, this heavily-industrialised moon produces highly-specialised wargear for the Grey Knights—a secret Chapter of Space Marines tasked with directly combating the threat of daemons and Chaos.
Voss Prime	**The Right Hand of Mars:** Modelled after Mars, Voss Prime is second only to that world in production of armaments for the Imperium. The Forge World's vaunted capacity has gai-ned them praise for Voss-pattern vehicles, but they have struggled to master replicating plasma technology.
Gryphonne IV	**The Lost Forge:** The formidable defences of this Forge World were overrun by the assault of Hive Fleet Leviathan. Certain that their fortifications would ensure victory, the defenders fought with valour and skill. However, the Tyranids shattered Gryphonne IV's armies and laid waste to the world. Only a relative handful of survivors escaped.

Adeptus Mechanicus Objectives

D3 Roll Result

1 Praise the Omnissiah as you commune with a machine-spirit (a successful Tech test counts for this).

2 Calculate the odds of any given task and provide an estimate of either survival or success (or both).

3 Reminisce about a Forge World you have visited and compare it to the current location.

Tech-Priest

The Cult Mechanicus maintains a hierarchy among its membership. Its lowest tiers include scarcely sapient entities that toil endlessly at drudgery, including servitors and other organic-robotic fusions which are scarcely more than automata. Tech-Priests are the technological experts who make up the backbone of the organisation. Through their knowledge and expertise, they gain authority over an ever-widening circle. Through their service and devotion to the Machine God, they can advance to higher levels of initiation. With each new rank, further secrets are revealed and entrusted to their care.

The Adeptus Mechanicus divides its membership into Holy Orders based upon the primary field of their endeavours. While some Tech-Priests may transition between different orders when their studies change, this is an uncommon event. Genetors study biological life in all its many forms, including the ways in which it can interface with the purely mechanical. Artisans build and maintain machines of all stripe, including truly massive weapons and installations. Logi are devoted to the accumulation and organisation of information. Magi pursue other, often more esoteric, fields of research. Each of these different orders maintain their own titles, many of which are specific to increasingly-arcane technologies. While almost every Tech-Priest has a basic grounding in the core elements of technological endeavour, many become extremely specialised as they devote their every moment to studying a specific niche.

Tech-Priests are strictly opposed to innovation. They treat every datum point they collect as precious, and go to great lengths to preserve it, but they do not seek to make changes to the sacred rites and chants that have been established for millennia. However, they do recognise that some ancient traditions have been lost through the ages, and tech-priests always take an interest in recovering and studying those ancient patterns. One who uncovers a Standard Template Construct—or even an example of a piece of archeotech manufactured from one—is considered to have received a tremendous blessing from the Omnissiah. Such a prize can be transformative, as its associated dogma is studied and integrated into the faith.

As a core element of their faith, followers of the Cult Mechanicus believe in the supremacy of the machine over organic life. In keeping with this belief, they replace component after component of their living bodies with mechanical augmetics. By the time Tech-Priests achieve a significant degree of seniority, they seldom retain many organic components. However, all must preserve at least a portion of their living brains, as a machine capable of independent thought is a blasphemy of the highest order. Legends suggest that such soulless creations played a major part in the Age of Strife.

Build Point Cost: 60

Prerequisites

Tier: 3

Species: Human

Attribute: Intellect 3

Skill: Tech (3), Scholar (1)

Benefits

Keywords: Imperium, Adeptus Mechanicus, Cult Mechanicus, <Forge World>

Influence Bonus: +2

Rite of Repair: Tech-Priests automatically reduce the time by half for any Tech test. They receive +Rank on Tech tests to fix or repair a damaged machine.

Wargear: Omnissian Axe, laspistol, augmetic servo-arm, choice of two augmetics, light power armour

Skitarius

Every Forge World of the Adeptus Mechanicus maintains a standing army. Skitarii make up the infantry of these armies. These beings are all heavily-modified humans, each one as much a work of divine art created in praise of the Machine God as a tool of war. The Skitarii glorify the Omnissiah's name and protect his servants and technologies through their actions. Their enhancements are both a manifold example of the Machine Cult's beliefs and a demonstration of their potency.

The humans who become Skitarii come from a range of different sources. Their one shared trait is that all share a tremendous devotion to the Cult of the Machine at their core. This tremendous faith is necessary to insure their willingness to make any necessary sacrifices in battle. Prior to entering the Machine God's service, some were convicts, fallen warriors, or even vat-grown clones specifically created for life as a Skitarius. When necessary, their minds were wiped of any memories that might interfere with their ability to serve.

With their minds and souls fully prepared, the extensive process of transforming their bodies began. Tech-priests stripped away fragile flesh, replacing it with components made of adamantium and synthetic fibres. What little meat remained was necessarily enhanced and modified, so that it could survive in hostile environments, and even heal from wounds that might slay an unmodified mortal. Enhancements typically include augmetic limbs, synthetic respiratory systems, and armour plating which may be bolted into any remaining bones. In many places, their surviving flesh may awkwardly interface with enhancements, puckering and weeping a mixture of bodily fluids and sacred lubricants.

Most Skitarii incorporate at least a minor ancillary cogitator as a part of their neural enhancements. This aids them in maintaining a tireless focus upon the assignment at hand. When engaged in a mission, priorities are constantly analysed and evaluated, so that no objective is ever discarded. Instead, all the assigned tasks are continuously and dynamically evaluated. When this happens, they may at times alter their strategies partway through a battle to complete a more easily-attainable goal. Once that task is accomplished, the Skitarii can return to their prior task. Notably, unless an override is sent, Skitarii pursue all their assigned objectives relentlessly. When conditions necessitate, they may pursue a target for centuries—even travelling across the galaxy—to complete an assigned task.

Skitarii recognise that their surviving flesh is their greatest weakness. In recognition of their successes, many receive additional implants. Those who have replaced more than half of that meat are said to have crossed the Crux Mechanicus, earning the title of Skitarii Alpha. Such warriors are typically placed in command of their less-accomplished brethren.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Toughness 3

Skill: Ballistic Skill (2), Tech (1)

Benefits

Keywords: Imperium, Adeptus Mechanicus, Skitarii, <Forge World>

Influence Bonus: 0

Heavily Augmented: The Skitarius' body is designed to withstand the rigours of war. Skitarii do not bleed and gain +1/2 Rank to Soak tests.

Wargear: Galvanic rifle, Skitarii auto-cuirass.

Scum

All across the galaxy, desperate people fight for every scrap of food and bit of shelter they can get. They have no opportunity to make long-term plans, as they must struggle to survive for just another few hours. Their hopes only extend as far as where they might find their next meal. They place little value on their own lives or the lives of other people. After all, their futures are so uncertain that any gamble with a chance of salvation—no matter how small—is a chance for improvement. They never need fear consequences, because they can little imagine that a punishment would be worse than the situation they already endure.

The specific circumstances may vary, but the core of the story is always the same. Some live in utter squalor on the fringes of a Hive World. They hear legends of people who live in luxury atop the spires, while they attempt to survive amid radiation and toxic waste. Others live on barren worlds, where every useful supply has long since been exhausted. Survivors fight over the scraps of a ruined civilisation, telling legends of those who dwell beyond the stars. Others live on ruined space hulks, in the long-forgotten maintenance tunnels of massive space stations, or even in the depths of the mines on a Forge World. In every case, they are people who have been forgotten and abandoned.

Scum have no concerns about the fate of the galaxy or even the government of the planet upon which they live. Any encounters with authority are disasters—security forces would either execute them or conscript them to lives of service from which none return. Their battles are always on a much smaller scale, except in those cases when war descends upon the world in which they live. Then, they must scrabble to survive in misery while adding yet another complication.

Scum and Variety

There are lots of possibilities for Scum in most campaigns of ***Wrath & Glory***. Every archetype in the Scum section possess the <Any> keyword. This is just one way of representing the potential range of these archetypes—they possess some of the most creative freedom and variety for players who desire such things in their characters. Scum are found throughout the Imperium—on nearly

every world, there can be a place for those living on the fringes of accepted society. Scum might be chosen as part of an Inquisitor's retinue when the Inquisitor seeks someone well-versed with the underworld or the downtrodden masses. Scum may have joined the Astra Militarum, wearing the same uniform yet concerned more with themselves than the traditions of the regiment. Scum may even be faithful converts to the Imperial Creed, serving as members of the Frateris Militia or pilgrims on the way to Holy Terra. At the Game Master's discretion, some non-human species may be appropriate for Scum archetypes, depending on the campaign's framework.

Scum Objectives

D3 Roll Result

1. Compare the current situation to a crime you once observed (or participated in).

2. Verbally estimate the potential value of an item (or person!) if it were in your possession. This may be as subtle or as overt as you wish.

3. Describe a desperate act of survival you attempted under difficult circumstances.

Ganger

Wherever scum dwell, all across the galaxy, they form tribal groups. On primitive worlds, they are tribes. In more technologically-savvy places, they are gangs. Their members hope to survive and believe that by working together they have a better chance. Most have a vaguely familial structure with a single leader. That chief often holds the position due to force of arms, though an exceptionally canny individual might indirectly control the tribe through manipulating a strong but gullible gang member. All the gang's members are expected to aid and support one another, typically regardless of the personal cost.

Gangs usually share a common ideology, and sometimes a unique culture. This could be a shared near-religious belief, but it might also simply be a matter of prioritising their interests. If a group agrees to band together only because they wish to all share the most defensible housing in the region, they certainly meet all the definitions of a gang. New arrivals might be inducted into the gang or violently eliminated, depending upon whether their addition would benefit the community or if they had a marked conflict of interest.

In cases where different gangs compete for resources, members of each gang typically wear specific identifying markings. This can be as simple as clothing of a particular colour, but that is not always the case. Some gangs have complex systems of tattoos that reveal not only their allegiance but the level to which members have initiated within the organisation. Others embrace uniforms that are more complex than the ones used by some regiments of the Astra Militarum. Of course, in cases where there is only limited

competition, gang members may recognise one another and their enemies on sight, so such markers are completely unnecessary.

Because gangs are always in fierce competition for resources, they are not always stable collectives. If one member acquires a precious item, others may demand it, often through force of arms. Such infighting is not uncommon, and it can cause a gang to completely fracture or to simply suffer a change in leadership. In those instances when a gang splits, the resulting gangs may be identical to an outsider, with the only difference being that they now hate one another. In these cases, the members might even come to blows over their gang colours, attempting to eliminate one another so that the survivors can claim that they are the only ones with the right to use the original gang name and colours.

Gang life is violent and often short. There are few old gangers, and those who do survive are skilled combatants. Youngsters often join early, as membership may provide them with necessities that are otherwise inaccessible.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Cunning (1)

Benefits

Keywords: Scum, <Any>

Influence Bonus: +1

Scrounger: Gangers make use of every available resource, and have a knack for „finding" spares. They receive +Rank to Cunning tests, and may make a single retroactive Influence test with a bonus of +Rank once per session, representing an item that they had prepared in advance.

Wargear: Choice of laspistol, autopistol, hand cannon, OR stub gun, knife OR sword, bedroll, canteen, clothing (gang colours).

Scavvy

Amidst the various scum that inhabit the very lowest tiers of the Imperium, some reach such depths of depravity they scarcely retain any signs of humanity. They make their homes in places few willingly tread due to their implicit risks; places like rad wastes, toxic swamps, and the depths of long-forgotten maintenance shafts. In these environments, the bare necessities for life are precious commodities, and every breath is drawn with an acknowledgment of the risks involved.

Every Scavvy shows signs of contamination from the environment in which they live, as well as the symptoms of genetic disease—either inherited from inbreeding or mutations triggered from their squalid lifestyles. Once a person descends to this level, there is little chance for recovery from these diseases. Those who survive under such conditions invariably suffer malnutrition, exposure, and systemic poisons. If they manage to produce offspring, their children mature under the same conditions while acquiring new complications. Inbreeding becomes increasingly common, given the small size of these populations and the extreme rarity of trustworthy relationships. Few offspring survive to adulthood, but of those who do, the mutation rates—including previously unknown mutations—are extremely high. In rare cases, Scavvy tribes share mutations to an extent only seen in stable abhuman populations.

With rare exceptions, Scavvy populations are tremendously unstable. Death is commonplace among all members. Assuming a position of authority only introduces additional risks, as often other members of a Scavvy tribe recognise the erstwhile leader as a prime target for elimination. After all, they may have the best wargear and may have taken food and shelter from other members. Collaborating to overpower such a threat may be more worthwhile than attempting to cooperate with it. Of course, without a leader to keep a tribe together, the surviving members often fall to squabbling amongst themselves.

Scavvies never have the luxury of being selective when eating. Anything organic, provided it's not known to be a lethal poison, is a potential source of food. This often includes

human remains—both their fallen foes and their former allies. A corpse simply includes too much potential food for it to carry a stigma under such extreme circumstance. While some Scavvy tribes attempt to pursue agriculture, their attempts to do so are quite limited. Only the most stable groups remain in a static location long enough for even the fastest growing crops to mature. Further, there are very few plants or fungus that can grow under such toxic conditions without, in turn, becoming extremely toxic to consume.

Build Point Cost: 10

Prerequisites

Tier: 2

Species: Human

Attribute: Toughness 2

Skill: Survival (1)

Benefits

Keywords: Scum, <Any>

Influence Bonus: –1

Mutant: The Scavvy may select one mutation (see Scavvy Mutations, page 368). Every time the Scavvy gains a Rank, they may select an additional mutation from that list.

Wargear: Choice of laspistol or autopistol, knife, bedroll, canteen, tattered clothing.

Desperado

Some people recognise that the fringe of society offers its own opportunity. To many dwelling in such places, the freedoms they enjoy are worth the sacrifices they must make to attain them. Most citizens of the Imperium assume responsibilities that are linked directly into its bureaucracy. They accept their daily duties in exchange for their basic food and shelter, all the while acknowledging the authority that the Imperium holds. However, there remain humans who eschew those obligations. They prefer to eke out a living that sidesteps the government completely. They attempt to live outside of the government's machinations, rather than being yet another cog within it. They contribute almost nothing to society, but they seldom draw heavily upon it as well.

Desperados are free spirits at their very core. They constantly strive to avoid any type of commitment or obligation. Any agreements they make tend to have a very narrow scope and very limited duration. They recognise their abilities can be valuable to others, so they willingly make agreements to their mutual benefit. However, these people chafe at the very notion of responsibilities. They want to discharge their duties as quickly as possible, accept their payment, and then proceed with their lives. If another opportunity arises to work with the same client again, then they may be willing to do so—but they might choose to avoid repeated interaction on principle. A recurring working relationship could be far too close to a friendship than some desperados are comfortable accepting.

Most desperados spend their assets as quickly as they acquire them, but few live on the very edge of poverty. In fact, some manage to maintain a relatively affluent existence. Key to this is that they have little attachment to material possessions. Most quickly move through different, temporary accommodations. Therefore, most are not particularly materialistic. Physical possessions represent another obligation, which must be dealt with. In their minds, it is far better to rent, borrow, or steal something when it is needed, and then discard it as soon as its need has passed.

Desperados are capable and independent individuals who tend to have a broad range of skills. Many of those skills are valuable to outsiders, including Inquisitors, Rogue Traders, and others who have reason to travel the Imperium. When interacting with these groups, desperados may agree to work as expert guides, hired guns, or even bodyguards. A desperado actively seeking work may even recover bounties in the service of a local authority or an Imperial one. Key to any of these agreements is that the arrangement is transitory, and that the desperado enters it of their own accord.

Build Point Cost: 30

Prerequisites

Tier: 3

Species: Human

Attribute: Agility 3, Intellect 2

Skill: Awareness (2), Cunning (2), Investigation (2)

Benefits

Keywords: Scum, <Any>

Influence Bonus: +1

Valuable Prey: Desperados receive +Rank for Cunning tests. They also receive +Rank to Awareness tests when tracking a target.

Wargear: Boltgun OR chain sword and bolt pistol, flak coat, preysense goggles, various maps, combi-tool.

Renegades

The Imperium of Man rules its citizens with an iron fist. The Emperor and the High Lords of Terra recognise that such strength is necessary. There are simply too many outside threats to humanity to permit mankind the luxury of personal freedoms. Instead, every possible resource must be exploited in the continuous war for survival. Unsecured information can lead the foolish astray, which can trigger the collapse of entire systems. There can be no mercy in this pursuit, lest the unwary commit blasphemies that cannot be undone.

Yet those who dwell in ignorance cannot know the dangers about which they are uneducated. Individuals turn away from the Imperium for a broad range of different reasons. Some believe that the bureaucracy is wasteful, and that they (or even their worlds) would be better off without its oversight. Some rebel out of a desire for personal power or greed, believing that they can rule independently without paying unnecessary tithes. A few disagree with the Imperium's unforgiving policies, placing false trust in the merits of mercy and forgiveness. Others simply desire freedom. For these different reasons, some people choose to become renegades against the Imperium, attempting to live outside it. In every case, by the simple desire for separation, they have become enemies to the Imperium of Man's central goal of uniting humanity.

The greatest tragedy is that the mere act of turning away from the Emperor's blessed vision can draw a rebel toward the Dark Gods of the warp. Many who stray from the Imperium soon swear allegiance to Chaos, in all its many forms. Once corrupted in this way, new devotees attempt to draw others into this same unholy faith. Once this corruption gains a firm grip, entire planets can fall under its sway. Their worship empowers the entities to manifest in the physical world, spreading destruction in their wake.

The Mark of Chaos

Many renegades of Chaos dedicate themselves to one of the four Ruinous Powers, whilst others prefer to worship the entire pantheon in all its dark glory. When a character venerates a specific Chaos God, that god's name replaces the <Mark of Chaos> keyword.

Characters with the <Mark of Chaos> keyword may also purchase a talent, Mark of Chaos, found on page 139, granting specific bonuses based on the character's devotion to one or all of the Dark Gods.

Renegade Objectives

D3 Roll Result

1. Describe the benefits (or lack thereof!) of gaining the attention of the Ruinous Powers.

2. Proclaim how a flaw of the Imperium shall lead to its downfall.

3. Bear witness to an act that you consider a sign of the Ruinous Powers' favour (or contempt).

Cultist

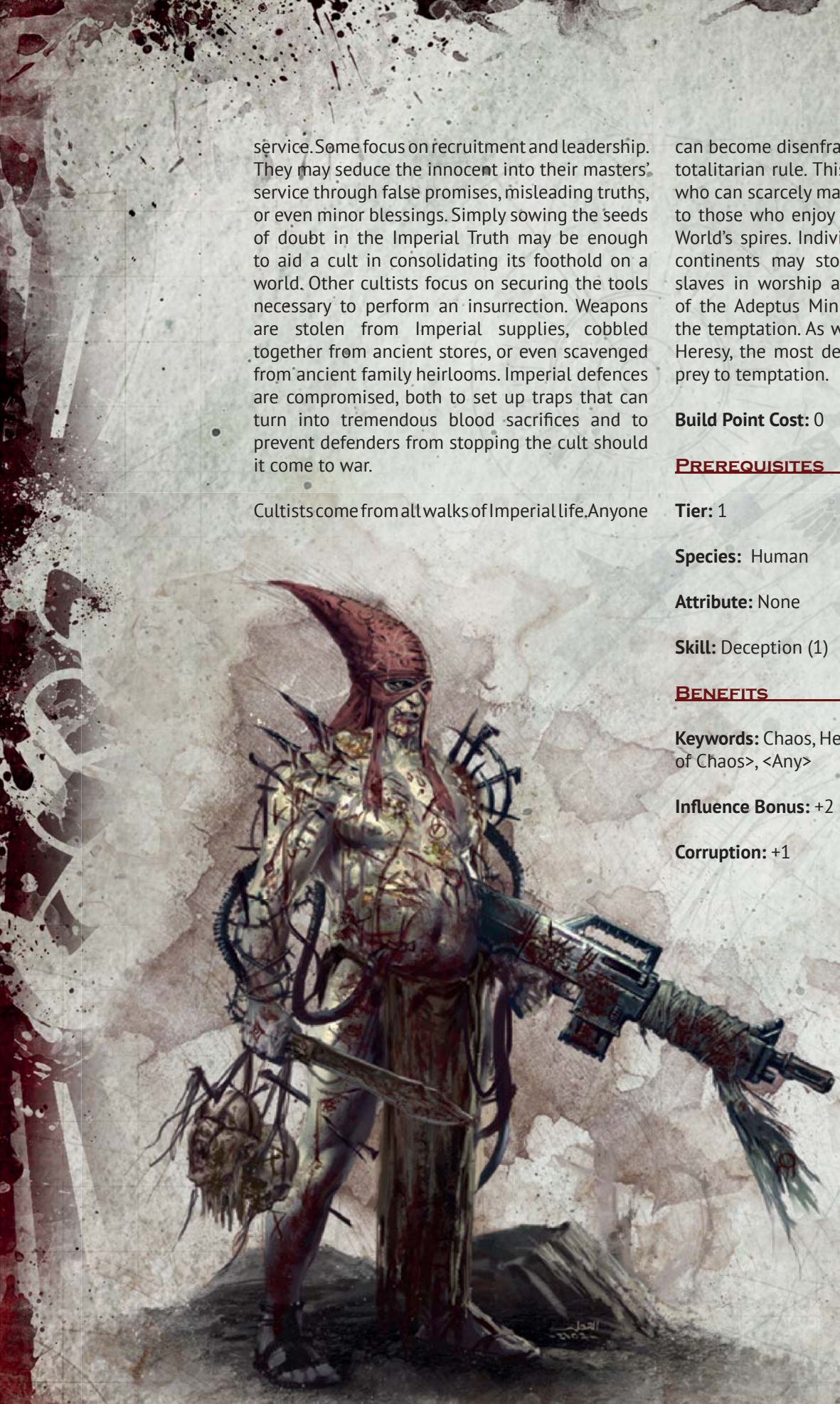
Those who forswear their loyalty to the Imperium almost invariably soon place their faith in the Dark Gods. Often, this is because those beings—or their agents—drew the unwitting away from the Emperor in the first place. The unholy creatures of the warp have tremendous power, and they use it to reward their faithful. However, their dark blessings all come at a price, and that cost increases with each successive interaction. Cultists must embrace their cause and commit their very beings to service, or they soon discover that the cost can be more than they are capable of repaying.

To the unwary, a cultist may appear no different than any other citizen of the Imperium. Most cover their blasphemous brands and tattoos with clothing, revealing them only in the presence of their peers lest they draw undue attention. Only when an appropriate opportunity arises do they throw off their Imperial costumes and reveal their true forms. This may be in response to an astronomical alignment, or the arrival of allies in the form of daemons or even Space Marine renegades. Under these circumstances, the cultists assemble wargear, which may have been carefully scavenged and maintained in preparation for this day. Many don costumes, invariably primitive, which they carefully manufactured in accordance with the directions they have received from their heretical masters. Assembling in vast hordes, they prepare to strike against those who remain loyal to the Emperor.

All cultists are devoted to serving their gods, but they do not all perform the same actions in their

service. Some focus on recruitment and leadership. They may seduce the innocent into their masters' service through false promises, misleading truths, or even minor blessings. Simply sowing the seeds of doubt in the Imperial Truth may be enough to aid a cult in consolidating its foothold on a world. Other cultists focus on securing the tools necessary to perform an insurrection. Weapons are stolen from Imperial supplies, cobbled together from ancient stores, or even scavenged from ancient family heirlooms. Imperial defences are compromised, both to set up traps that can turn into tremendous blood sacrifices and to prevent defenders from stopping the cult should it come to war.

Cultists come from all walks of Imperial life. Anyone can become disenfranchised with the Imperium's totalitarian rule. This range includes those from who can scarcely maintain a subsistence lifestyle to those who enjoy a luxurious life atop a Hive World's spires. Individuals who command entire continents may stoop to joining their former slaves in worship as a cultist. Even the clergy of the Adeptus Ministorum are not immune to the temptation. As was proven during the Horus Heresy, the most devout and loyal can still fall prey to temptation.



Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Deception (1)

Benefits

Keywords: Chaos, Heretic, Heretic Astartes, <Mark of Chaos>, <Any>

Influence Bonus: +2

Corruption: +1

From Within: Cultists gain +Rank to Deception tests, including Interaction attacks, against targets with the Imperium keyword.

Wargear: Lasgun OR autogun, knife, symbol of authority (unholy icon), guard issue mess kit, tattered blanket.

Heretek

Their sacred tenets bind every action that the Tech-Priests of the Adeptus Mechanicus undertake. These include the details of every rite they perform and every verse they study, ranging from daily maintenance on their bionics to the construction of a planet-dwarfing masterpiece. Among their central beliefs is the proscription against artificial intelligence. No unliving entity can ever be created which is capable of thought. Cogitators and the automata of the Legio Cybernetica incorporate fusions of bio-matter and sacred electronic wafers that become manifestations of machine spirits, lest they violate these blessed oaths.

However, some Tech-Priests attempt to circumvent the proscription in a different way. These blasphemers summon spirits from the warp to control their creations, merging them with the spirits that empower them. Their carefully-crafted automata transform into unholy fusions of daemonic flesh and mechanical monstrosity. Such horrors are a cruel mockery of the Cult Mechanicus beliefs, and anathema to all loyal followers of the Machine God.

Agents of the Dark Mechanicus also dabble in a variety of other fields forbidden to those remaining loyal to the Omnissiah and the Imperium of Man. Many of these fields involve the warp, but not all. Often, Hereteks enthusiastically embrace any opportunity to work with xenotech and archeotech. Certainly, some information they uncover is totally in keeping with their loyalist brethren, but much of their discoveries are not. Further, these unholy practitioners willingly perform their research using rites and tools that violate the proscriptions of the Adeptus Mechanicus. Sometimes these may simply be shortcuts, but in other cases they accept tremendous risks in the process of their inquiries.

Notably, Hereteks serve a similar role to armies loyal to Chaos as the loyalist Tech-Priests perform for Imperial armies. Renegades and other cultists rely upon wargear that is based upon Adeptus Mechanicus creations. They have no more knowledge of the rites and scriptures required to maintain or repair such equipment than do loyalist brethren. Consequently, they require the assistance of Hereteks to provide them with the required tools and training. Hereteks even maintain Dark Mechanicus Forge Worlds, where they manufacturer their unholy creations on a far grander scale. This includes Daemon Engines—ranging in size from minor gunbeasts on up to truly massive titans—that serve on planetary battlefields. Some even have the capacity to manufacture warp-capable vessels, which can engage loyalist armadas.

Each Heretek typically has a drive to focus their studies within a field. Many involve the integration of

Daemonic energies with machines, but this is not their only field of blasphemy. Some dare to dabble in every possible field of forbidden lore, including those who would dare to enhance mortal humans by combining their flesh with that of daemons and machines.

Build Point Cost: 60

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect 3

Skill: Tech (3), Scholar (1)

Chaos Space Marines

Even the noble warriors of the Adeptus Astartes can fall prey to Chaos contamination. During the Horus Heresy, nine of the eighteen Space Marine Legions followed the Warmaster Horus in revolt against the Emperor. In the process, they fully embraced the Dark Gods of Chaos. However, they retained most of their wargear and enhancements as they moved to serve their new masters.

If a GM wants to include Chaos Space Marines as player characters, the Adeptus Astartes species (see page 126) and the Tactical Space Marine archetype (see page 128) are a very good starting point. The key element is that turning away from the Emperor represents a failing in the marine's indoctrination and suggests failures in the gene-seed as well. The GM and player must work out ways to reflect this, including identifying appropriate tactics for their legion or chapter.

In a very few instances, Space Marines have turned from the Imperium to become Renegades without entering the service of the Chaos Gods. Such an incident is a clear indictment that their indoctrination has failed, and may indicate of other issues. The Imperium has no tolerance for such incidents, and loyal Space Marines are likely to arrive in short order to limit the potential for further catastrophe.

A Chaos Space Marine has the following Keywords: Heretic, Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

The Chaos Space Marine gains +3 Corruption.

Benefits

Keywords: Chaos, Heretic, Adeptus Mechanicus, Dark Mechanicus

Influence Bonus: +1

Corruption: +3

Transformative Technology: Hereteks automatically reduce the time by half for any Tech test. They also gain +Rank for Tech interaction attacks.

Wargear: laspistol, augmetic servo-arm, choice of two augmetics.

Rogue Psyker

All devout and loyal citizens of the Imperium know that psykers exist and that they are dangerous. However, not all appreciate the full danger that an uncontrolled psyker can pose. They do not recognise that such minds are effectively an unsecured gateway to any entity that can spawn from the warp. Instead, they may see the untrained psyker as a friend or family member—possibly a beloved parent or even a toddler. These people foolishly believe that their bonds of loyalty are more important than their devotion to the Imperial law. As such, they fail to do their duty in turning over the psyker to the Adeptus Astra Telepathica. Instead of being incarcerated in preparation for the Black Ships, the psyker is free to develop talents completely independent of authority. Invariably, the warp influences these manifestations, leading them down a very dark path.

Worse yet are those psykers who managed to escape their incarceration. In many cases, these people are utterly terrified of the fates that await them. They may know of the existence of the Black Ships and of the dangers of warp travel. A few might have heard legends about how many die in service of the Golden Throne, while others might simply resent having their lives completely uprooted. Many feel betrayed by their families and communities, as they did not make a choice to become psykers. This fear and anger can turn into horrific action.

Initially a rogue might simply lash out with their powers. In fear and anger, they might escape an overseer—particularly one who might have

become careless due to the usual tedium of the job—or simply escape the containment of their psi-shielded holding cells through a security breach. Once they escape with their abilities completely untethered, some vanish back into the community. A few become hermits or simply live on the fringes of society hiding their powers. Others, however, seek revenge against the communities that spurned them. They strike out through their psychic abilities in increasingly twisted ways.

The Dark Gods invariably recognise their angry tantrums, and offer the psykers succour. Warp-spawned beasts are all too happy to answer their call, and exploit the openings these uncontained psykers create. The daemons offer promises of additional training, greater power, and revenge. In some cases, they may even assure a psyker that they can return to the life they enjoyed before they began to express their powers. Of course, any such promises are flagrant lies. The warp can offer only destruction and calamity to everything it touches. As a psyker comes to embrace its corruption more deeply, they invariably meet with downfall.

Build Point Cost: 50

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower 4

Skill: Psychic Mastery (1)

Benefits

Keywords: Heretic, Chaos, Psyker

Influence Bonus: 0

Corruption: +3

Psyker: A Rogue Psyker begins play with one Minor Psychic Power, the *smite* power, and may purchase additional Minor Psychic Powers, Universal Psychic powers, and Maleficarum Psychic Powers subject to Tier restrictions.

Wargear: Laspistol, psychic focus, guard-issue mess kit, tattered blanket.

Aeldari

At their very core, passion drives the Eldar. They experience emotions and psychic phenomena at a level that is beyond human understanding. This sensitivity to passion triggered the collapse of the Eldar civilisation. When they indulged their desires, they experienced emotion at such a level that it led to the creation of Slaanesh, who devoured most of the species. The Asuryani, or Eldar of the Craftworlds, choose strict discipline as their greatest defence against the dark gods.

Even among the Asuryani, there are some who recognise that they need to relax their discipline at times. For these Eldar, one solution is to spend time traveling the path of the Outcast. In some cases, this path

can be a sign of banishment, but for many this is an escape. Time spent apart from their civilisation provides perspective for the duties as a contributing member of their society when they return.

Those Asuryani who remain stoic upon a Craftworld path have few opportunities to leave it. In most instances, they may experience their entire careers within the confines of their massive voidcraft. Only a few paths have strong reasons to travel across the webway and visit distant worlds. Some of these are martial paths, as the Aspect Warriors must always be in practice to defend their homes. Others include those on the path of the Seer, who travel the galaxy to watch their visions unfold or sometimes attempt to change fate.

The Eldar Craftworlds

The Asuryani are the Eldar who live within massive, space-going vessels known as Craftworlds. Each Craftworld is a self-sufficient, independent realm with its own distinctive culture. Some of the most prominent Eldar Craftworlds of the 41st Millennium are detailed in the chart below.

Some Eldar archetypes possess a <Craftworld> keyword. This keyword represents the Craftworld that the character is from, or to which they are affiliated by bonds of loyalty. Players can select one of the Craftworlds listed below (or work with the GM to create one of their own) and replace the <Craftworld> keyword with the name of that selection.

Table 3-7: Eldar Craftworlds

Craftworld	Description
Alaitoc	The Starstriders: The Eldar of Alaitoc have spread further afield than other Craftworlds, acting as their people's eyes and ears as they wander the galaxy. The warriors of Alaitoc favour stealth and misdirection over brute force.
Biel-Tan	The Swordwind: This is the most militant of all Craftworlds. Those who strive hardest to return to the glory of their people before the Fall, the Eldar of Biel-Tan mourn the shattering of their Craftworld during an invasion by the forces of Slaanesh.
Iyanden	The Ghost Warriors: Once a thriving Craftworld, Iyanden was invaded by Tyranids of Hive Fleet Kraken. The Eldar fought off this brutal assault at great cost. Now, most of the Craftworld is empty, forcing the Iyanden Farseers to call upon their fallen to fight for survival.
Saim-Hann	The Wild Host: The Eldar of Saim-Hann are renowned for their fast, mobile warfare. They are a Craftworld of ancient tradition and a proud warrior culture. They observe many rituals that are unique to their Craftworld, including special races and duels.
Ulthwé	The Damned: This Craftworld has fought an unending war around the Eye of Terror. Ulthwé tends to involve itself in the events of the galaxy far more than other Craftworlds. It is also home to many of the most powerful psykers in the galaxy. Some Eldar believe this Craftworld is cursed due to its proximity to the Eye of Terror.

The Outcasts, the Exodites and the Corsairs

The Aeldari do not all live upon remote, tradition-bound Craftworlds. Some Eldar, known as Outcasts, become disenchanted with the strictures of their people. They roam far from their homes—Craftworld or otherwise—and undertake dangerous quests to sate their repressed desires. Some Outcasts become spacefaring Corsairs, whilst others choose the way of the Ranger. Despite their best efforts to escape the obsessive mindset of their Craftworlder kin, many Outcasts ultimately lose themselves to their nomadic lifestyle.

The Exodites are members of the Eldar race who rejected many of their people's ancient ways, exiling themselves from the core home worlds of their doomed empire. Exodites settled upon colony planets called Maiden Worlds, where they could isolate themselves from their kin and survive the Fall. Exodite worlds are often rugged, sometimes paradisiacal planets, containing wraithbone structures and a "world spirit" not unlike a Craftworld's infinity circuit.

The Anhrathe are Eldar who have chosen the life of a Corsair. The highly disciplined paths trod by their Craftworld kin are not for them, although many may turn to them once their need to explore

the galaxy and all it offers has been satiated. Some, however, throw in their lot with their dark kin, the Drukhari who dwell in the depths of Commorragh. As their name suggests, Corsairs are piratical raiders and mercenaries. They tend to be more opportunistic and aggressive than other Eldar, though they are notoriously elusive when not on the hunt.

Corsair Coteries

Corsairs organise themselves into various groups known as coteries, typically representing a specific fleet of a Corsair Prince or Princess. Some of the more well-known corsair coteries include the Sky Raiders, the Void Dragons, and the Sunblitz Brotherhood.

Characters with the <Coterie> keyword should choose one of the coteries listed here (or the player should work with the GM to create one of their own). Once chosen, the name of that selection replaces the <Coterie> keyword on the character sheet.

The Ynnari

Also known as the Reborn, the Ynnari are a rising force that pay heed to an ancient Aeldari belief that the cycle of death and rebirth can be the salvation of their people. Ynnead, the Whispering God of the Dead, is the embodiment of a gestalt consciousness of the Eldar who have died and placed their souls into the Craftworlds' infinity circuits. Through Ynnead's chosen prophet, Yvraine, many far-flung factions of Aeldari have come together: corsairs, Exodites, Craftworld Eldar, and even some of the depraved Drukhari. Though many amongst the Aeldari reject them, the Ynnari press on, seeking to reunite time-lost artefacts of the Eldar so they may act as a focal point for Ynnead's full ascension to godhood. This goal provides some Aeldari with hope that the tide may be turned against the forces of Chaos, and a united Aeldari race rescued from a slow descent into extinction.

Aeldari Objectives

D3 Roll Result

1. Unfavourably evaluate a facet of another species against Eldar culture, technology, or art.
2. Call upon one of the gods of the Eldar as you accomplish a difficult task or defeat an enemy.
3. Reminisce upon the traditions of an Eldar Craftworld, and compare it to the current situation.

Corsair

The Anhrathe are arguably the examples of their species who remain most true to their ancient Aeldari. These pirates are far freer with their emotions and passions than the other surviving Eldar groups. They travel across the galaxy freely in their small vessels, visiting locations seemingly of their own whims, rather than maintaining that their every action is a part of some greater plan. They make no effort to follow disciplined paths when there is a galaxy to be experienced. Their emotional gamut seems far wider than the cold stoicism of the Asuryani or the savage fury of the Drukhari. Certainly, their actions and motivations are inhuman, but they are, at least, comprehensible.

Coteries tend to be aggressive and opportunistic. They depend upon finding regular prey to satiate their desire for lives filled with passion. They have little need for security, but rather revel in self-aggrandisement. They are well-equipped, enjoy winning, and tend to hunt for pleasure rather than out of need. Because of these factors, corsair attacks are almost always made when they have a significant advantage in the battle. They simply do not need to take any risks, and may even maintain a significant reserve of firepower.

corsairs operate in relatively small bands. Some bands may only crew a handful of vessels, while others have thousands that span the entire galaxy. Few of their individual ships are particularly large, especially in comparison to the scale of their craftworlds. These vessels and their crews depend upon their small size and remarkable manoeuvrability in combat. They make rapid hit-and-run attacks, gradually disabling and crippling prey vessels. Once a target vessel cannot escape, they typically initiate boarding actions. Under those conditions, corsairs thrive, as they exhibit the remarkable agility and heartless savagery that characterise their species. Most bands maintain a base of operations in addition to their vessels. However, bands are typically nomadic,

remaining within reach of a given base for only a short time, before targeting prey in a completely different region of the galaxy.

Corsair bands vary dramatically in their appearance, their tactics, and their motivations. Some are viciously savage, fighting with such ferocity that even xenos experts amongst the Imperium confuse them with Drukhari. Others are far more calculating in their attacks, methodically overcoming their foes with tactics that suggest the actions of a skilled Autarch. Others seem to be purely materialistic, employing whatever strategy provides them with the greatest profit—including accepting assignments as mercenaries. In a few cases, these different approaches have even been observed within warriors from a single Coterie, though usually not within a single encounter.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Eldar

Attribute Prerequisites: Agility 3

Skill Prerequisites: Athletics (2)

Benefits

Keywords: Aeldari, Anhrathe, <Coterie>

Influence Bonus: 0

Dancing on the Blade's Edge: Corsairs prosecute war with wild abandon, unleashing weapons fire and scathing insults. Their reckless bravery covers the gnawing fear of the price they might pay for their uninhibited ways.

Choose one of the following Interaction Attacks: Athletics or Persuasion. Corsairs get +Rank to the chosen Interaction Attack and get the same bonus for resisting those same attacks. Corsairs suffer a +1DN penalty to any Fear test.

Wargear: Corsair armour, shuriken pistol, lasblaster, spirit stone, 3 plasma grenades, void suit.

Ranger

While they are Outcasts who have departed from their Craftworlds, rangers remain tremendously loyal to their former homes. Even as they explore the galaxy, their highest priority is remaining aware of anything that might present a threat to the Craftworld from which they came. If they identify a danger that must be confronted, they first report the threat to their contacts upon the Craftworld. Then, these Asuryani band together with their brethren in eliminating it, before they once more depart through the webway. Even

though they spend much of their time as solitary hermits, rangers can band together when the need is great. In these circumstances, their knack for marksmanship, stealth, and familiarity with the webway complement one another. Rangers can effectively emerge from anywhere on the battlefield completely unseen, eliminate a high priority target, and then vanish again with few even having identified their presence.

Wanderlust is often the driving factor in a ranger's decision to embrace the path of the Outcast. Some may simply wish to embrace their passions for a time, but others wish to experience some of the legendary worlds about which they have only read. Travelling across the webway, they can visit the homes of collapsed civilisations, current alien societies, and even Maiden Worlds where Eldar Exodites forge primitive societies. In each of these places, an Asuryani can enjoy an experience that would be anathema to Craftworld society.

Some rangers interact with other Aeldari groups—including exodites, corsairs, Drukhari, and even Harlequins—whom they encounter in the webway. As Outcasts, they are far more open to interactions with these other groups than their Asuryani brethren. In rare cases, a ranger may even decide to embrace their passions in a different way, choosing to discard their current path to embrace one of these completely foreign lifestyles. Doing so does not prevent them from eventually returning to a ranger path, or even later to resuming a different path among the Asuryani.

In the wake of the opening of the Cicatrix Maledictum, the Asuryani have had an even greater need for rangers. Worlds clean of Chaos taint for millennia have now become utterly infested. Rangers have had to carefully check every webway gate—especially those that can easily reach the Craftworlds—to make sure that they are safe, and to secure those that could pose an immediate threat. The call to war has sounded ever more often, as the Asuryani must repel Chaos threats when they are found. While many rangers embrace this duty, others chafe at the increased responsibility. Even as they recognise the necessity, they regret the loss of so many worlds.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Eldar

Attribute: Agility 3

Skill: Stealth (1), Survival (2)

Benefits

Keywords: Aeldari, Asuryani, <Craftworld>

Influence Bonus: 0

From the Shadows: Rangers are adept at exploiting any concealment. Any penalties to detect (using Awareness) or attack a ranger due to lighting or cover are increased by +1/2 Rank.

Wargear: Chameleoline cloak, Eldar mesh armour, Ranger long rifle, shuriken pistol, knife, spirit stone, bedroll, blanket.

Warlock

All Aeldari have a natural psychic sensitivity, but only some of them choose to focus and train those talents. Those who choose to travel the Path of the Seer learn to carefully focus those talents, risking exposure to the warp in the process. Key to their training are the wraithbone constructs that complement their abilities, including runes and witchblades. Working with these tools, Aeldari psykers become adept in a variety of techniques, including divination and warding. Particularly volatile psychic powers come more naturally to Seers who have previously trained as Aspect Warriors. Traditions insist a link to Khaine remains within the Seer's soul. These psykers are also known as Warlocks, and they are the most aggressive adherents of this path.

Warlocks are fierce warriors who revel in battle. Individually, they are powerful opponents, but as part of their training, they also master the arts of complementing one another in battle. This goes beyond simple martial prowess, and extends into their psychic abilities. An assembled Warlock Conclave is an extraordinarily potent psychic collective, capable of having a transformative effect on any conflict in which they engage. In addition to abilities that attack the foe or defend themselves, warlocks often exhibit talents that enhance the effectiveness of other soldiers or even diminish the skills of their foes. When involved as part of a larger warband, these skills become even more valuable, as the variety of potential recipients of those benefits increases.

During their journey along the path of the Seer, warlocks encounter visions of the future. Some of these are near certainties, but others are less likely to occur. Recognising the likelihood of each can be a significant challenge, one which benefits from reflection,

meditation, and discussion. While each warlock may choose to share their visions with their peers for evaluation and comparison, not all are comfortable doing so. Some instead feel an obligation to take a direct response to the visions that they receive. When these are relatively peaceful visions, that response may be simple and entail little risk. However, for more frightening or imposing visions, a warlock may need to assemble a group of allies to confront them. In some cases, that group could represent a significant warhost. For smaller-scale threats, the warlock may overcome them independently or in the company of only a select few allies. Recognising the true dangers implicit in any vision can be a challenge. Warp entities often use deceptive visions as a tool to draw prey into compromising situations.

Build Point Cost: 80

Prerequisites

Tier: 3

Species: Eldar

Attribute: Willpower 4

Skill: Psychic Mastery (2)

Benefits

Keywords: Aeldari, Asuryani, Psyker, <Craftworld>

Influence Bonus: +2

Runes of Battle: A Warlock begins play with the Psyniscience and *smite* psychic powers (these do not count towards the maximum), and may purchase additional Minor Psychic Powers, Universal Psychic Powers, and Runes of Battle Psychic Powers, subject to Tier restrictions.

Wargear: Rune armour, witchblade, shuriken pistol, a set of wraithbone runes, spirit stone.

Orks

Even the most accomplished Imperial scholars have little understanding of Ork physiology, but it seems clear that their biological needs are limited. They thrive under virtually any environmental conditions. Consequently, their hierarchy of needs is substantially different from that of other species. Other species choose to settle worlds due to their mineral wealth, agricultural potential, or simple habitability. Orks have little interest in these. Instead, they travel in constant search of a good fight. An uninhabited world has little interest, as there are no opponents to battle—even if the world is covered in precious raw materials. A staunchly-defended one, however, is a sure sign that the orks have found a target that could keep them enthralled for ages, even if that planet is only survivable due to critical imports that war disrupts or eliminates.

While all orks are anxious to find a fight, how they engage in it is one of the greatest differences between different groupings of orks. Each of the observed Ork clans have broad tendencies toward different technologies and strategies. However, these are inconsistent and confusing. Their proclivities include preferences for specific types of armour, larger or specialised weapons, the incorporation of vehicles, and even the use of squigs and other domesticated animals. Even within a clan, orks can demonstrate different combat approaches, and some more standard combat formations are present among members of different clans. Further, as large Ork armies include members from a diverse set of clans, a given force of orks may utilise a significant variety of different wargear in ways that are not necessarily complementary. Ultimately, trying to puzzle through these tendencies and assign a strict schematic for it is essentially impossible. Orks are always capable of behaving in ways that are not predictable to the rational mind.

Ork Clans

All Orks belong to a clan, a group of like-minded greenskins that share a propensity for a certain kind of warfare.

Each Ork archetype has a <Clan> keyword. This keyword represents the Clan that the character is affiliated with. Players select one of the Clans listed below (or work with the GM to create one of their own) and replace the <Clan> keyword with the name of that selection. Each Clan also provides a listed bonus to the character.

Table 3-8: Ork Clans

Clan	Description	Bonus
Goffs	Goffs have a prominent place in the battle line and can usually be found where the fighting is thickest. Goffs consider massed infantry charges the only true way for Orks to fight, declaring anything else to be "muckin' about."	+1 bonus dice to melee attacks when charging (see page 221).
Evil Sunz	The Evil Sunz Clan embodies the Orks' obsessive love for speed. Evil Sunz typically pile aboard the fastest vehicles they can find to hurtle into battle at the vanguard of the Waaagh!	+1d3 bonus dice to Piloting tests when the vehicle is moving as fast as possible. Roll to see how many bonus dice you receive at the beginning of each round.
Bad Moons	The Bad Moons Clan is the richest of their kind, for their teeth—the basis of Ork economy—grow at twice the normal rate. Because of their wealth, Bad Moons possess the best and shiniest gear, and are not shy about bragging about it.	+2 Wealth
Deathskulls	Deathskulls are light-fingered thieves who share an almost Mekboy-like knack for tinkering with Ork technology. Though Deathskulls enjoy a good fight as much as the next Ork, their innate kleptomania makes them see every battle as an excuse to scavenge or loot anything they can get their hands on.	+1 bonus dice to Tech tests and Influence tests to acquire items.
Blood Axe	The Blood Axe Clan is unique amongst orks for their belief that battles should be fought according to an actual plan. Blood Axes are not less courageous or violent, they simply possess a rudimentary comprehension of strategy, tactics, and stealth.	+1 bonus dice to Leadership or Stealth tests.
Snakebites	Snakebites see themselves as staunch traditionalists, caring little that the other clans mock them for their backward ways. Snakebites specialise in the breeding of squigs (or squiggly beasts), the strange fungoid monsters that make up much of the Orks' bizarre ecosystem.	+2 bonus dice to Survival tests.

Ork Objectives

D3 Roll Result

1. Reminisce on the traditions of your Ork Clan, and compare them to the current situation.
2. Use your size, physical might, or reputation in a fearsome manner.
3. Sincerely express a desire for brutal, uncompromising combat.

Boy

The prototypical Ork identifies itself as a Boy in singular or Boyz in plural, though a group is called a Mob. Multiple groups of Mobs, in turn, constitute a tribe, which also refers to all the orks within a region. Boyz are generally followers, preferring to go along with the ideas and goals of the largest and strongest member of any group, excepting those Boyz who happen to be the largest within any group—they always assume a leadership role. Admittedly, there can be quite a bit of argument within a Mob regarding which one is the biggest and strongest. In fact, settling that matter can often lead to blows. That is at least partly because Boyz spend every available moment looking for a fight. When no other opponent is available, they are perfectly content to fight among themselves. This is also why orks remain incapable of conquering the galaxy. Unless a stronger Ork expends the time and effort to maintain some degree of discipline, any Mob of Boyz always turns to infighting.

Boyz from the same Mob usually wear similar colours and carry similar weapons. Because colours also indicate Clan membership, in places

where the tribes are big enough that they include multiple Mobs of Orks form the same Clan, different mobs typically add additional glyphs or patterns to their colours. These vary in complexity and often have additional meaning, depending upon the way the symbols are used.

Boyz carry ranged weapons and fire them with gusto, but they are seldom accurate. Instead, their greatest preference for a firearm is that it be loud and that it produces impressive muzzle flashes. For most Boyz, a gun is at its most deadly when they have a chance to swing it as a club. Any foe within that range is at a significant disadvantage. Boyz are exceptionally strong, and they love to fight in close quarters, where they can see and feel each blow that they inflict upon their opponents. In many cases, a Mob of Boyz may take brutal losses as they charge forward, failing to inflict any damage to their foes from the weapons they fire during the charge. Those Ork Boyz who reach the enemy, however, typically fully avenge their fallen.

When not actively fighting, Boyz typically are expected to do as instructed by the Nob who leads their Mob. Sometimes a particularly kunning Nob may assign tasks to his Boyz. These can vary substantially in scale, but some may require orks to undertake particularly dangerous assignments. These could involve stealing wargear or supplies from other Mobs, but it might also involve testing stolen equipment, exploring ancient ruins in search of new weapons, or even testing out a Mekboy'z latest invention.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Ork

Attribute: Toughness 3

Skill: Weapon Skill (2)

Benefits

Keywords: Ork, <Clan>

Influence Bonus: 0

Get Stuck In: A Boy gains +Rank to melee attacks for every ally engaged in melee combat with the same target.

Wargear: Shoota, slugga, choppa

Kommando

Most orks start every battle charging toward the enemy with their guns blazing. Along the way, they suffer casualties—often heavy ones—to enemy fire. Kommandos place a higher value on reaching the enemy without getting shot than they do on making loud noises with their shootas. They readily engage in every underhanded and dirty trick they can imagine to ensure that happens. Arguably, a Kommando's greatest asset is self-discipline. They accept that it may be worthwhile to slowly and quietly infiltrate a base or wait patiently for an enemy caravan to come into range of an ambush before they launch their attacks. They take greater satisfaction from the explosions they trigger on enemy facilities than they do in the blazing gunfire of a shoota. Their approach to combat epitomises the idea of Ork "kunning."

All the Ork clans include Kommandos, but they are most common among the Blood Axes. This is largely because the Blood Axes' self-control often breeds an appreciation for tactics. There are many recorded instances where Mobz of Blood Axe Kommandos coordinated their efforts with other units of orks. In some instances, they served as a distraction, drawing defenders away from the front lines. In other instances, Kommandos sprung their attacks just when reserves had been called to the battlefront, leaving vital enemy caches unguarded.

Many Kommandos are quick to exploit enemy wargear and vehicles given any opportunity. Sometimes they capture a vehicle so that a Mekboy can upgrade it, enabling other units to field it in future battles. However, they have been known to exploit vehicles without modification, especially in the use of deception. There are many recorded instances where Kommando squads used stolen transports to infiltrate deep behind enemy lines, sowing destruction once they reached an unguarded area.

Explosives are a critical tool for Kommandos. Kommandos are often outnumbered, and grenades provide a significant force multiplier. When infiltrating enemy facilities, explosives can eliminate supply depots, slaughter barracks full of enemy soldiers, or even cripple manufacturing lines. These orks recognise that with the opponent's resources curtailed, they can enjoy even more battles with much less risk of the enemy inflicting serious casualties.

Kommandos can have very different standing in different Ork tribes. Some Warbosses view them with great suspicion. They simply are not comfortable around orks who can remain quiet and sneaky. In these tribes, Kommandos are usually left to their own devices, functioning independently during any engagement. Blood Axe warbosses, however, recognise that skilled Kommandos can end battles sooner, keeping other Ork Mobs from suffering serious casualties during a battle. These leaders often have specific assignments for their infiltrators, including scouting or sabotaging enemy facilities long before engaging the enemy.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Ork

Attribute: Agility 2, Toughness 2

Skill: Stealth (2), Survival (1)

Benefits

Keywords: Ork, <Clan>

Influence Bonus: 0

Kunnin' Plan: A Kommando and any allies with the Ork Keyword within 15 metres gain +1/2 Rank to Stealth tests.

Wargear: Shoota, slugga, choppa, stikkbombs

Nob

The biggest and toughest orks in every group take command of the others through a combination of force and intimidation. Their underlings serve them obediently—as long as they keep Boyz physically in check. Nobz seize choice loot and wargear for themselves. Anything that the Boyz in their Mobs find, Nobz can take, and the Boyz have no recourse. Consequently, Nobz are usually better equipped, which aids them both in overcoming the enemy and in keeping their Boyz in line.

Some Warbosses choose to organise Nobz into their own distinct Mobs within their warbands. This enables them to create a single unit that can have a major impact on the opponent. Not only is each combatant in these Mobs tougher than usual, they are also better equipped. In some instances, these forces may wear mega armour or even ride bikes into battle. In both cases, the added benefits of those platforms substantially increase their effectiveness. Of course, a canny Warboss recognises the investment they made into the unit and has performance expectations of the Nobz. Nobz who fail to satisfy their warlord face extreme consequences.

Within an Ork tribe, Nobz are responsible for the Mob over whom they have authority. When their Boyz stir up trouble, they must answer to the other Nobz or the Warboss. Similarly, if they fail in a mission, cause another Mob to fail theirs, or even suffer unacceptable casualties, then the Nob must be prepared to answer for these problems. When dealing with a particularly angry or unforgiving Warboss, the Nob can face extreme consequences for failure, including dismemberment or death. To avoid this, Nobz often go to great lengths to make sure that their Mobs succeed at their assigned tasks. This always includes beating and berating their Boyz, but it can also include heroic acts of extreme self-sacrifice—any injury on the battlefield is likely to be less painful than one at the hands of a Warboss.

Just as there are a variety of different types of Boyz associated with different Mobs, there are also different Nobz, who lead each specialised Mob. A Nob may not be as adept with a particular type of weapon as one of his Boyz, but he must understand its tactics and strategies. This is vitally important in ordering his Boyz around the battlefield, so that they have the best opportunities to exploit their tactical advantages.

Within their tribes, Nobz often have responsibilities beyond simply managing their Mob. Sometimes the Warboss may designate these duties, often in accordance with their natural proclivities. Examples could include assigning security, assisting with maintenance and construction, or even working as scavengers to find necessary resources and raw materials. These duties seldom involve direct conflict, so keeping their Mob on task can be particularly challenging.

Build Point Cost: 60

Prerequisites

Tier: 3

Species: Ork

Attribute: Strength 4, Toughness 3

Skill: Intimidation (2)

Benefits

Keywords: Ork, <Clan>

Influence Bonus: +2

Boyz: A Nob commands a mob of Troops numbering up to Rank x 3 Boyz who loyally follow his direction. These Ork Boyz use the profile found on page 150.

Wargear: 'Eavy Armour, kustom slugga and kustom choppa

Assign Attributes

Attributes are a numeric representation of a character's intrinsic abilities and aptitudes. Attribute values are achieved through a combination of genetics and environmental conditions. An attribute might improve through concerted effort, such as physical exercise or mental drills. They could also decrease through neglect or injury.

Optional: Character Quick-Start Attributes

The following are some pre-built attribute arrays for players who want to move quickly through character creation or may be playing for the first time. If you want to get right into the action and customise your character's attributes later, you may choose to use one of the following options:

Table 3-9: Pre-Assigned Attributes

Use these listed sets for your character's Tier and arrange the attribute numbers to your preference:

Tier	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Attributes	Five attributes at rating 3 Two attributes at rating 2	Three attributes at rating 4 Four attributes at rating 3	One attribute at rating 5 Five attributes at rating 4 One attribute at rating 3	One attribute at rating 6 Two attributes at rating 5 Four attributes at rating 4	One attribute at rating 7 Three attributes at rating 6 One attribute at rating 5 Two attributes at rating 4
Total Build Point Cost	58	94	126	189	294

Table 3-10: Attribute Arrays

Below are some examples of using the pre-built arrays. If you wish, you may use this arrangement for your character.

Attribute	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Strength	2	3	3	4	4
Agility	3	4	4	6	7
Toughness	3	4	4	5	6
Intellect	3	3	4	4	4
Fellowship	3	3	4	4	5
Willpower	2	4	5	4	6
Initiative	3	3	4	5	6
Total Build Point Cost	58	94	126	189	294

Purchased Attributes

Every purchased attribute has two inherent values, which are equivalent in most situations. The first is the base value. This is the value for which the player has spent points (see **Table 3-11: Attribute Build Point Costs** on page 156). If a player spends 4 build points, then that attribute's base value is 2. The second is an attribute's modified value. This is the value after it is subject to all permanent effects, including those from species, memorable injury, and archetype. If an attribute's modified value and base value are the same, then the value is only written on the character sheet once. If they differ, then the base value is written first and the modified value follows in parenthesis. When making tests related to attributes or calculating derived attribute values, the modified value is used. Character attribute improvement always uses the base value, so it is important to keep that value recorded.

Attributes are obviously very important to your character's abilities, but there is a limit on how many BP may be spent on a character's attributes at character generation. This limit varies by Tier (see **Table 3-12: Tier Attribute Limits**). A player may not spent more BP than the limit for their game's Tier on their character's attributes.

Example: *Jordan decides to create an Eldar hero for a Tier 1 campaign. She assigns 10 build points each to Intellect and Agility. This gives each attribute a base value of 3. She records Intellect as 3. However, she records Agility as 3(4), because Eldar have a +1 Agility attribute modification, yielding a modified value of 4. If she later decides to advance Agility by spending build points, 8 points would increase it to 4(5).*

List of Attributes

Name	Description
Strength	Raw physical power.
Agility	Dexterity and coordination.
Toughness	Endurance and ability to shrug off damage.
Intellect	Ability to process and interpret information.
Willpower	Determination and strength of will.
Fellowship	Force of personality.
Initiative	Reflexes and reaction speed.

Attribute Costs

When purchasing attributes, pay the points listed in for the Total Build Point Cost indicated on **Table 3-11: Attribute Build Point Costs**.

When advancing a character, pay the Incremental build point cost for each point that the attribute is increased. So, raising an attribute's base value from 2 to 3 costs 6 build points. Please note that if a player advances an attribute multiple times, they must pay for each increase incrementally. You cannot skip values.

Jordan's Eldar began with a Willpower of 2. After an unpleasant encounter with a Daemonette, she decides that this needs to be increased. She consults the chart and spends 6 points to raise her Willpower to 3, and then another 8 to raise it to 4 (for a total cost of 14 build points). She could not raise the attribute to 4 without first raising it to 3.

Table 3-11: Attribute Build Point Costs

Attribute Value	Total Build Point Cost	Incremental Build Point Cost
1	0	NA
2	4	4
3	10	6
4	18	8
5	33	15
6	51	18
7	72	21
8	104	32
9	140	36
10	180	40
11	235	55
12	307	72

The campaign's Tier provides a limit for the maximum base attribute value. Characters may not spend build points to raise the base value above the limit the Tier establishes. However, modifications may increase a value above its Tier.

Even though Jordan's Eldar had a modified Agility of 4, she was able to increase it to 4(5), because the base value was still less than the maximum allotted for a Tier 1 campaign. If the campaign later moved to Tier 2, Jordan could raise her character's Agility again, provided she had the necessary build points available.

Table 3-12: Tier Attribute Limits

Tier	Base Attribute Maximum	Max BP Spent on Attributes at Character Generation
1	4	100
2	5	100
3	6	150
4	8	200
5	10	300

Note that, for player characters, attributes have a minimum, modified value of 1. Note also that a character that suffers a negative attribute modifier may still not advance their base attribute beyond the Tier limit. Attributes may not be permanently reduced below 1. If a character's attribute is temporarily reduced below 1, the character becomes exhausted (see page 230) until the temporary attribute modifier ceases to have an effect.

Attribute Limits by Species

Below is a chart listing the attribute maximums for each species. Depending on the character's species, the maximum values of their attributes may be higher than a human's. Space Marines, for example, have numerous attributes that can reach a higher maximum value than any normal human. These numbers represent the absolute maximum number of the base, unmodified attribute, independent of the Tier limits. These limits are typically only relevant for Tiers 4–5 and higher.

Table 3-13: Base Attribute Maximums by Species

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

Strength

Strength is a measurement of the sheer physical force a character is capable of exerting upon the environment. It limits the amount of weight a character can lift and affects the amount of damage the character deals in melee combat. To use Heavy weapons, a character must have the minimum Strength rating for the weapon; otherwise, the character suffers a penalty to DN (see page 275). Note that gravity governs the Strength required to move a mass.

Agility

Agility measures a character's manual dexterity and whole body coordination. It governs the character's accuracy with ranged weapons, ability to manipulate complex devices, and knack for athletic pursuits. A low Agility suggests a clumsy character, while a heightened Agility reflects physical grace.

Relative Human Attribute Values

Value	Relative Human Ability
9+	**Superhuman:** Only alien species or humans enhanced by special powers, Adeptus Astartes gene-seed, or unusual items are capable of such extremes.
8	**Exceptional:** The best most humans can be.
6–7	**Outstanding:** Very adept or smart, in top physical shape, very popular.
4–5	**High Average:** Athletic, intelligent, or amiable.
3	**Average:** Normal physical shape, intelligence, or likeability.
2 or less	**Poor:** Unhealthy and weak, uncoordinated and stiff, weak-minded, unlikable.

Toughness

Toughness provides a measure of the body's ability to resist injury, toxin, and disease. A character with a lower Toughness is prone to illness and may take a much longer time to recover from injuries. Higher Toughness character may shrug off an attack or ignore the effects of a toxin.

Intellect

Intellect measures a character's ability to process, retain, access and creatively interpret information. A character with a low Intellect may be forgetful, unfocused, or oblivious. A higher Intellect character solves problems more quickly and has a broad range of information readily available.

Willpower

Willpower gauges a character's mental fortitude and determination. A character with a lower Willpower is easily distracted from the task at hand or persuaded to act against their best interest. A higher Willpower character can remain focused even in the face of the most seductive temptations.

Fellowship

Fellowship determines a character's empathy and social awareness, as well as the ability to manipulate social situations to their benefit. A low Fellowship character is socially awkward and fails to recognise emotional cues. A high Fellowship character can manipulate others into assisting them, even at significant personal cost.

Initiative

Initiative is a measure of how quickly a character can react to dramatically changing situations. A character with a low Initiative might be paralyzed with indecision when an unexpected attack occurs. A higher Initiative character reacts immediately to new situations, always prepared to confront them directly.

Traits

Traits are attributes that are calculated based upon a character's other values rather than purchased individually. The formula for each follows their description.

List of Traits

Combat Traits	Rating Calculation	Mental Traits	Rating Calculation	Social Traits	Rating Calculation
Defence	Initiative -1	Conviction	Willpower	Influence	Fellowship -1
Resilience	Toughness +1	Corruption	Starts at 0	Wealth	Tier
Soak	Toughness	Passive Awareness	½ Total Awareness		
Shock	Willpower + Tier	Resolve	Willpower -1		
Speed	By Species				
Wounds	Toughness + Tier				

Combat Traits

These traits encompass a character's overall physical health, ability to defend themselves, and resistance to injury.

Defence

Defence determines how difficult it is to hit a character with an attack. Characters begin play with Defence equal to Initiative –1, to a minimum of 1, though various abilities may alter this.

Resilience

Not every attack that strikes a target deals damage. Resilience is used to determine if an attack deals Shock, Wounds, or has no effect. It begins as Toughness +1, but this is further enhanced by any armour worn as well as special abilities.

Soak

A character uses this trait when trying to resist taking damage (see Soak on page 227). Characters begin play with Soak equal to Toughness, though various abilities may alter this.

Shock

Fatigue and mental trauma cause characters to lose Shock, which is recovered through rest and psychotherapy. Characters reduced to 0 Shock become Exhausted. Characters begin play with Shock equal to Tier + Willpower, though various abilities may increase this.

Speed

A character's starting speed is based upon the character's species. Consult **Table 3-14: Species Base Speeds**.

Table 3-14: Species Base Speeds

Species	Base Speed
Human	6
Eldar	8
Ork	6
Adeptus Astartes	7
Primaris Astartes	7

Wounds

When characters suffer serious physical injury, they lose Wounds, which are recovered through rest and healing. When reduced to 0 Wounds, characters fall unconscious and may die (see Defiance Checks on page 228). Characters begin play with Tier + Toughness Wounds, though various abilities may increase this.

Mental Traits

These traits are intrinsic to a character's mind and sense of self.

Conviction

Conviction represents a character's ability to resist the forces of Chaos and corruption. Starting Conviction is equal to a character's Willpower.

Corruption

Corruption represents the degree to which Chaos has contaminated a character. The greater their Corruption, the more likely they are to express its taint. Corruption begins at 0. Any time a character gains the Chaos keyword (as long as they did not start play with it), they gain 2 points of Corruption.

Passive Awareness

This represents your character's ability to sense threats around them when they are not actively searching for danger.

A character's Passive Awareness value is equal to 1/2 their total Awareness skill value.

Resolve

This trait represents a character's courage and overall morale. Resolve begins at Willpower –1, to a minimum of 1, though it may be further adjusted due to gear or special abilities.

Social Traits

These traits govern a character's ability to impact a social encounter, assert authority, or acquire goods and services.

Influence

Influence represents a character's ability to purchase, requisition, scrounge, or acquire objects of their desire. Starting Influence is Fellowship −1, to a minimum of 1. Archetypes and talents may modify starting Influence.

Data is Currency: Characters with the Adeptus Mechanicus keyword may use Intellect in place of Fellowship when calculating Influence.

Wealth

Wealth represents a character's access to coin and riches. Characters start with a Wealth equal to Tier, modified by archetype abilities and talents.

Assets

An asset is an abstract representation of capital; it could be a cache of hard coin, a collection of fine art, or a rare xenos artefact of great value. A character can spend an asset on an Influence test to acquire a particular good or service (see Influence, Rarity, and Wealth on page 264). If you have a handful of leftover BP at the end of creating your character, considering spending those points to acquire Assets for your character.

A character may acquire a number of assets equal to the game's Tier at a BP cost of 1 each.

Purchase Skills

Skills represent knowledge and techniques that a character has learned. For some species, skills may include instinctive behaviours, but more frequently skills are the product of determined effort, study, and training. When a character makes a skill test, they assemble a dice pool from the relevant attribute and the associated skill. Unlike attributes, not every character necessarily has a value in every skill. When a character lacks a value, they add 0 skill dice to the dice pool, rolling just the relevant attribute.

Skill Value and Meaning

Few protagonists can devote their build points to have a rating in every skill. This does not indicate that the character is a master in the skills trained and incompetent in those with a 0 value. Instead, it is an indicator of those areas that the character has prioritised. The precise meaning of a skill value varies but the following descriptions provide a rough correlation.

Untrained (0): The character has only a limited familiarity with this skill. They have not devoted time to training in it, but they do not suffer any undue hindrances.

Novice (1): Time and effort have been expended to establish a basic aptitude in this field. The character still finds this area complex and confusing but knows enough to be functional.

Initiate (2): The character has enough experience in the field to use this skill professionally. They can recognise the difference between the work of a novice when compared with that of an artisan.

Educated (3): A significant amount of time and some professional experience have been invested developing and using this skill on a consistent basis. At this level, the character has met with some success, but also recognises personal limitations.

Accomplished (4): Characters at this level have practiced this skill on a daily basis for years. The skill is linked to their profession and a part of their livelihood.

Artisan (5): When the character chooses to use this skill, others take notice. They are accomplished craftsmen. The methods and tools they employ when using the skill may exhibit innovations that surprise individuals with less expertise.

Master (6): No matter where the characters travel, they are among the most accomplished individuals in this field. They may have published works related to using the skill and people may seek them out for advice.

Grandmaster (7): Characters at this level have devoted decades of their lives to studying a skill and expanding their species' understanding of this field. They use the skill constantly, and their very existence is a demonstration of its effectiveness.

Savant (8): The character exhibits an intrinsic ability for the skill that requires no thought. They can accomplish tasks with little effort that a novice would view as impossible or beyond the scope of the skill and tools available.

Skill List

Skill Name	Associated Attribute
Athletics	Strength
Awareness	Intellect
Ballistic Skill	Agility
Cunning	Fellowship
Deception	Fellowship
Insight	Fellowship
Intimidation	Willpower
Investigation	Intellect
Leadership	Fellowship
Medicae	Intellect
Persuasion	Fellowship
Pilot	Agility
Psychic Mastery	Willpower
Scholar	Intellect
Stealth	Agility
Survival	Willpower
Tech	Intellect
Weapon Skill	Initiative

Optional: Character Quick-Start Skills

The following are some pre-built skill arrays for players who want to move quickly through character creation or may be playing for the first time. If you want to get right into the action and customise your character's skills later, you may choose to use one of the following options:

Table 3-15: Pre-Assigned Skills

Use these listed sets for your character's Tier and arrange the skill numbers to your preference:

Tier	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Skills	One skill at rating 4 Three skills at rating 3 One skill at rating 2	One skill at rating 5 Two skills at rating 4 Four skills at rating 3 One skill at rating 2	Two skills at rating 5 Four skills at rating 4 Three skills at rating 3 One skill at rating 2	One skill at rating 6 Three skills at rating 5 Three skills at rating 4 One skill at rating 3 Two skills at rating 2	One skill at rating 7 Two skills at rating 6 One skill at rating 5 Seven skills at rating 4 One skill at rating 3
Total Build Point Cost	31	70	101	137	206

Table 3-16: Skill Arrays

Below are some examples of using the pre-built arrays. If you wish, you may use this arrangement for your character.

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Athletics 2	Athletics 3	Athletics 3	Athletics 2	Athletics 4
Awareness 3	Awareness 4	Awareness 5	Awareness 5	Awareness 4
Ballistic Skill 4	Ballistic Skill 5	Ballistic Skill 5	Ballistic Skill 6	Ballistic Skill 6
Persuasion 3	Cunning 3	Insight 3	Cunning 5	Insight 4
Weapon Skill 3	Intimidation 3	Investigation 3	Deception 4	Investigation 4
	Pilot 2	Persuasion 4	Intimidation 2	Leadership 7
	Stealth 3	Scholar 4	Persuasion 4	Medicae 4
	Tech 2	Stealth 4	Pilot 2	Pilot 4
	Weapon Skill 4	Survival 2	Scholar 3	Scholar 5
		Weapon Skill 4	Stealth 4	Stealth 3
			Weapon Skill 5	Tech 4
				Weapon Skill 6
Total Built Point Cost: 31	Total Built Point Cost: 70	Total Built Point Cost: 101	To-tal Built Point Cost: 137	Total Built Point Cost: 206

Skill Costs

Players spend build points to purchase skills for their characters. Note that most archetypes have skill requirements, and those must be fulfilled at this step of character creation. Players should refer to **Table 3-17: Skill Build Point Costs** to determine the points required for each skill value. Note that this cost is paid per skill. The campaign's Tier determines the maximum value to which a skill may be raised. **Table 3-18: Tier Skill Limits** lists the relevant limitations.

Jordan's Eldar Corsair has a prerequisite of Athletics 2. To fulfil this, Jordan consults the chart and spends 3 build points to purchase Athletics at 2 from the Total Build Point Cost column. If she later decides to increase it to 3, this costs 3 additional build points (listed in the Incremental Build Point Cost column), for a total of 6. Because she is playing in a Tier 1 campaign, she cannot raise it above 4.

Table 3-17: Skill Build Point Costs

Skill Value	Total Build Point Cost	Incremental Build Point Cost
1	1	1
2	3	2
3	6	3
4	10	4
5	20	10
6	32	12
7	46	14
8	60	24

Table 3-18: Tier Skill Limits

Tier	Skill Maximum
1	4
2	5
3	6
4	7
5	8

Tree of Learning

Knowledge is power, as the saying goes, and this holds especially true for those facing peril, who cultivate a great breadth of knowledge to prepare themselves for the dangers of the galaxy. As their expertise grows, a character gains knowledge of other fields, both related and unrelated. To reflect this breadth of expertise, player characters cannot simply develop a small number of skills to high values without also learning other skills—they need a foundation. A character must have a number of skills equal to the highest rating skill they possess. Therefore, to purchase a skill up to value 4, they must have at least four total skills.

For Jordan to purchase Athletics (2) for her Eldar Corsair, she must first purchase at least two skills. She decides to spend 1 build point to purchase Awareness (1). If Jordan later decides to spend 3 points to raise her Corsair to Athletics 3, she must first verify that she has at least three total skills. She chooses to purchase Stealth (1) to fulfil this requirement. If she later wants to add Ballistic Skill (2), she may do so freely, as she already has enough skills to support her highest ranked skill.

Athletics (Strength)

A character's overall physical prowess is measured with Athletics. It includes climbing, swimming, and acrobatics. Difficulty for an Athletics test is determined objectively, based upon the challenge the character faces as modified by the current conditions.

Routine (1): Swimming half Speed distance in a turn.
Standard (2): Climbing a steep cliff face without appropriate gear.
Challenging (3): Descending twice Speed metres along the side of a building in one turn without suffering damage.
Difficult (5): Swimming Speed distance against a raging current.
Extreme (7): Climbing a steep and unstable cliff, in a rainstorm, at night.

As an Interaction attack, Athletics can be used to manoeuvre your opponent into a disadvantageous position using their Athletics as the DN. See Interaction Attacks on page 225 for more information.

Awareness (Intellect)

Characters use their Awareness skill to notice additional details, or perceive hidden or obscured objects. The difficulty of an Awareness test is determined objectively for inanimate objects, though it is used to oppose Stealth (see page 167) for a character interaction.

Languages of the Dark Imperium

Spoken language varies widely across many worlds in the grim darkness of the far future. Eldar speak their own language—as do the T'au—while most of humanity speaks Low Gothic, with some of the more educated members of the Imperium able to speak the older and more formal dialect of High Gothic.

Each player character in ***Wrath & Glory*** is fluent in two languages: Low Gothic and another language common to their home world or origin (for non-human species, this second language is one used by most of their people). Most NPCs share this language as well—the Imperium is so wide-spread that even many orks speak Low Gothic amongst themselves. Most records, signposts, and vox-broadcasts in the Imperium use Low Gothic, ensuring that the majority of people in the Imperium can understand it.

In practical terms, a hero can communicate effectively with most NPCs they encounter. Low Gothic is the assumed standard for any Imperial communication, but the ability to speak with another character in their own language might still be helpful. A few well-chosen words in the complex tongue of the Aeldari may create opportunities on an Eldar Craftworld that a whole conversation in Low Gothic would not.

A character may learn to speak, read, and write a new language by spending 1 build point. The character must have access to a source of study for the language they wish to learn—such as a recording—or time and access to a willing native speaker. At the GM's discretion, some languages (such as ancient Necron dialects) may either be impossible to learn or require spending additional build points.

Routine (1): Noticing that the Colonel's uniform was donned hastily.
Standard (2): Spotting a listening device concealed in a table centrepiece.
Challenging (3): Recognizing the most worn keys on a security keypad.
Difficult (5): Noticing a tripwire, while walking through a jungle at night.
Extreme (7): Eavesdropping on a conversation, two tables away, on the noisy work floor of a manufactorum.

Ballistic Skill (Agility)

Ballistic Skill assigns a value to a character's competency with firearms. It is also used to conduct basic maintenance of ranged weapons and to identify familiarity with rare or unknown weapons. Ranged attacks using Ballistic Skill follow the rules presented in **Chapter 4: Combat** beginning on page 204.

Repairing or maintaining a weapon is a Ballistic Skill test based upon the complexity of the device. Characters wielding commonly available weapons with which they have extensive familiarity need not take this test for routine maintenance.

Routine (1): Unjamming a plasma rifle.
Standard (2): Reloading an archeotech weapon.
Challenging (3): Properly assembling a dismantled xenotech cannon.
Difficult (5): Identifying the missing component needed to fire an archeotech doomsday cannon.
Extreme (7): Recognising an inherent design flaw in a popular lasgun pattern and devising a solution.

Cunning (Fellowship)

Player characters often need to obtain goods, services, and information while working outside of traditional and official channels. Cunning measures a character's ability to locate and interact with such elements without drawing untoward attention; it is also used to track a person within a city. The difficulty of the test is based upon the rarity of the thing that is sought and the risk associated with obtaining it. Note that Cunning does not provide the resources necessary to make these acquisitions, merely a connection for doing so. The acting character must still make an appropriate payment in currency, bartered goods, or a proportionate service. At the GM's discretion, shifts may be used to reduce the cost of the transaction.

Routine (1): Standard military supplies, such as extra rations, ammunition, or a clean uniform.
Standard (2): The current location of a person of interest, who arrived in town late last night.
Challenging (3): Relatively common contraband, such as drugs, alcohol, or luxury items.
Difficult (5): Detailed information about the membership of a cult that has been active in the area and kind to the locals.
Extreme (7): Obtaining a specific piece of archeotech or xenotech on an Imperial Shrine World.

Deception (Fellowship)

Lies—particularly credible ones—hold tremendous power. They can bypass security measures, transform a battle, or even instigate a war. Heroes are often highly motivated to use untruths to manipulate their opponents into taking actions that benefit the player characters rather than themselves. Of course, their enemies may do so as well.

Insight resists Deception for opposed tests. At the GM's discretion, the subject of a Deception test may gain bonus dice to resist a particularly egregious lie. If a character wins an opposed

Deception test, the target believes the falsehood and acts accordingly. If the character wins by 4 or more, the target feels indebted to the character for revealing this information and takes additional steps to express gratitude.

As an Interaction attack, Deception tricks the opponent into a mistake, using their Insight as the DN. See Interaction Attacks on page 225 for more information.

Insight (Fellowship)

Subtle social cues offer vital information about a character's motivations. Body language and figures of speech vary substantially between species and cultures, but a particularly insightful character can quickly deduce the cultural variants. When talking with another character, a hero may make an Insight test to determine their motives and goals. This test is opposed by the foe's Deception or Persuasion, depending upon whether the foe is being dishonest or truthful in their discussion.

Insight is used to oppose Deception (see page 164) for character interactions, including Interaction attacks (see page 225).

Intimidation (Willpower)

This skill is used to scare foes into taking the wrong action. In social situations, a character may exert their force of will and skill at arms to cow an opponent into acting in accordance with their wishes. Intimidation resists itself for opposed tests. At the GM's discretion, the subject of an Intimidation test may gain bonus dice if they have greater resources than the person attempting the test. If a character wins an opposed Intimidation test, the target acts accordingly. If the character wins by 4 or more, the target continues to defer to the character for an extended period of time.

As an Interaction attack, Intimidation frightens an opponent, using their Resolve as the DN. See Interaction Attacks on page 225 for more information.

Investigation (Intellect)

Solving a mystery is a matter of finding the clues and assembling the associated facts in such a way as to deduce the solution. While Awareness notices objects, including clues, and Cunning is used to question a witness or person of interest, Investigation enables a character to perform research and assemble the clues into a more coherent package. A single successful Investigation test does not necessarily solve a mystery. Instead, it advances the deductive process, revealing motives and inconsistencies. The difficulty for an Investigation test is determined objectively based upon the amount of information the acting character has available.

Routine (1): Noticing that the time of a suspect's alibi does not excuse them from committing the crime.
Standard (2): Deciphering the accounting logs of a manufactorum to reveal a raw material discrepancy.
Challenging (3): Recognizing a connection between two seemingly unassociated individuals, such as membership in a fraternal organisation.
Difficult (5): Identifying that the assassin must have been short, left-handed, and walked with a limp after examining the victim's wound.
Extreme (7): Interpreting ancient xenos ruins to recognise that keeping the portal sealed during the moment of convergence would be far more dangerous than opening it.

Leadership (Fellowship)

A skilled leader provides groups with the ability to execute a strategy without error. They also know how to inspire soldiers to act in ways that exceed their known abilities—through encouragement or intimidation. They can assemble a team and have them work together as a well-honed machine.

Leadership is used to remove combat effects (see page 229) such as fear and terror (see page 232), burning (see page 230), and pinned (see page 231). It is also instrumental in voidship combat (see page 237).

Medicae (Intellect)

Characters use Medicae to diagnose and heal physical wounds, cure diseases, counter toxins, and resolve other problems of the physical body. The same skill is used for routine first aid and for complex surgeries, with DN accounting for the complexity of the test. A Medicae test can remove a combat effect, stabilise a dying character, or heal a Wounded or Shocked character. Medicae tests suffer a +1DN modifier for characters who use the skill on themselves.

- The difficulty to remove a combat effect is equal to the DN modifier imposed by the combat effect. Some combat effects (such as Poisoned, see page 231) have a DN based on other factors.

- The difficulty to stabilise a dying character equals 2 + the number of Defiance Checks the character has already failed. Success restores the character to 1 Wound.

- The difficulty to heal a lightly wounded character is 3, or 4 if the character is heavily wounded. Success on this test means the patient recovers 1 Wound. A character may only receive the benefits of a Medicae test once per scene. Using Medicae is more effective when the group is resting. If this skill is used during a Regroup (see page 269), each shifted Exalted Icon recovers an additional Wound.

- Healing Shock requires a Medicae kit, Narthecium, or similar device. A successful Medicae test (DN 3) restores 1d3+1 Shock.

Persuasion (Fellowship)

Compelling logic, emotional requests, and seductive promises can all be used to persuade an opponent into acting in accordance with a character's wishes. In social situations, a character may bargain with a foe into working together toward a common goal. Persuasion resists itself for opposed tests. At the GM's discretion, the subject of a Persuasion test may gain bonus dice if the bargain being proposed is clearly against the subject's best interest. If a character wins an opposed Persuasion test, the target acts accordingly. If the character wins by 4 or more, the target views the persuader as a generous friend, and is more likely to offer assistance in the future (see Table **5-4: Reactions** on page 253 for more).

As an Interaction attack, Persuasion unbalances a target with verbal attacks against their self-confidence. It uses their Resolve as the DN. See Interaction Attacks on page 225 for more information.

Pilot (Agility)

Driving a vehicle—whether it is over land, sea, air, or the void—uses the Pilot skill. Pilot tests are only required when the skill is used in a particularly stressful circumstance. In these cases, failure can have significant repercussions for the vehicle as well as its passengers (see Vehicle Combat on page 235). When competing in a chase, Pilot opposes itself, though modifiers may apply due to differences in speed and handling characteristics of the vehicles. When attempting to manoeuvre under stressful circumstance, the difficulties are objectively determined.

Routine (1): Remaining on a paved road, while a chainsword wielding maniac tries to cut through the windscreen.
Standard (2): Successfully re-entering atmosphere after sustaining damage to the vessel's hull plating.
Challenging (3): Piloting an Aquila Lander to an unpowered landing, without lights, onto a shortened runway at night.
Difficult (5): Using a Leman Russ Battle Tank to jump across a raging river.
Extreme (7): Navigating on a jetbike through a dense jungle to a specific tree during a hurricane.

Psychic Mastery (Willpower)

Characters must have the Psyker keyword to take the Psychic Mastery skill. This skill is used to activate psychic powers. Refer to Chapter 7: Psychic Powers beginning on page 346.

Scholar (Intellect)

Everyone learns a bit about the galaxy in which they live, though their cultures and opportunities bias their education. Scholar provides a measurement of the character's understanding of the greater world. Any knowledge, from the vital to the esoteric, falls under this skill. Similarly, both forbidden lore and publicly-mandated information fall under this umbrella. Scholar represents the information that the character retains, not what can be obtained through library research. Note that it is always reasonable to assume that characters know common knowledge, without the need for a test. This includes facts such as the ruler of their home planet or the names of the predatory species on it.

Routine (1): Identify the name and location of the local Imperial Bureau responsible for the problem at hand.
Standard (2): Recognise the value, merits, and growth patterns of a local agricultural crop.
Challenging (3): Recognise the species of xenos associated with the inscriptions on an ancient ziggurat.
Difficult (5): Identify Goreclaw the Render from a description and a primitive illustration.

Extreme (7): Know the names of all the Second Lieutenants who served in the Macharian Crusade.

Keywords and Backgrounds: A character may gain a +1d bonus to a Scholar test if the subject is appropriate to a keyword or background that the character possesses.

Stealth (Agility)

Characters use Stealth to remain unnoticed. Awareness opposes Stealth (see page 167) for character interactions. When you conceal yourself, there's a chance a being will notice you even if they are not actively searching. To determine whether you are noticed, the GM compares your Stealth test against the being's Passive Awareness value (see page 159). Characters receive bonuses to their Stealth pool based upon situational modifiers, as outlined in the stealth modifiers table below.

Stealth Modifiers

Condition	Modifier
Twilight	+1
Starry Night Sky	+2
Total Darkness	+4
Raucous Noise	+2

Stealth is also used to bypass security measures. The difficulty of the test is objectively determined based upon the security measures of the facility.

Routine (1): Pick a mechanical padlock at a junkyard entrance.
Standard (2): Avoid visual detection while sneaking through a field full of security cameras.
Challenging (3): Bypass the locking mechanism on a reinforced bank vault.
Difficult (5): Identify and disable the xenotech trap in an ancient tomb.
Extreme (7): Traverse a minefield, at night, while wearing Terminator Armour, without triggering the mines.

During combat, most beings remain alert for any sign of danger. Thus, if you emerge from hiding and approach a character or NPC, it usually detects you. The Game Master may use their discretion to allow you to remain hidden as you approach a being that is distracted to make a surprise attack (see page 218) at a bonus.

Survival (Willpower)

There are far more places in the galaxy that are inimical to life than are friendly to it. Anyone who travels through the void could be stranded on a hostile world. Survival is a measure of the character's aptitude for eking out some way to live in a hostile environment.

Survival governs four primary uses: finding basic provisions, securing shelter, navigating a planetary surface, and tracking prey in a natural environment. The difficulties for each of these challenges is entirely subject to the conditions. Individuals who land on a Fertile World with a compatible biome may not even need to test to scrounge food and water. Conversely, if the heroes are trapped on a barren moon with no atmosphere, then it could be impossible to obtain basic provisions.

Routine (1): Track the path of a person wearing distinctive footgear through a forest.
Standard (2): Find potable water on a Rocky World with little signs of plants.
Challenging (3): Assemble a reasonably safe shelter on a Death World.
Difficult (5): Travel across an ash waste, littered with lava flows, while traveling on foot without a navigational system.
Extreme (7): Jury-rig a filtration system to provide daily potable water from a toxic swamp.

Tech (Intellect)

Tech provides a measure of a character's aptitude for utilizing, maintaining, and repairing technology. Difficulty numbers are objectively determined based upon the complexity of the device and the job attempted. Note that the DNs described for this skill assume that the character is working with equipment from their native culture—so a Techmarine would use these difficulties for a Space Marine Rhino, while an Aeldari would use them to work with a jetbike. If a character is attempting to use technological devices from a foreign culture, increase the DN by +3—or more if the equipment is particularly foreign.

Routine (1): Apply the sacred unguents to properly lubricate the Chimera's tracks prior to deployment.
Standard (2): Identify the unusual sound coming from the Land Speeder's repulsion plate and silence it.

Challenging (3): Replace the damaged reinforced armour on a Leman Russ Demolisher.
Difficult (5): Rebuild the engine and wing from a crashed Nephilim Jetfighter from raw materials and damaged components.
Extreme (7): Integrate a xenotech cogitator from a ruined vessel into the systems of an Imperial Frigate.

As an Interaction attack, Tech compromises a target's equipment, including armour, weapons, and cybernetics. It uses their Tech as the DN. See Interaction Attacks on page 225 for more information.

Weapon Skill (Initiative)

Weapon Skill is a measure of a character's competency in both armed and unarmed melee combat. It is also used to conduct basic maintenance of melee weapons and to identify familiarity with rare or unknown weapons. Melee attacks using Weapon Skill follow the rules presented in Chapter 4: Combat beginning on page 204.

Repairing or maintaining a weapon is a test based upon the complexity of the device. Characters wielding commonly available weapons with which they have extensive familiarity need not take this test for routine maintenance.

Routine (1): Clearing an armour fragment that prevented a chainsword from spinning.
Standard (2): Finding a means to recharge an archeotech power sword.
Challenging (3): Recognizing how to wield a dismantled xenotech melee weapon, designed for a 3-armed warrior.
Difficult (5): Determining how to properly replace the monofilament tendrils on an archeotech neuronic lash.
Extreme (7): Reforging a master-crafted blade that shattered into a thousand pieces without compromising its integrity.

Purchase Talents

Players have the option of purchasing talents for their player characters. Talents are uncommon abilities that offer characters alternative ways to develop. They offer special distinctive bonuses, unique abilities, and exceptions to the standard rules. In cases where a talent seems to contradict core rules, the talent overrides those rules.

Characters are limited in the number of Talents they may have based upon the sum of campaign Tier and Rank. **Table 3-19: Tier Talent Limits** lists the limits for Rank 1 characters at each Tier. Each time a character advances a Rank, their Talent limit goes up by one. At that time, they have the option to spend build points to purchase an additional talent. Note that players are never required to spend their characters' build points on talents. Such purchases are entirely optional. Every talent description includes a build point cost. That build point cost must be paid at the time the talent is acquired.

Table: 3-19: Tier Talent Limits

Tier	Maximum Starting Talents
1	2
2	3
3	4
4	5
5	6

Unless otherwise noted, each talent may only be acquired once..

All talents have prerequisites. Characters must meet all prerequisites prior to purchasing any talent. Prerequisites may be skill values, attribute ratings, Tiers, other talents, or keywords. Keywords (see page 48) are typically obtained through species and archetypes, though some talents may provide them as well. When a skill or attribute is listed with a plus sign (e.g. Toughness 3+), this indicates the character must possess it at that value or higher.

Some talent entries incorporate a keyword in their name, such as Superhuman <Attribute>.

In this case, the player must select a specific instance of that keyword when choosing the talent. Each different keyword counts as a separate talent. So, a character could take Superhuman Toughness and Superhuman Fellowship. Keywords in talent names are explained in the talent descriptions.

In rare circumstances, a character may have multiple talents or abilities that add +Rank to a test. If this happens, the character does not receive +Rank multiple times. Instead, the character receives +Rank for the first talent or ability and an additional +1 bonus dice for each additional ability, up to the Tier limit for Max Dice Pool Bonus.

Table 3-20: Talent Costs

Talent	Cost	Prerequisites	Effect
Acts of Faith	40	Adeptus Ministorum, Adepta Sororitas	Grants Faith and bonuses with various options.
Augmetic <Specific Implant(s)>	20+	Toughness 2+	Gain an augmetic or cybernetic implant.
Cybernetic Reconstruction	30	Tier 2+	Does not bleed or breathe. +1/2 Rank to Tech and Soak tests. +2DN to Persuasion tests.
Betrayer	30	Chaos, Devotees	May sacrifice a devotee for Wrath.
Chaos Familiar	20	Chaos	Gains a minion spawned from the warp.
Bombardment	40	Aeldari, Astra Militarum, Adeptus Astartes, Rogue Trader, Chaos, or Ork	Calls in a bombardment once per game.
Counterstrike	30	Weapon Skill 5+	Strike back if you are attacked in melee.
Dedicant	30	One or more ability that grants a bonus at 1/2 Rank	Increase the chosen bonus to +Rank.
Devotees	30	<Interaction Skill> 4+	You gain a mob of Troops as devoted followers.
Dual Wielder	30	<Attack Skill> 4+	May wield two melee weapons or two pistols.
Favoured by the Warp	40	Psyker	May reroll psychic mishaps.
Fearless	30	Willpower 5+	Fearless and immune to Intimidation.
Hammer Blow	20	Weapon Skill 3+	+1/2 Rank ED to any All-Out Attack.
Hardy	30	Toughness 3+	Test Toughness to restore Shock.
Hatred	30	Weapon Skill 3+	+Rank on melee attacks against a chosen keyword; +2DN for non-hostile Interaction tests with that keyword.
Heroic Charge	20	Athletics 2+, Weapon Skill 2+	+1/2 Rank to melee attacks made as part of a charge.
Inspired Blessing	25	Adeptus Ministorum	Chant as a free action to heal Shock in you and your allies.
Legacy of Sorrow	20	Aeldari	No longer suffers from Intense Emotion, +1 Glory when passing a Defiance Check.
Let the Galaxy Burn	20	Chaos	Bonus Glory when you incapacitate an opponent.
Loremaster	30	Scholar 2+	Gain skill bonuses for a specific subject.

Talent Costs, Continued

Talent	Cost	Prerequisites	Effect
Mark of Chaos	30	<Mark of Chaos>	Dedicate yourself to a Chaos God to gain a benefit.
Marksman	20	Ballistic Skill 3+	Aim may reduce Called Shot DN.
Mastered Paths	20	Aeldari, Asuryani	Select a second Background and gain the benefits.
Mob Rule	20	Ork	+Rank to Resolve tests for Ork followers.
Peer	30	Persuasion 3+	+Rank to Influence and Interaction Skills in social situations.
Primaris Perspective	40	Primaris Astartes	+1/2 Rank to Resolve and Corruption Tests. +Rank to Scholar tests regarding historical events.
Rite of Fear	30	Adeptus Mechanicus	Project cone of fear-causing subsonics.
Rite of Magnometrics	20	Adeptus Mechanicus	Manipulate metal objects without touching them.
Rite of Pure Thought	30	Adeptus Mechanicus	+1/2 Rank to Fear tests and resist Interaction attacks; +1/2 Rank to Investigation tests.
Shootier	35	Ork	Increase Salvo value by ½ Rank.
Sidestep	30	Initiative 3+	Sacrifice move to gain +Rank Defence and +Rank resilience vs. one attack.
Special Weapons Trooper	20+	Ballistic Skill 3+, Imperial Guardsman or Tempestus Scion	Gain a choice of special weapons as standard wargear.
Steel and Doom	30	Rank 3+, Adeptus Astartes	+1/2 Rank bonus damage with Space Marine weapons
Storm of Death	30	Weapon Skill 4+	Reduce DN for Multi-attack in melee.
Superhuman <Attribute>	60	<Attribute> 5+	+Rank to all dice pools that incorporate <Attribute>.
Supreme Presence	30	<Interaction Skill> 4+	May target Rank +1 or one mob of troops without penalty for Interaction attacks.
The Emperor's Light	25	Adeptus Ministorum	Grants Faith and gives bonuses to Corruption tests and Fear tests for you and your allies.
Touched by Fate	30	None	Gain +1/2 Rank Wrath at the beginning of each session.
Trademark Weapon	30	<Attack Skill> 4+	+Rank ED to all successful attacks with chosen weapon.
True Grit	40	Toughness 4+	Ignore the penalty for Lightly Wounded; +1DN for Heavily Wounded. +1/2 Rank to Wounds.
Uncanny <Trait>	40	None	<Trait> increases by ½ Rank.
Unnatural <Skill>	60	<Skill> 4+	Reduce DN modifiers by +Rank for one skill.
Unquestioning Faith	20	Willpower 3+	Grants Faith and provides bonuses to resist psychic powers and effects.

Acts of Faith

Build Point Cost: 40

Prerequisites: Adeptus Ministorum or Adepta Sororitas, must not possess the Chaos keyword, Willpower 3+

Faith in the God-Emperor can inspire acts of heroic scale. Those inspired by the Imperial Creed have accomplished great feats, their hearts filled with fervour and righteous zeal. They may run faster, strike harder, focus their hand and eye upon a hated foe, or even ignore potentially deadly injuries.

Each time you select this Talent, you gain 2 Faith and you may choose to gain access to two effects from the list below. To gain access to all four effects, you must purchase this Talent twice.

You may use this talent only once per round. As an action, suffer 1 Shock and spend 1 Faith to activate one of the chosen effects.

Name	Effect
Hand of the Emperor	You may immediately move up to your Speed as a free action.
Divine Guidance	You gain +Rank to Ballistic Skill tests for 1 round.
The Passion	You gain +Rank to Weapon Skill tests for 1 round.
Spirit of the Martyr	You recover 1d3 Wounds.

Augmetic

Build point Cost: 20 + the value of the Cybernetic(s)

Prerequisites: Toughness 2+

This talent may be selected multiple times. Each time it is selected, the character may choose two augmetic or cybernetic implants (Rare or lower rarity) or one augmetic or cybernetic implant (rarity Very Rare or higher). Species-specific implants (such as Eldar Cybernetics or Ork Bioniks) may be chosen if the character is a member of that particular species. The chosen augmetic or cybernetic implants' total value is added to the build point cost the character must spend to gain this talent.

Faith

Faith is a resource granted by taking certain Talents (see page 168). Faith is spent to activate abilities granted by particular talents. Refer to individual talent descriptors in the Talents section beginning on page 168 for specific details about its use.

Faith resets to its starting value at the beginning of each Game Session and after a Respite (see page 269). The Game Master may use their discretion to allow Faith to be restored at other times.

Talents that use Faith are primarily oriented towards the Imperial Creed, and thus are appropriate for characters with the Imperium keyword. At the GM's discretion, these talents may be interpreted for other groups (such as Chaos) or even other species (such as the Eldar or the Orks) to represent overriding faith in other gods (such as the Ruinous Powers, the Eldar gods, or Gork and Mork). If this option is chosen, the Game Master must adjust the prerequisites for each talent to the correct keyword or species for the circumstances.

Cybernetic Reconstruction

Build Point Cost: 30

Prerequisites: Tier 2+

A substantial portion of the character's body has been replaced with cybernetic components. This could be a consequence of a particularly gruesome injury, but it might also be due to personal desire or an expression of faith. The replacement components are inherently more sturdy than biological ones, but the character's appearance is markedly off-putting.

After gaining Cybernetic Reconstruction, the character does not need to breathe and does not bleed. The character receives +1/2 Rank to Tech and Soak tests, but suffers a +2DN penalty to Persuasion tests. Upon gaining this Talent, the character may freely repair any existing memorable injuries or maiming injuries (see page 228) with bionic reconstruction (see page 313).

The Imperial Creed

Although means and practices of worship vary throughout the Imperium, the practice of veneration for the God-Emperor is the defining trait of Imperial life. Overseen by the Ecclesiarchy, the clergy of the Adeptus Ministorum, this practice is referred to as the Imperial Creed, although it is in truth thousands of closely linked faiths, each dating back to a given planet's incorporation into the Imperium. What is common practice on one world might be nonsensical, or even blasphemous on another. The missionaries of the Ministorum are adept at both seeding Imperial iconography and symbolism into forms that are effectively received by any planet's populace, sometimes leading to divergences in legend and even doctrine. However, the Ministorum is also adept at weaving common cause among the faithful, inspiring and exhorting them to greater glory in the name of the Emperor they all revere.

This faith in the Emperor is one of humanity's greatest assets. By means of Ministorum doctrine, rebellions have been quelled and heretics silenced. Faith stiffens the spines of the Astra Militarum, and armors the souls of Inquisitors against the cost of their terrible work. For the truly zealous and inspired, the Emperor has even been known to work miracles. Paragons of pure faith sufficient for the Emperor to work through are rare, even across the vast swathes of humanity, but legends abound of the Living Saint, Celestine, who has sacrificed her life more than once in service to the Emperor, or of the humble priest Sebastian Thor, widely seen as a vessel of the Emperor's will.

In some ways, this faith is also a vulnerability, for control of faith is control of the Imperium. Populations raised in unquestioning obedience to the Imperial Creed are easy to manipulate, as rogue preachers and false cults have sometimes discovered. By devious plots, whole planets have fallen to heresy when manipulated through the mouthpiece of trusted religious figure, changed to venerate the Ruinous Powers or terrible xenos without realising their fall. Others have come under the thrall of charismatic demagogues who claimed to rule in the Emperor's name, but who sought only their own glory.

Imperial history is heavily marred by such a demagogue, the ultimate example of faith run amok. In M36, amidst a crisis of faith since called the Age of Apostasy, the High Lord Goge Vandire seized control of the Ecclesiarchy and used his power and influence to position himself in near-total control of the Imperium. A power-hungry madman, Vandire's rule became known as the Reign of Blood, but his charisma and co-opting of portentous events still convinced many to follow him. Among the chief of his servants were a sect of fanatical women warriors known as the Daughters of the Emperor, later the Brides of the Emperor, enticed to his service by a false miracle. Their martial skills and incredible devotion safeguarded his reign until, at a desperate hour, their leader was brought before the Golden Throne of the Emperor and made aware of his duplicity. The Brides then turned on Vandire, and assisted a force of true faithful in retaking Terra for the Imperium. After Vandire's death, the power of the Adeptus Ministorum has been closely watched and kept in check by the other branches of the Adeptus Terra.

Betrayer

Build Point Cost: 30

Prerequisites: Rank 2+, Chaos, Devotees

The Chaos Gods have a rapacious hunger which can never be truly satisfied. Even the most generous of sacrifices are but an instant's distraction for these potent beings. Any boon that these malicious entities grant is with the expectation that ever-greater sacrifices may be made in their name in the future. Servants who offer generous sacrifices with great regularity are far more likely to remain within their masters' good graces.

You gain +1 Corruption. At any time, the character may spend an action to sacrifice a follower as a free action to gain a point of Wrath. The follower is dead, and their soul is sent to suffer eternal torment in the warp. At the GM's discretion, use of this talent can trigger a Corruption test for the character.

Bombardment

Build Point Cost: 40

Prerequisites: Rank 3+, Aeldari, Astra Militarum, Chaos, Ork, Rogue Trader, or Adeptus Astartes

The Tactica Imperialis recommends that armies battle as a combined arms unit, using vehicles, infantry, and air support to complement one another. Spotters are often able to call in fire at specific times and locations, using regimental communications codes. A bombardment may come from ground-based artillery, aircraft, or even a voidship in low orbit. In all cases, the attacks are devastating to their targets.

Once per game session, a character with this talent and access to communications with their vessel or forces may call in a bombardment. The bombardment attack deals 20 +Rank ED damage to all targets within Rank x5 metres of the designated target.

Chaos Familiar

Build Point Cost: 20

Prerequisites: Chaos

Some servants of the Dark Gods are rewarded with a minion drawn directly from the warp. These malign creatures revel in violence and deception. They serve as a constant reminder to a devotee of the decisions they have made. These entities are unreliable, fickle, and treacherous—but they can be a powerful tool in a cultist's arsenal.

You gain +2 Corruption. The character has a minion, which is a lesser daemon spawned directly from the warp. It has a 1 in all attributes, and its only skills are Stealth (8) and Scholar (5). It has the same abilities as a lesser Chaos Daemon (see page 427). It is fickle. To get it to take action, the character must first succeed at an opposed Persuasion or Intimidation test. Once persuaded, the daemon goes to extreme measures to accomplish whatever task is set before it, to the best of its limited abilities. At the GM's discretion, if the minion sees their master act against the interests of the warp, the minion immediately turns on its master until it is destroyed or convinced of its mistake.

If a minion is slain, the character must spend a Wrath point to re-summon the minion. Doing so is a time-consuming process. The GM must give permission for the character to undertake the summoning.

Counterstrike

Build Point Cost: 30

Prerequisites: Weapon Skill 5+

A master of melee combat learns to take advantage of any opening that a foe presents. In the moment that an attacker strikes, they often lower their guard, leaving themselves vulnerable. Learning to strike in this instant can greatly enhance a combatant's effectiveness.

The first time a character with Counterstrike is the subject of a melee attack in a round, they may take a free action to activate Counterstrike. Doing so sacrifices their next move action. Up to Rank times in the turn when Counterstrike is activated, the character may make a single melee attack against a character who is making a melee attack against them. This attack counts as a free action. No combat options or talents may be applied to an attack made using a free action gained from Counterstrike.

Dedicant (Ability)

Build Point Cost: 30

Prerequisites: One or more abilities that grant you a bonus of +1/2 Rank.

You have honed one aspect of your own skills, abilities, or nature to a razor's edge. You now excel in that area and stand out as a formidable force.

Select one of your character's abilities provided by an archetype or talent that provides a bonus of +1/2 Rank. The bonus can be any beneficial resource: bonus dice, bonus damage dice, derived attributes such as Wounds, or any similar benefit. That ability now improves to provide +Rank instead. In addition, you gain +1 Influence. This talent may not be used for psychic powers or any other ability originating from outside an archetype or talent.

Devotees

Build Point Cost: 30

Prerequisites: Leadership 4+

Some characters naturally attract followers through the majesty of their presence. While these followers are not necessarily particularly capable, they do worship their masters. They joyfully sacrifice themselves in any way possible that they might serve those whom they adore. These devotees tend to lack impressive skills. Often, the greatest offering they can make is their lives.

The character has attracted a mob of Troops as devotees (see Troops on page 404); these devotees equal 2+Rank in number. The devotees follow them everywhere, and are always willing to offer their assistance. The devotees have any necessary dice pools at the character's Rank+1 and all attributes equal the hero's Rank, subject to GM discretion. They attempt to follow their master everywhere, including instances where this might not be convenient. In the event their master is attacked, they attempt to intervene. A character with devotees may make a **Challenging (3)** Initiative test as a free action any time an attack damages them. On a success, the attack kills a devotee instead, and the character suffers no damage. This works for area effect weapons as well, assuming the devotee has imposed their body between the attack and the character. Slain devotees may be replaced for free with new devotees the next time the character visits a major encampment or city.

Dual Wielder <Attack Skill>

Build Point Cost: 30

Prerequisites: <Attack Skill> 4+

<Attack Skill> refers to either Ballistics Skill or Weapons Skill. The talent name and the prerequisite skill must be the same.

Wielding a weapon in each hand substantially increase's a character's chances of striking an opposing target and dealing damage. However, fighting in this manner is a distinct style with its own challenges. It requires practice and discipline. For weapons that require ammunition, reloading two weapons is understandably more time consuming than reloading a single weapon. This talent is required to attack with two weapons as a single action. Both weapons must target the same foe. (If targeting multiple foes, use a multi-attack, but ignore up to +2DN penalty for the action.)

To make a Dual Wielder attack, the character assembles a dice pool as normal for a single attack. If either of the weapons has any special effects, such as reducing the target's Defence or igniting the target, the Dual Wielder must pick to inflict the effects from only one of those weapons before rolling the attack test. If the attack hits, the character adds the total damage value from both weapons together and applies the result against double the target's Resilience for determining the extent of the damage. Weapons used for this talent must either have the pistol trait (if Ballistics Skill is chosen) or be one-handed melee weapons (if Weapon Skill is chosen).

Favoured by the Warp

Build Point Cost: 40

Prerequisites: Psyker

For reasons that are unknowable to mortals, the warp seems to be less dangerous for some individuals to invoke. Some scholars believe that this is due to inherent elements in the psyker's physiological or mental conditioning. Others argue that the warp is fickle, and that these

apparent trends are nothing more than mere coincidence. However, documentation of psykers who suffer fewer and less severe warp risks is extensive.

Psykers who are Favoured by the warp may reroll the Perils of the Warp result when their powers trigger an unplanned psychic phenomenon if they do not like the initial result. They must accept the re-rolled result, even if the effects are more inconvenient than the initial roll.

Fearless

Build Point Cost: 30

Prerequisites: Willpower 5+

Extensive mental conditioning or intensive training can remove an individual's fear response. Ultimately, this can be dangerous, as fear is an evolved trait vital to self-preservation. Even without fear, an intelligent person still recognises their own limitations. Consequently, a Fearless character need not always act in a brash and reckless manner. Instead, they may choose to fight on against overwhelming odds, or retreat to fight at another time.

A Fearless character automatically passes any Fear test. They are also immune to Interaction attacks made using Intimidation.

Hammer Blow

Build Point Cost: 20

Prerequisites: Weapon Skill 3+

The most savage battles may be fought with only natural weapons and no protective gear. In such fights, every swing has the potential to be deadly. A warrior who has fought under these conditions recognises the necessity of making each strike as effective as possible. Concentrating all of one's strength and rage into an attack increases the chance that the opponent might not be able to take another swing. Of course, such a strike also risks leaving the attacker open, should they not take down the target.

Characters with Hammer Blow add +1/2 Rank ED to any All-Out Attack.

Hardy

Build Point Cost: 30

Prerequisites: Toughness 3+

Endurance training provides a person with a far greater capacity to push through fatigue and keep working at the task at hand. Masters of various techniques can go for days without sleep, even running or labouring continuously through such prolonged periods. To the uninitiated, these people appear to possess a superhuman or even supernatural capacity to persevere far beyond that of a mortal.

Once per battle, a character with this talent can make a Toughness test (DN 3) as an action. On a failure, the character recovers 1 Shock. On a success, the character recovers Rank Shock. Each shifted Exalted Icon recovers an additional Shock.

Hatred <Keyword>

Build Point Cost: 30

Prerequisites: Weapon Skill 3+

Hate, bitterness, the desire for revenge or righteous fury—these are all common to find within a warrior's heart. In the grim darkness of the far future, hate sustains and guides entire armies. Often it is hate above all else that provides the drive towards victory upon the corpse-strewn battlefields of the 41st Millennium.

Characters with this talent must select a keyword related to a species or faction. The characters gains +Rank bonus dice on melee attacks against targets possessing the chosen keyword. The character also suffers a +2DN penalty on all non-hostile Interaction skill tests vs. targets possessing the chosen keyword.

Heroic Charge

Build Point Cost: 20

Prerequisites: Athletics 2+, Weapon Skill 2+

The ability to quickly close a gap and engage a foe is critical for a warrior devoted to melee. With practice, the weapon swings naturally, an extension of the attacker's stride.

A character with this Talent gains +1/2 Rank to any melee attack they make as part of a Charge action.

Inspired Blessing

Build Point Cost: 25

Prerequisites: Adeptus Ministorum, must not possess the Chaos keyword

The majesty of the God-Emperor is all the inspiration the truly faithful need to serve endlessly. Those who dwell in His light know that their actions serve a greater purpose. No sacrifice is too great, for the weakness of the flesh is transient. The preservation of the soul is permanent, and He protects it and provides the faithful with succour.

This Talent grants 1 Faith. You may make an inspirational statement or prayer and spend 1 Faith point to restore 1d3+Rank Shock to you and all allies with the Imperium Keyword within 15 + Rank metres.

Legacy of Sorrow

Build Point Cost: 20

Prerequisites: Aeldari

The Eldar live their lives knowing that potential disaster for their people is yet to come. Since the Fall, the future of their kind has been in doubt, the odds against them in their continued survival against the myriad threats of the galaxy. For some Eldar, this sorrow weighs upon them, dulling the extremes of other emotions and sharpening their focus.

A character with this talent no longer suffers the penalty from the Intense Emotion species ability. They also provide +1 Glory to the group pool every time they pass a Defiance Check.

Let the Galaxy Burn

Build Point Cost: 20

Prerequisites: Chaos

Servants of Chaos take pleasure in the destruction of any ordered institution. While the Imperium is their most common prey, it is not the only one. T'au, Eldar, and other xenos cultures are all viable targets for the agents of Chaos. When they see their prey begin to falter, they revel in its collapse, and become inspired to commit ever greater atrocities in the names of the Chaos Gods.

You gain +1 Corruption. Every time a character with Let the Galaxy Burn incapacitates an Adversary or Elite opponent, the group gains 1 Glory, up to a maximum of Rank Glory per encounter.

Loremaster <Keyword>

Build Point Cost: 30

Prerequisites: Scholar 4+

<Keyword> refers to a specific field of study. When selecting this talent, the player must choose a single subject. Possible examples include bureaus of the Imperium, such as the Adeptus Ministorum,

the Astra Militarum, or the Adeptus Mechanicus. Other examples could include a xenos breed, such as Eldar, Ork, or T'au. A character with previous experience with Chaos might choose Daemon, the Warp, or Heretic Astartes. All <Keyword> selections are subject to GM approval. If the character selects another species as the keyword, they can speak the native language of that species (if the species uses spoken language).

Educational insight can have broad applications. Studying a culture's history invariably reveals information about their traditions, their military prowess, and their technological innovations. A student of architecture learns how to construct a building, but also recognises the key design points where damage could trigger a collapse. Characters may choose to specialise in knowledge that is esoteric or even forbidden among their native culture.

Any time the character makes a skill test related to <Keyword>, they may add +Rank to their dice pool. This includes Scholar tests but can also be relevant to any interaction tests, including Interaction Attacks (see page 225). Whether a task is sufficiently relevant to receive the <Keyword> +Rank bonus is subject to the GM's discretion.

Mark of Chaos

Build Point Cost: 30

Prerequisites: <Mark of Chaos> keyword

You have been granted the favour of the Ruinous Powers. This may be from dedicating yourself to one of the named gods or to an act that venerates the entire pantheon. Occasionally, one of the Chaos Gods may grant favour more from amusement than as a reward. Gaining this talent should represent a significant change in the character's ongoing narrative.

You gain +1 Corruption. Select one of the five options below, and apply the bonus to your character sheet. Choosing this talent replaces the <Mark of Chaos> keyword with one of the chosen gods. Choosing the Undedicated Option, below, means that you do not replace the <Mark of Chaos> keyword.

Nurgle: You gain +1 Wound.

Khorne: You may not also possess the Psyker keyword. You gain +2 bonus dice when making attacks using the All-out Attack option.

Slaanesh: You gain +2 bonus dice for Awareness and Persuasion tests.

Tzeentch: You gain the Psyker keyword. If you already possess the Psyker keyword, you gain one minor psychic power of your choice. Work with the Game Master to determine which powers are appropriate for your character to select.

Undedicated: Choose one of the following skills: Awareness, Cunning, Deception, Insight, Persuasion, Psychic Mastery, Stealth, Weapon Skill. You gain +1/2 Rank bonus dice when using that Skill.

Marksman

Build Point Cost: 20

Prerequisites: Ballistics Skill 3+

Accuracy is usually the primary measure of a successful shooter. It is not merely enough to be able to point a gun in the target's direction and spray a volley of attacks. Most weapons have a limited supply of ammunition, and during combat, good judgment must be applied to its use. Careful shooters make every shot count. Particularly skilled and careful marksmen have the precision to recognise flaws in their target's defences and only expend ammunition against those weak points.

If a Marksman takes the Aim option, instead of taking its normal bonus, they may reduce the Difficulty Number increase for a Called Shot option by +1/2 Rank, to a minimum increase of 0.

Mastered Paths

Build Point Cost: 20

Prerequisites: Aeldari, Asuryani

Craftworld Eldar travel many paths over the course of their long lives. Only once they have mastered a path do they move on to attempt a new one. Most Eldar forget the skills associated with their previous paths, but a few retain fragments of their previous focus.

You may select an additional background to represent your previous path, and gain all the benefits associated with both of your backgrounds.

Mob Rule

Build Point Cost: 20

Prerequisites: Ork

Orks feed upon the determination of one another. When gathered into groups, they become far more confident in their abilities. This confidence completely disregards the threat posed by any opposition. Instead, in large enough numbers, they gain certainty that they can overcome any danger. Ork leaders exploit this fact, sending huge waves of their orks to crash against the enemy.

When a character with Mob Rule commands a group of orks, the character and any allied orks within 15+Rank metres may add +Rank to Resolve tests.

Peer

Build Point Cost: 30

Prerequisites: Persuasion 3+

Many cultures incorporate a noble class. Members of this class have additional authority over other members of society, though they are typically assumed to have some degree of responsibility for their social lessers as well. Nobles expect, and typically receive, deference from their underlings. This enables them to make requests which might be unreasonable coming from a social equal, and expect to have them fulfilled with all due haste.

A Peer adds +Rank to Influence tests and interaction skills where social status plays a factor.

Primaris Perspective

Build point Cost: 40

Prerequisites: Primaris Astartes

Some of the Primaris Marines created by Belisarius Cawl began their lives thousands of years ago, suspended in stasis pods from the days of the 31st Millennium. These warriors remember a very different age of the Imperium, from just after the Horus Heresy ended. These Primaris Marines have a unique perspective on the galaxy of the 41st Millennium and the Dark Imperium, a perspective that encompasses memories of both great hope and great sorrow.

Characters with this talent gain +1/2 Rank to Resolve and Corruption tests. They also add +Rank to Scholar tests regarding historical events.

Rite of Fear

Build Point Cost: 30

Prerequisites: Adeptus Mechanics

Members of the Adeptus Mechanicus often upgrade many of their biological components with cybernetic replacements. A common example is the voice box, which can be replaced with a synthetic vocoder. This can emit a broad range of sounds and is critical for audible communication in Lingua-technis. A side effect of these transmissions is the ability to emit infrasonic sounds, below the level of human auditory detection. These extremely deep frequencies can trigger a fear response in most organisms.

The hero may spend an action to trigger Rite of Fear. The rite affects all characters within a cone, ten metres long by 3 metres wide at its terminus. Characters within the area of effect who lack ear protection (including cybernetic ears) must immediately make a Fear test with a DN of the hero's Rank+2. The acting character is the vertex of the cone but is immune to the talent's effects.

Rite of Magnometrics

Build Point Cost: 20

Prerequisites: Adeptus Mechanicus

Agents of the Adeptus Mechanicus often include powerful electromagnets as components of their cybernetic replacements. Because of their variable intensity, characters can use the magnets to interact with nearby objects, often at a range. This can include summoning an object to hand or even using their magnets to draw their bodies to an object or hover in the air over a large magnetic surface. Because of the various electromagnetic frequencies involved in these devices, the characters can interact with a range of different metal alloys.

Characters with Rite of Magnometrics can pick up most metal objects without touching them, and carry them along, within a range of 3+Rank

metres from their body. This ability has a Strength equal to the character's Rank +1. If a larger or more stable object is nearby, the character can draw their body to it, maintaining a handhold or just hovering in close proximity. No dice roll is required for these effects.

Rite of Pure Thought

Build Point Cost: 30

Prerequisites: Adeptus Mechanics

Many agents of the Adeptus Mechanicus choose to replace one hemisphere of the brain with a cogitator. This system enables them to live an emotionless existence, depending instead upon the peaceful and rewarding purity of logic. Because the cogitator can eliminate emotions, it also enables the modified character to process situations much more quickly, often identifying the most practical solution to any challenge and choosing to implement it.

Characters with Rite of Pure Thought add +1/2 Rank to Resolve for Fear tests and for resisting Persuasion and Intimidation Interaction Attacks. These individuals also add +1/2 Rank to Investigation tests.

Rite of Pure Thought and Uncanny Resolve are mutually exclusive. A character who has one may not take the other.

Shootier

Build Point Cost: 35

Prerequisites: Ork

The roar of a firearm and the smell of accelerant are ambrosia to an Ork's senses. Not surprisingly, some orks have a knack for expending exorbitant quantities of ammunition in any conflict. While this might seem fruitless to a member of another species, orks often find ways to make this seemingly wasteful practice into a surprisingly effective tactic.

A character with Shootier can expend extraordinary amounts of ammunition in any conflict. The Salvo value for any weapon they wield is increased by +1/2 Rank. Due to their unusual ammunition requirements, many orks with this talent often employ an Ammo Grot (see page 311) to carry extra ammunition for them to every battle.

Sidestep

Build Point Cost: 30

Prerequisites: Initiative 3+

The surest way to avoid injury in a fight is to not be hit. Some martial art forms focus entirely upon defensive measures, primarily focused on the art of moving in reaction to the foe's attacks. While many of these forms are devoted to melee combat, others incorporate appropriate responses to ranged attacks as well. Though dodging individual bullets may not be possible, staying out of the path of a gun barrel is a bit more feasible—provided the defender knows the attack is coming.

A defending character may take a Sidestep any time they are attacked in melee and are aware of the attacker. This action must be taken after the attacker declares the attack, but before the dice are rolled. The defending character must sacrifice their next move action (either from this combat round or the next one) to gain +Rank Defence and +Rank Resilience for resolving this attack. Note that a Sidestep may only be taken once per round and only applies to a single attack.

Special Weapons Trooper

Build Point Cost: 20+ the value of the chosen weapon.

Prerequisites: Ballistic Skill 3+, Imperial Guardsman or Tempestus Scion

Many soldiers of the Astra Militarum receive training to use specialty weapons on the battlefield. Often, this training includes basic chants to appease the weapon's war-spirit if it becomes balky or recalcitrant.

A character with this Talent may select one of the following weapons as their standard wargear, replacing the character's primary weapon: combat shotgun, plasma gun, meltagun, sniper rifle, flamer, grenade launcher (beginning each session with 3 frag and 3 krak grenades), hot-shot volley gun (Tempestus Scion only).

Steel and Doom

Build Point Cost: 30

Prerequisites: Rank 3+, Adeptus Astartes

The Space Marines are known to be some of the most feared warriors in the galaxy. They are highly trained, veterans of hundreds of battles, and possess superhuman coordination, reflexes, and tactical acumen. It is never wise to underestimate the killing potential of one of the Adeptus Astartes.

A character with this talent adds +1/2 Rank to the total damage value of successful attacks with the following weapons: chainswords, chainaxes, power swords, power fists, unarmed strikes, all bolt weapons, and any weapons possessing the Adeptus Astartes keyword. At the Game Master's discretion, this talent may also apply to weapons with the Chaos keyword for Chaos Space Marines.

Storm of Death

Build Point Cost: 30

Prerequisites: Weapon Skill 4+

Some schools of military tactics believe that the best way to win a conflict is to execute as many strikes as possible, as rapidly as possible. This approach has the merit of potentially injuring a large number of opponents, though it also runs the risk—particularly in a less formal environment—of directly angering quite a few foes and drawing an extreme response to the attacker.

Characters with Storm of Death reduce the DN penalty for Multi-Attack by Rank. Characters may not select any other combat options on the Multi-Attack action when using Storm of Death.

Superhuman <Attribute>

Build Point Cost: 60

Prerequisites: <Attribute> 5+

<Attribute> refers to one of the attributes purchased during character creation. This includes Strength, Agility, Toughness, Intellect, Willpower, Fellowship, and Initiative. The talent name and the prerequisite attribute must be the same.

Some individuals have traits that are several standard deviations outside of the norm for their species. They may be dramatically stronger, smarter, or faster than their peers. Such extreme variants are often due to a combination of ideal genetics, intensive training, and a selection of chemical and mechanical enhancements. Few individuals can attain such a level of optimisation, even if they spend their lives working toward it.

The character adds +Rank to all dice pools that incorporate <Attribute>.

Supreme Presence <Interaction Attack>

Build Point Cost: 30

Prerequisites: <Interaction Attack Skill> 4+

<Interaction Attack Skill> refers to a selection from the skills that can be used for an Interaction Attack. These are Athletics, Deception, Intimidation, Persuasion, and Tech. See Interaction Attacks on page 225. The talent name and the prerequisite skill must be the same.

Some individuals have a natural presence that draws the attention of others. While physical beauty factors into this, poise, self-confidence, mannerisms, and speaking style are also all huge factors. Individuals who have this knack can influence larger groups of people simultaneously, often attracting a devoted group of followers.

When the character executes <Interaction Attack> they may either select up to Rank +1 targets or one mob of troops without any increase in difficulty number. Treat this as a Multi-Attack, without the usual DN increase.

The Emperor's Light

Build Point Cost: 25

Prerequisites: Adeptus Ministorum, must not possess the Chaos keyword

The Emperor's power and blessings can manifest physically for the faithful in their time of need. These demonstrations are a very real reminder of the purpose for which the Imperium exists. These manifestations need not be powerful in and of themselves. Instead, they are simple reminders of the divine.

This Talent grants 1 Faith. If you spend 1 Faith and present a symbol of your creed, you may add +Rank to Fear and Corruption tests for yourself and any allies with the Imperium keyword within 15 + Rank metres for 1 Round.

Touched by Fate

Build Point Cost: 30

Prerequisites: None

Some people just seem to be luckier. Fate always smiles upon them. If their identity is mistaken, it is to their benefit. They never draw the short straw for latrine duty. If there is a packaging mistake with their requisitioned gear, they always seem to receive double supplies.

Touched by Fate characters begin each session with an additional +1/2 Rank Wrath.

Trademark Weapon: <Weapon>

Build Point Cost: 30

Prerequisites: <Attack Skill> 4+

<Weapon> refers to a specific armament. This is not merely a weapon model, but rather a specific instance of a weapon. Typically, this particularly example has adornments, wear marks, and customisations that are distinctive to it and its wielder. The character must acquire the <Weapon> prior to acquiring the talent. If the <Weapon> is lost, they lose the talent's benefits until it is recovered. If the <Weapon> is destroyed, the GM and the player must work together to determine an appropriately challenging task to replace it. This may become the central focus of an adventure.

<Attack Skill> refers to either Ballistics Skill or Weapons Skill, and it must be the skill used to wield the selected <Weapon>. For a weapon that can be used with both skills (e.g. a lasgun with a fixed bayonet), the character must have both skills at 4+.

Some warriors choose to spend all their training working with a particular armament. This weapon becomes a trusted ally, which is almost an extension of their body. They keep it in their presence at all times, coming to depend upon it, regardless of the task at hand. In the process, they become particularly adept when working with that weapon, recognizing both its strengths and its limitations.

When wielding <Weapon>, the character may add +Rank ED to all successful attacks.

True Grit

Build Point Cost: 40

Prerequisites: Toughness 4+

Pain tolerance varies substantially between individuals, even within members of the same species. Agony that leaves some crumpled in pain is little more than a minor distraction to others. The ability to tolerate such pain and continue to pursue the task at hand is as much a measure of the being's physiological make-up as it is one of personal determination.

Characters with True Grit suffer no DN penalty for the Lightly Wounded status and +1DN for Heavily Wounded. In addition, their Wounds attribute is increased by +1/2 Rank.

Uncanny <Trait>

Build Point Cost: 40

Prerequisites: None.

<Trait> refers to one of the attributes calculated during character creation. This includes Conviction, Defence, Resilience, Resolve, Shock, Soak, Speed, and Wounds.

Legends recount many stories of champions who persevered through the most savage of conditions to overcome their foe. In many cases, mythological beings triumphed only after they were struck down repeatedly, near to the point of death. The savagery of their injuries often serves to make the glory of their triumph seem even more surprising and truly impressive. Some individuals can replicate these stories, struggling through brutal wounds and overwhelming force to become the most unlikely of champions.

The <Derived Attribute> increases by 1/2 Rank, rounding up. So, a Rank 3 character or a Rank 4 character would each add +2 to the Uncanny <Trait>.

Unnatural <Skill>

Build Point Cost: 60

Prerequisites: <Skill> 4+

<Skill> refers to any one selection from the skill list. The talent name and the prerequisite must be the same skill.

Some individuals have a phenomenal aptitude within an area of study. In some cases, this is due to a clear physiological effect or a psychological obsession with that field, but this is not always the case. Sometimes, there is no clear explanation for a person's unprecedented abilities. Some argue that many people have such skills, but that most individuals never have an opportunity to discover the field in which they could be most skilled. In any case, those characters who have an opportunity to discover and exploit their knack become true masters in their field of expertise.

When using <Skill>, the character reduces any DN modifiers for all tests by Rank, to a minimum of 0. Note that this does not change the task's base difficulty, just modifiers. Examples could include attempting a test without appropriate tools, in complete darkness, or a specific combat option.

Unquestioning Faith

Build Point Cost: 20

Prerequisites: Willpower 3+, must not possess the Chaos keyword

Marshalling one's indomitable faith and zeal can steel the mind against warp-witchery. Stories abound throughout the galaxy of the faithful resisting psychic tricks and phenomena.

This Talent grants 1 Faith. You may spend 1 Faith to gain +Rank to resist a psychic power or effect. You may spend 2 Faith to grant the same bonus to allies within 15 + Rank metres. Both benefits last for 1 Round.

Select Wargear

Before heroes can embark upon their missions, they must first acquire appropriate gear. This includes the necessities for survival, the tools of their trade, and typically a sidearm and some protective gear. Equipment is proportionate to a character's standing within their patron organisation. This means that their gear is typically connected to their Tier. Most characters are also limited in the amount of space they have to store their equipment. Therefore, a character's initial material possessions are typically limited to objects that they can easily carry on their person.

Particularly characteristic wargear is noted in the species and archetype descriptions presented on pages 85-149. Each character begins play with all the equipment that is included in the species and archetype that they selected in earlier steps. Players should make certain that all this gear is noted on their character sheets before proceeding.

Each character receives one Trinket (see page 327). These are small objects which fit within a character's backpack or satchel. This could include small, forbidden luxuries—a flask of brandy or a pack of lho sticks—which might also be useful as items to bribe or barter with less savoury NPCs. They might also represent mementoes of their home worlds or families, personal items like a

journal, or tools associated with an unusual skill or field of interest.

The character may acquire up to Tier+1 additional Trinkets at a cost of 1 BP per Trinket. These trinkets may be chosen rather than rolled randomly from the chart.

Next, characters acquire any equipment designated by the Framework that the GM is using. See Framework and Tier Restrictions, page 184.

Cybernetics and Bionic Reconstruction

Basic bionic implants are common amongst certain cultures in the 41st Millennium. Any character with the Ork, Scum, or Imperium keyword may, if they choose, freely select one bionic reconstruction (see page 312) at character generation. The player should work with the GM to describe the nature and placement of this bionic reconstruction.

Note that cybernetics and bionics—aside from bionic reconstruction, as mentioned above—are not normally available like other items (see Cybernetics on page 312). To acquire a cybernetic for your character, take the Augmetic Talent (see page 171).

Character Creation

Wargear Options

Below are two additional options for acquiring more wargear or personalizing it to fit a particular character's concept. The idea of personalizing or upgrading one's gear is not appropriate for every campaign. The Game Master must first decide if these options are one that works for the game's framework. The amount of choices available in the wargear section is extensive; the Game Master should consider carefully before including these in the game's framework, because they can significantly slow down the character creation process.

Advanced Option: Personalising Equipment

During character creation, the player may wish to set their character apart by their wargear. The player and the Game Master should work together to explain how and why the character acquired their unusual item.

Using this rule, the player may apply one or more of the following options:

Add Upgrade: This option costs BP equal to the value of the upgrade. Select a piece of gear that the player character possesses and add a single upgrade to it (see page 295 for weapon upgrades). The upgrade chosen has a maximum rarity equal to the items own rarity.

Ignore Keyword Restriction: This option costs 5 BP. The character may exchange one item for another item possessing a keyword that the player character does not share. The new item's rarity and value cannot exceed the rarity and value of the exchanged item. The GM must approve any wargear acquired in this fashion, and the player and the GM should work together to explain how and why such an item came into the character's possession.

Improve Rarity: This option costs 5 BP. The player may exchange the chosen item for another item of equal or lesser Value. The new item has a maximum Rarity of one step higher than the original item.

Advanced Option: Additional Starting Equipment

If the chosen framework for the ***Wrath & Glory*** game includes this option, players should refer to **Chapter 6: Wargear** on page 270 to select additional equipment. Starting equipment is selected in a manner consistent with the character's archetype and skill choices. For example, If the character's archetype is destitute or not combat-focused, it would not be appropriate to select additional armour or weapons.

Note that any additional equipment beyond the archetype's starting gear is subject to GM permission. Additional starting equipment does not need to follow a strict accounting system. Instead, gear should be selected as follows:

- One primary weapon. If the character's archetype comes with a weapon, but the player wishes to use a different one, the character loses the weapon that came with the archetype. Any replacement selection has a maximum Value of 3+ Tier and is subject to GM approval.

- One secondary weapon. The secondary weapon must use a different combat skill than the primary weapon. If the primary weapon is

ranged, then the secondary must be melee, as an example. Archetypes that reflect destitute characters or characters without a combat focus may not receive a secondary weapon at the GM's discretion. Secondary weapons have a maximum Value of 2+Tier.

- One suit of armour appropriate to the character's species and archetype with a maximum Value of 3+Tier.

- Necessary tools to use any skills that the hero has purchased at Value 2+. This is restricted to tools that the hero can carry on their person, at a maximum Value of 4+Tier.

Characters do not normally begin a campaign in possession of vehicles, or larger tools, unless the campaign Framework provides them. In some cases, their sponsors may provide such equipment when specific assignments call for them. Player characters are normally presumed to be itinerant, lacking any secure location to store their larger gear. If the Framework does provide a more permanent residence—a warp vessel, a fortress-monastery, a building on a Craftworld—then that locale is likely stocked with a broad range of resources, including larger scale tools. However, those materials are most likely the property of the protagonists' sponsors, rather than the player characters. As such, it is not typically appropriate to list their inventory on the character sheet.

Framework and Tier Restrictions

When setting up the campaign Framework (see page 390), the GM sets restrictions for the types of equipment available to the characters. These are linked to the resources available to the characters, and should be consistent with the species and archetypes permitted in the campaign. For example, a campaign that focuses on Primaris Astartes characters explicitly forbids lasguns, shootas, and shuriken pistols. Those weapons are simply unavailable to the player characters. Similar restrictions must be put into place for other equipment, including armour. These assignments are the responsibility of the GM, but players are also responsible for making certain that any gear they choose to select is reasonable within the Framework of the campaign.

In cases where the Framework is constructed around a specific military organisation, the GM should assign a standard load-out of gear that all characters receive at the start of the campaign. This reflects the equipment that is issued to all standard troopers. Similar load-outs may apply to organisations that have large numbers of members, where all members are identically equipped. Generally, the standard load-out is not subject to substitution. In cases where the load-out includes incidental, disposal items—such as ammunition or rations—heroes can expect to receive replacements for those items on a regular basis.

Note that for many Frameworks, the gear that characters receive at the start of the campaign is only a small portion of what they might have on any given mission. If the characters are a part of a military organisation, then it is reasonable that their mission assignments could include the assignment of gear specifically for the duration of a mission. Characters are generally expected to return mission-specific gear at the completion of such a mission. Consequences for failure to surrender the gear are likely linked to the heroes' roles within their organisation, and subject to GM discretion.

Ultimately, the GM has the authority to overrule any acquisitions. However, this power must be used with discretion. If specific items are reflective of information presented in Warhammer 40,000 fiction and tabletop games, then extraordinary circumstances should be required to restrict that gear from appropriate characters within a campaign. Instead, it is wiser to consider those elements when assembling the gear available to the characters within the campaign's Framework.

Acquisition

Characters inevitably acquire additional assets through the course of game play. When these go through legitimate channels, the characters use Wealth (see page 267). Such expenditures are reserved for the first and later game sessions, after character creation is complete. They are not normally undertaken at this time.

The final mechanical stage in character creation is to select any special abilities and choose the character's origins. These options provide a character with a distinctive quirk, which can differentiate them from other characters pursuing similar archetypes. Of course, in parties with remarkably similar backgrounds—a tribe of gangers from a common Hive World, members of an Imperial Guard Regiment recruited from the same Agri-World, or a Sisters of Battle squad taken all from the same order—their shared background may grant them a similar quirk. This trait can become a way of differentiating the player characters from outsiders.

Psychic Powers

Some archetypes grant characters a starting psychic power and the opportunity to select additional ones. These archetypes also grant the Psyker keyword. **Chapter 7: Psychic Powers** provides initial powers as well as a complete list of all psychic powers available on pages 342-346. All psykers (with a few exceptions, such as acquiring the Psyker keyword through a <Any> selection) begin possessing the *smite* power (see page 352). Characters are limited to a maximum number of psychic powers based upon their Tier (see **Table 3-21: Psychic Powers by Tier**). The *smite* psychic power and abilities such as Deny the Witch (see page 348) are not included for purposes of the maximum total.

Example: *Leigh is building a character for a Tier 2 game and has selected the Sanctioned Psyker archetype. This archetype gives her* smite *and one other minor psychic power for free. Leigh chooses the psyniscience power, as she wants to play a character who can sense and investigate psychic activity. Consulting the Psychic Powers by Tier table, Leigh sees that her maximum starting Minor Psychic Powers at Tier 2 is 2, and her maximum starting Discipline Powers is 1.* Smite *doesn't count towards these limits but her other free power does, meaning that Leigh can purchase 1 additional Minor Psychic power and 1 Discipline power. She ends up taking the compel minor power and mind probe from the Telepathy Discipline, costing a total of 25 BP. After character creation, Leigh can purchase more powers with BP gained from character advancement, but only up to a maximum of 5 total powers other than smite (without the game Tier moving up).*

Table 3-21: Psychic Powers by Tier

Tier	Maximum Starting Minor Psychic Powers	Maximum Starting Discipline Powers	Maximum Total Psychic Powers
1	1	1	4
2	2	1	5
3	3	2	6
4	4	3	7
5	5	4	8

Some players (with the Game Master's permission) may choose to assign their character the Psyker keyword if they have a <Wildcard> keyword available. This enables the character to purchase psychic powers and the Psychic Mastery skill. However, it does not grant them any free powers nor does it provide any equipment to protect the character while using their abilities. If the character has the Imperium keyword, it is up to the GM's discretion whether such a character is a Sanctioned or Unsanctioned Psyker. If Unsanctioned, any use of their powers may draw the attention of the Adeptus Astra Telepathica, which could lead to the character being interned until the next Black Ship reaches the system.

Backgrounds

Every character has a background. This is a short phrase describing where they came from and what they have become. Backgrounds are typically related to their origins, but if the hero has changed or outgrown their childhood home then a focus on the present may be more relevant. A character's background is a defining trait. It is not just how the world sees them, but also how they view themselves.

From a game perspective, background serves a few different purposes. Arguably the most important is that a background provides players with a roleplay hook for their characters. It offers a view into the place from which the character came. Any time that a player is left without an insight into how best to portray their hero's response to a situation, background offers one suggestion. In some cases, the GM may offer players free knowledge or a bonus to a Scholar test based upon a character's background. A character from an Agri-World might automatically notice that the contents of a fertiliser silo are poison, while one from a Shrine World could get a bonus to recall the story of an ancient Imperial saint.

Each character should have one background. Players may choose from an origin, accomplishment, goal, or keyword background. The background provides characters with a specific bonus. That bonus is based upon the type of background that the player chooses to take for the character. Each background type lists the applicable bonus.

A character's background may change over their lifetime, but it should only change in response to a major event. Essentially, if the character's identity is altered, then their background should change to reflect this. From a game perspective, this would typically only happen if a character were to achieve a new Rank or a new Tier. However, if a character completes a significant story arc without advancing in Rank or ascending in Tier, the GM may choose to still permit the character to alter their background.

The backgrounds presented in this section are just meant to offer suggestions. Players can use any of these, but they are also encouraged to create their own in the same vein as the ones presented. Game Masters may wish to create their own specific tables of backgrounds that are associated with their Campaign Frameworks. ***Wrath & Glory*** campaign publications include additional background options specific to those campaigns.

Each background type includes tables that are associated with different species. Humans, Adeptus Astartes, and Primaris Astartes all use the Imperial tables, as do characters who have sworn their allegiance to Chaos. Players are never obligated to roll for their background. They may either choose from the options listed or create their own using these as examples, subject to GM approval. Rolling on the charts provided may help if a player is new to the Warhammer 40,000 setting, or if the player simply wants to make a character quickly and deal with the details later.

Origin as Background

A hero's home may be their defining trait. A character who came from a Hive World is extremely comfortable around Imperial technology as well as recognising a person's social standing based on their style of dress and mannerisms. A person who grew up on a voidcraft may be uncomfortable in open spaces, but has no qualms about crawling through narrow tunnels in utter blackness. A character who came from a Shrine World may have an intuitive grasp of the Ecclesiarchy's more esoteric titles, while one from a Feral World is particularly adept at identifying poisonous plants.

Characters are not necessarily born at their origin location, but it featured prominently in shaping them into the person that they have become. Often a character's origin is part of their background phrase, but not all of it. „Cadian Veteran" for example indicates immediately that the character is from the Cadian system and has experience as a soldier of the Astra Militarum. „Auditor from Terra" suggests that the character is a ranking official from the Adeptus Terra, who is currently on a fact-finding mission to check the records of one or more planets.

Of course, for some protagonists, their home planet is a distant memory of no relevance for their current lives.

Bonus: Characters who choose an origin as their background may choose to gain either +3 Shock or +1 Wound.

Table 3-22: Imperial Origin

d6 Roll	Origin
1	**Void born:** You grew up aboard an Imperial transport craft that travelled through the warp, visiting different Imperial worlds. You are accustomed to the containment of bulkheads and sturdy walls, finding the light and open sky of a planet disorienting.
2	**Agri-World:** You spent your youth growing the foodstuffs required to feed the Imperial war machine on an Agri-World. You prefer to work outdoors, in the company of plants, animals, and the industry of growing things. Examples: Erebus, Rynn's World, Tarsis Ultra
3	**Feral World:** Technology regressed from the Imperial standard on your home world, where humanity constantly fights one another and the planet's native species to survive. You learned to depend upon your small group of close friends and family to help you survive in the wild. Examples: Fenris, Ithaka, Typhon Primaris
4	**Shrine World:** The Ecclesiarchy maintained a strong presence on your home world, and reli-gion was a central part of your life. You expect that every action you undertake incorporates prayer and religious expression. Examples: Ophelia VII, Hagia, Gerstahl
5	**Hive World:** You grew up within a massive hive city, living within your assigned space among millions of others. Each day, you accepted your rations and fulfilled your obligations, leaving you accustomed to living a strictly-ordered life among a huge population. Examples: Verghast, Mordian, Necromunda
6	**Forge World:** You are accustomed to life in the shadows of the enormous manufactories of the Adeptus Mechanicus. You have slaved away performing your work for the glory of the Machine God, accepting the noisome din and the noxious gases necessary for production. Examples: Cypra Mundi, Mars, Konor

Table 3-23: Eldar Origin

d6 Roll	Origin
1	**Exodite Visitor:** You spent time amongst the Exodite Eldar, dwelling apart from technologi-cal wonders and communing with the natural world. You feel that this path of purity and asceticism may keep you free from corruption. Examples: Selesti, Loebos, Ursulia
2	**Outcast:** You decided that you needed to spend time apart from the constraints of your peers, traveling and exploring the galaxy. You thrill at the glory of exploration, taking in vistas that have been unseen for centuries or even longer.
3	**Iyanden:** The ruins of your battered Craftworld are only sustained with the assistance of the spirits of those who have already fallen. You have become accustomed to dwelling among the ghosts who animate wraithbone constructs, but are easily distracted from the drudgery of the living.
4	**Saim-Hann:** Your home world is known for its savagery and its sense of independence. You value your comrades, but you believe that you must have an opportunity to make your own decisi-ons about every situation, acting as you see fit, regardless of the input of your peers.
5	**Sky Raiders:** You were a member of a corsair band who travelled the galaxy in search of valuable prey. When called upon, you remain willing to assist your brethren's Craftworlds and to defend ancient Aeldari holdings.
6	**Ynnari:** You have embraced the faith revolving around the rebirth of Ynnead, the Aeldari god of death. You believe that with Ynnead's rebirth, the Aeldari can escape the predation of Slaa-nesh, enabling your people to survive.

Table 3-24: Ork Origin

d6 Roll	Origin
1	**Rok:** You spent much of your life traveling the galaxy to a new world on which you might wage war. The rok in which you travel is overcrowded, and you are accustomed to fighting for even the most basic necessities.
2	**Conquered World:** You dwelt on a world taken from 'oomies, where Ork kulture became dominant. While you contributed to a functional society, you also knew that you could find a good fight at any time, often between different tribes contesting regions or assets. Examples: Golgotha, Charadon, Octarius
3	**Waaagh! Grax:** All your memories are focused around following Ork Warlord Grax in his efforts to conquer and take away the Ryza system from the 'oomies. You are committed to the effort to conquering and holding everything for the orks.
4	**Balur Secundus:** You were part of a large Ork tribe that the Snakebite clan dominated. You learned to embrace riding battle boars and squiggoths, while using purely mechanical tools, shunning more sophisticated technology.
5	**Space Hulk:** You came of age in the ruins of a massive space hulk, drifting through the void. You learned that you must fight for anything, often against strange beasts, in the hopes that your tribe could survive in an environment that was constantly crumbling and where resources continually became more precious.
6	**Alaric Prime:** There are 'oomies everywhere, and they have huge guns. You know that if you and your boyz keep picking fights with them, eventually you can defeat them through sheer weight of numbers.

Keywords as Background

Many archetypes include a keyword that indicates a grouping within their archetype. For Space Marines, this can be a chapter, while Inquisitors can indicate their Ordo. In cases where an archetype offers that option, choosing a keyword can be a vital point in defining the character. Different groups each have distinctive traditions, which can include their educational background as well as their personal preferences. A Space Marine of the Carcharodons chapter has a very different outlook than one from the Black Templars chapter. Similarly, an Eldar Ranger from Iyanden Craftworld is likely to have a different tactical approach than one from Ulthwé Craftworld.

When citing an organisation as the character's background, it is often important to indicate the character's role within that organisation. A hero with a background of "Blood Ravens Scout" has a very different outlook from "Blood Ravens 3rd Company Captain." Similarly, "Evil Sunz Mekboy" has a great deal more authority and responsibility than "Evil Sunz Biker Boy." In any case, the role should be clear and evocative.

Keywords do not offer a selection of tables. They are intrinsic to the organisations with which the player characters are affiliated. This background does not give the character an additional keyword – it must be associated with a keyword the character already possesses.

Notably, if the character's archetype does not offer a relevant keyword—especially if the hero operates independently—this is unlikely to be a defining trait.

Bonus: Characters who choose a keyword as their background have a particularly close connection to that organisation, and it offers them a network of valuable contacts. The hero has a reliable and trustworthy contact who acts as their liaison to the group represented by the keyword. The character can send and receive messages to the contact, even over great distances (the specifics of this vary depending on the keyword group's resources). The contact can provide the hero with information, equipment, or a minor favour once per session. In addition, the character counts the initial Reaction of an NPC who is a member of the keyword's organisation as one step higher than normal (see the **Table 5-4: Reactions** on page 253).

Accomplishment as Background

Characters with a few missions under their belt may have completed noteworthy tasks prior to the start of the first adventure. This is particularly relevant for protagonists starting out at Tier 2 or higher. In many cases, a character might even be recognised as the person who performed some noteworthy deed—for good or for ill. A particularly ignominious incident can be a major hook for a character, such as „Coward of the Battle for Red Peak" or „Martinet Lieutenant of 3rd Company," immediately establishing the character's interactions with many NPCs.

Generally, the GM should have some say in the incident that the character chooses. If, for example, the player chooses an event of note, it is vital to make sure that the event happened within a lifetime's worth of years from the start of the campaign. Similarly, location can be relevant. If the player wants to use a battle as the key factor, the GM may overrule it if the time frame or location does not work well with the Campaign Framework.

Some starting player characters are novices, who have done nothing notable to date.

Bonus: Characters who choose an accomplishment as their background may choose to gain either +1 Influence or +2 Wealth.

Table 3-25: Imperial Accomplishments

d6 Roll	Accomplishment
1	**Veteran of Cadia:** You were there when the planet fell beneath the wrath of Abaddon's Black Crusade. You fought to the very last, felling dozens of Chaos soldiers and warpspawn, paying for your survival with your sanity.
2	**Hive Fleet Leviathan Survivor:** You fought against the Tyranid of Hive Fleet Leviathan, doing your best to blunt their advance. You watched the monstrous xenos devour those who struggled to resist, as you fought with every resource you could bring to bear.
3	**Indomitus Crusade Veteran:** Under the authority of Lord Commander Guilliman, you joined the Indomitus Crusade to reunite the worlds of the Imperium in the aftermath of the emergence of the Great Rift. You have served valiantly, waging battle against Chaos and xenos.
4	**Plague Survivor:** You were trapped in a hive city during an outbreak of Nurgle's Rot. You fought against your neighbours who succumbed to the disease only to rise again as Poxwalkers.
5	**Marked a Traitor:** In the heat of the moment, you forswore your oath to the Emperor. You were immediately condemned for your actions, but you have managed to escape and continue to live under a false identity.
6	**Escaped Slave:** Drukhari Raiders captured you and forced you to fight in their slave pits for their amusement. You managed to not only survive but to escape captivity and return to the Imperium, vowing vengeance against your captors.

Table 3-26: Eldar Accomplishments

d6 Roll	Accomplishment
1	**Mastered Paths:** You have trod many different paths over the course of your lifetime, studying each before moving onto the next. You have enjoyed learning a broad range of abilities and your flexible scholarship has earned recognition.
2	**Communed with the Infinity Circuit:** You have developed strong relationships with the spirits of those Aeldari who have already joined with the Craftworld's Infinity Circuit. You have learned much from them, including a greater understanding of life.
3	**Stygius Sector Rearguard:** You participated in a large mission to enable an Imperial force to escape from an overwhelming force of Tzeentch warriors and daemons. You felt empathy toward the humans, just as you felt disdain for the unholy.
4	**Explored the Webways:** You have travelled many webway paths, uncovering hidden corners that housed mysteries long forgotten. In your journeys, you have found and recovered valuable artefacts for your Craftworld.
5	**Ambusher at Ull:** You participated in a mission to trick a Necron Tomb World into joining a war between humans and Chaos. You were one of the many Rangers who made certain that the Necrons would face overwhelming opposition.
6	**Scholar of the Black Library:** You have studied the ancient writings contained within the Black Library. You are proud of this scholarship, and believe it has advanced you along your path.

Table 3-27: Ork Accomplishments

d6 Roll	Accomplishment
1	**Armageddon Boy:** You fought on Armageddon during the opening of the Great Rift and saw thousands of daemons emerge from the warp. You briefly fought alongside Imperial 'oomies, working together to eliminate the daemons, before you returned to killing one another.
2	**Toughest Around:** You were the only surviving Boy in your unit after a particularly fierce battle. You earned a reputation for being too hard to kill.
3	**The Green Kroosade Boy:** You fought against Imperial forces on Lethe Eleven and Mordax, against black and green tin-can 'oomies. You aren't sure who decided to send you here, but it's been a proppa fight.
4	**Blessed by Gork (or Mork):** You and your unit faced overwhelming odds in a battle, and you shouted out and encouraged your Boyz to keep fighting. As soon as you finished your speech, the situation changed, leaving the tide abruptly turned in your favour.
5	**Went Fasta!:** You survived a Mekboy experiment to tune the engine of your bike, wartrakk, or jetpack. The improved vehicle did go much faster and further than expected or intended, leaving you fortunate to survive the incident.
6	**Runnin' Git:** Your nob told you to go and get something far back from the front line, and you had to listen to him. Then the Mob died fightin', and you weren't there, so everyone said you ran from the battle.

Goal as Background

Virtually every hero is driven to accomplish some task. They might be contributing toward a larger goal that can only be accomplished over the course of many lifetimes, but their efforts remain vital. Alternatively, it could be a deeply personal concern to which they have committed every drop of blood and sweat for years. A „Pilgrim to Blessed Terra" may have just begun a journey to cross the galaxy, in the hopes of one day—decades from now—gazing upon the walls of the Imperial Palace. A „Boy with a Kunning Plan" may expect to someday command a Waaagh! that can eclipse whole systems.

Players should keep in mind that their character's goal may not necessarily be a primary focus for the campaign. That is not necessarily a detriment. The entire campaign might be an event that takes place while the hero is on a journey toward their larger goal. Alternatively, if attaining the goal stated in the background is critical to the character concept, then the player should discuss with the GM to see if a goal is compatible with the scope and locations planned for the campaign. Goals can also change over time; it is perfectly logical for some heroes to accomplish their goal, only to find another on the horizon. Other heroes may learn that the goal they chase so avidly pales in comparison to other tasks they find personally meaningful.

Keep in mind that player characters who have big dreams may not accomplish them.

Bonus: Characters who choose a goal as their background gain +1 Glory in addition to gaining +1 Wrath any time that they accomplish an Objective.

Table 3-28: Imperial Goals

d6 Roll	Accomplishment
1	**Command Rank:** You believe that you can be an effective leader of men. You strive to provide a good example for your peers and to convince your superiors that you can be entrusted with ever greater responsibilities.
2	**Survive:** You have seen too many of your peers die in battle, and you do not want to be another victim. You endeavour to simply survive the on-going conflicts long enough that you can return home when your service is complete.
3	**Vengeance:** You watched your enemies destroy your world along with everyone you ever loved. You have sworn to defeat those who have hurt you, no matter the cost, even if it should take your entire lifetime to achieve.
4	**Evangelise:** You spread the word of the God-Emperor wherever you can, providing an example with your deeds and His wisdom on your lips. People everywhere must be reminded of the blessings that He can bestow and the protection that He can grant.
5	**Title:** The Imperium can offer generous rewards for those who serve it well. You wish to serve so successfully that Sector Command grants you a noble title, which you can pass on to future generations, immortalizing your name.
6	**Satisfy Curiosity:** You know that the Imperium keeps many secrets from the common man, but you do not know why they are hidden. You wish to learn these secrets, in the hopes that knowledge could grant you some power that is otherwise forbidden.

Table 3-29: Eldar Goals

d6 Roll	Goal
1	**Serenity:** You feel that your emotions are an overwhelming force in your life, and you know that you must achieve a greater degree of control over them. You believe that some level of inner peace and acceptance is necessary for you to remain free of She Who Thirsts.
2	**Escape:** You have accepted that your race is ultimately doomed, but you wish to delay the inevitable for as long as possible. You seek to find a place that offers some refuge for yourself as well as your companions.
3	**Renewal:** You have lived a long and full life, and you feel the burden of your memories and devotion upon your soul. You wish to find some way to lighten yourself of these burdens, granting a new way of seeing the world and the energy that comes with fresh perspective.
4	**Path Mastery:** You are intently focused upon your current path, embracing its lessons and mastering its techniques. You wish to not only master the path, but to become a pioneer in the field, expanding everyone's appreciation for the path's merits.
5	**Clarity:** You are focused on a specific question, linked to the history of your race and the entire galaxy. You are unsatisfied with the answers you have found so far and hope to uncover new ones, so that you can solve a riddle that you consider very important.
6	**Recovery:** You grieve over the lost majesty of the Aeldari and wish to recover some portion of it. You have devoted your life to finding and restoring artefacts or knowledge that was lost or corrupted during the fall.

Table 3-30: Ork Goals

d6 Roll	Goal
1	**Most Teef:** You have worked hard to gather a hoard of teef, and you guard it jealously. You continue to gather more assets at every opportunity, spending them only when necessary.
2	**Warboss:** You believe that you are fated to command a massive Waagh! that can roll across the galaxy. Every action you take is focused around gathering more Boyz and Nobz to follow you, as you slowly garner more support.
3	**Proppa Fight:** Nothing is more important to you than getting into a good battle on a regular basis. Just smacking a few gits around is never enough, you need to find a proppa fight, where tri-bes of Boyz can battle worthy foes.
4	**Biggest and Brightest:** You want to have a shoota that makes you stand out from the crowd, leaving others in awe of its majesty. It needs to be larger, fire more rapidly, and make the biggest explosions that anyone has ever seen.
5	**Fastest and Loudest:** You want your vehicle to be faster than anyone else's. It must let you reach the enemy before anyone else has a chance to take a swing, and its engine must roar so loudly that anyone can hear you coming from beyond the horizon.
6	**Strongest and Sharpest:** You want to wield a choppa of enormous scale, with an edge so sharp it can cut through a reinforced bulkhead with a lazy swing. You recognise that you must first bulk up enough to be able to lift such an ideal weapon.

Through the course of gameplay, characters earn build point rewards. These are assigned at the discretion of the Game Master. They are typically assigned based upon a combination of the difficulty of the challenges that the characters faced in concert with how well the players portrayed their characters. An easy adventure might only yield 1–3 build points, while a particularly challenging one that required more than one session to complete could earn up to 8–10.

Build points earned through game play are spent the same way as those used during character creation. A character cannot normally alter their species or archetype after character creation. However, they may spend build points to improve attributes, improve skills or learn new ones, purchase talents, or acquire new special abilities. Wargear is normally acquired through play once the campaign begins, so build points are not spent on that. All advancements remain restricted by the campaign's Tier. See **Table 3-31 Tier Restrictions**.

Table 3-31: Tier Restrictions

Tier	Base Attribute Maximum	Skill Maximum	Maximum Starting Talents	Max Psychic Powers
1	4	4	2	3
2	6	5	3	4
3	8	6	4	5
4	10	7	5	6
5	12	8	6	7

Improve Attributes

Characters only directly improve base attributes. Any changes to those values may also trigger a change in a derived attribute. The costs to improve an attribute are listed on **Table 3-11: Atttribute Build Point Costs** in the Incremental Build Point Cost column. When improving a base attribute, characters must pay for each successive point that the attribute is increased. They pay the cost for the Attribute Value line that they are going to.

Josh is playing in a Tier 2 campaign. He wants to improve his Imperial Guardsman's Agility from 3 to 5. Consulting the chart, he sees that the Incremental Build Point Cost for Attribute 4 is 8 build points and for Attribute 5 is 15 build points. He pays a total of 23 build points to increment it from 3 to 5.

Improve and Acquire Skills

Players may choose to have their characters learn new skills or improve the skills that they already know. In doing so, their skill values must remain below the Tier limits. The costs to improve a skill are listed on **Table 3-17: Skill Build Point Costs** in the Incremental Build Point Cost column. When improving a skill, characters must pay for each successive point that the skill is increased. They pay the cost for the Skill Value line that they are going to. Just as during character creation, characters must possess a number of skills greater than or equal to their highest ranked skill.

Josh decides to improve his Imperial Guardsman's Weapon Skill from 1 to 2. Consulting the chart, he sees that this costs 2 build points, which he pays.

Characters may also acquire new skills that they did not already possess. If they choose to do so, they pay the cost for the new skill listed under the Total Build Point Cost column on Table 3-17 Skill Build Point Costs.

Josh decides to have his Imperial Guardsman learn the Survival skill at value 2. Consulting the chart, he sees that the Total Build Point Cost for this is 3 points. Considering this for a moment, he decides that he would rather spend those points elsewhere.

Purchase Talents

Players may use build points that their characters have earned to purchase new talents, so long as they have fewer than the Tier maximum as listed on **Table 3-1: Tier Restrictions**. Remember that each talent may only be acquired once. Characters must meet all prerequisites prior to purchasing any talent. Build point costs for each talent are listed in the talent entries and **Table 3-20: Talent Costs**.

Acquire New Special Abilities

Characters may acquire additional psychic powers, so long as they remain beneath the Tier limit for Maximum Psychic Powers, as listed on **Table 3-1 Tier Restrictions**. See **Chapter 7: Psychic Powers** for more information.

Keywords List

Keyword	Description
General Keywords	
Psyker	Those who can wield psychic powers, channeling the warp through their mind.
<Any>	This keyword represents a free choice by the player at character creation; the GM deter-mines which selections are appropriate for the character.
Species Keywords	
Aeldari	The Eldar race.
Anhrathe	Eldar Corsairs, spacefaring pirates and raiders.
<Coterie>	A specific Eldar Corsair band (replaces this keyword when chosen).
Asuryani	Eldar of the Craftworlds.
<Craftworld>	A specific Eldar Craftworld (replaces this keyword when chosen).
Ork	The Ork race.
<Clan>	A specific Ork clan (replaces this keyword when chosen).
Imperium Keywords	
Adepta Sororitas	The Sisters of Battle, warriors of the Ecclesiarchy.
<Order>	A specific Adepta Sororitas Order (replaces this keyword when chosen).
Adeptus Astartes	The Space Marines, superhuman elite warriors of the Imperium.
<Chapter>	A specific Adeptus Astartes Chapter (replaces this keyword when chosen).
Adeptus Astra Telepathica	They administrate the role of psykers in the Imperium.
Adeptus Mecha-nicus	The Tech-Priesthood of Mars, they are entrusted with the secrets of tech-nology; allied to the Imperium.
<Forge World>	A specific Adeptus Mechanicus Forge World (replaces this keyword when chosen).
Adeptus Ministo-rum	Those who preach the Imperial Creed.
Astra Militarum	The Imperial Guard, soldiers of the Imperium's main ground forces.
<Regiment>	A specific Astra Militarum Regiment (replaces this keyword when chosen).
Cult Mechanicus	The Priesthood of the Omnissiah, a subset of the Adeptus Mechanicus.
Imperium	The Imperium of Man, a galaxy-spanning civilisation 10,000 years old.
Inquisition	Investigators and questioners, they wield great authority to root out threats to the Imperium.
<Ordo>	A specific Ordo of the Inquisition (replaces this keyword when chosen).
Militarum Tempes-tus	Elite, specially-trained and equipped soldiers of the Astra Militarum.
Officio Prefectus	Elite leaders and disciplinarians of the Imperium's military.
Primaris	A new, improved breed of Space Marine.

Keywords List, Continued

Imperium Keywords, Continued	
Rogue Trader	Space-faring merchant princes and explorers, granted great authority to expand the Imperium's borders.
<Dynasty>	A specific Rogue Trader Dynasty (replaces this keyword when chosen).
Scholastica Psykana	A subset of the Adeptus Astra Telepathica, they train psykers in the use of their powers.
Scum	Those who live upon the fringes of Imperial society, often in the underhive or criminal syn-dicates.
Skitarii	The warriors of the Omnissiah, devout troops who wield ancient technology.
Renegade and Heretic Keywords	
Chaos	Those who serve the Dark Gods, knowingly or otherwise.
<Mark of Chaos>	A specific Chaos God (replaces this keyword when chosen).
Dark Mechanicus	Small groups of Tech-Priests who have rejected the doctrines of Mars and work with the forces of Chaos.
Heretic	Those who have rejected the Imperial Creed.

Ascending

Heroes from different Tiers operate at very different levels of power. They have access to wargear of different qualities, their influence extends across different levels, and they often have very different amounts of training. Simply put, a lower Tier character is less accomplished and worldly than one from a higher Tier. To a certain extent, a character's range of attributes, skills, and talents reflect this. Ultimately, a lower Tier character simply has fewer build points and tighter restrictions during character creation.

Ascending is the process of advancing a character from a lower Tier to a higher one. Ascending occurs when creating a character using an archetype from a Tier lower than the current Tier of the campaign. A Tier 1 Imperial Guardsman operates on a different level than a Tier 4 Inquisitor. They simply do not have the same resources. However, an Imperial Guardsmen who ascended to Tier 4 is a very different character. Purchasing an Ascension package—in addition to spending the remainder of the 200 build points that differentiate Tier 1 from Tier 4—can better explain why these characters are working together so closely.

Players creating characters using archetypes from a Tier lower than the campaign are best suited if they spend their first batch of points as though creating the archetype at its base Tier, then going back and making adjustments that are consistent with a purchased Ascension package. This is recommended for verisimilitude, and provides a better way of making certain to meet any necessary prerequisites. When following this approach, the player should consider following the restrictions for the lower Tiers, as if the character were created at the initial Tier level, and then progressed up to its current one. Changing from one Tier to another has benefits, of course; for example, the maximum values for attributes, skills, and number of talents increase (see **Table 3-1: Tier Restrictions** on page 96).

Ascending is not merely a mechanical process—it is a piece of that character's story. A character who is Ascending to a new Tier is assumed to

have survived against tough challenges and overcome serious obstacles; this experience has clear advantages. Most of these can be duplicated through selectively increasing skills, purchasing new talents, and so forth. Some of it exceeds that scope. Contacts made through the journey of Ascending may extend a character's Influence. A hero might have found an interesting and valuable piece of wargear that has become a trademark item. A grievous injury or an unexpected opportunity could even change a character's outlook and life completely.

- To Ascend, a player must purchase at least one Ascension package for their character. Only one Ascension package is required, regardless of the number of Tiers between the character's archetype Tier and the campaign Tier.

- A character may purchase more than one Ascension package if the player wishes, but they may not purchase the same package more than once.

- Ascension packages may only be purchased if a character is Ascending—if the character's archetype Tier and the campaign's Tier are the same, they may not Ascend.

Ascension Package Anatomy

Ascension packages have many features in common, much like Archetypes. These include Prerequisites and Benefits.

Build Point Cost: All ascension packages have a build point cost to acquire, though that cost may be 0. Players must spend those points from their available pool of unallocated points when selecting the Ascension Package. If done during character creation, players must make certain to reserve enough build points for purchases spent in later stages.

Prerequisites

Before a character can take an Ascension Package, they must meet all its prerequisites. During character creation, some of these may be purchased in the next steps. Consequently, players must simply make certain that they meet them before the character is completed.

Minimum Campaign Tier: This refers to the campaign Tier to which the character is Ascending. Some packages are only appropriate for higher campaign Tiers.

Attribute: This refers to the attribute prerequisites associated with the character's archetype. Entries are generalised to apply to many archetypes. If the entry is listed as "Attribute+1," it indicates that those attributes, which were prerequisites for the archetype, must be raised by one point above the archetype prerequisite.

Skill: Like Attribute, this refers to skills that were prerequisites for the archetype. Again, they are generalised. If a prerequisite lists "Skill+1" that means that the character must have increased all its archetype required skills to at least 1 more than the value required for the archetype. Similarly, Skill +2 requires those same skills to have been increased to 2 more than the required value.

Terrell wants to purchase "Stay the Course" for his Imperial Guardsman. Under prerequisites, it lists Skill+1. The Imperial Guardsman archetype has a prerequisite of Ballistics Skill (2). To take this Ascension package, his character must first have Ballistics Skill (3). Because the Imperial Guardsman archetype does not have an Attribute prerequisite, Terrell can ignore the Attribute+1 prerequisite.

Ascension packages can have additional requirements. This can include a species, a keyword, or even a specific archetype. If an Ascension package requires a keyword, the character must have it prior to purchasing the package, even if it is possible to obtain the package using a keyword rewarded from it. In rare cases, player characters may have had to participate in a specific major event to have the opportunity to purchase an Ascension package associated with it.

Benefits

Keywords: Ascension Packages can provide characters with keywords. Those are required for the characters to purchase some talents and can affect the availability of equipment. If the Ascension package offers a keyword placed between <>, the player must select a specific keyword. For example, a Space Marine could select a specific chapter as a keyword in place of <Chapter>. If the Ascension Package includes the <Any> keyword, players may substitute any other keyword for this wild card. However, they must provide the GM with an appropriate backstory to justify it.

Influence Bonus: Influence is a derived attribute calculated in the next step. Ascension packages provide a bonus to Influence as indicated here.

Story Element: Characters must have undergone some major event in their lives to Ascend. This section provides game mechanics for that process.

Wargear: Ascension packages typically grant characters specialised wargear. Most of this equipment is described in **Chapter 6: Wargear**. Items which are not described there do not have game mechanics. Instead, they simply offer a roleplay prop.

In some cases, players have very specific visions for their characters. If a generalised Ascension package does not suit that, GMs are encouraged to work with their players to create a customised solution. Alternatively, one of these packages paired with an appropriate talent may solve the problem from a different perspective.

When purchasing Ascension packages for a character participating in a campaign, it is usually necessary for the player to have a discussion with the GM about the package. All of these have story elements associated with them. In some cases, the story element could refer to an adventure that has already taken place. In others, it may require the character to have spent a significant amount of time adventuring or training independently from other members of the party. As this can have significant implications for a campaign in progress, the GM must participate in the discussion to make certain that an appropriate breakpoint between adventures is possible.

<Any> Keyword Options

If players cannot think of anything appropriate to use for their keyword selection, there are two options.

Bonus Influence: The character may instead choose to gain a point of influence, and forgo gaining an additional keyword. This represents the character building connections with their existing alliances and allegiances.

GM's Choice: Another option is for the Game Master to select a keyword for the character. In this case, the new keyword represents a faction or organisation that has taken a special interest in the character and is watching their development closely.

Stay The Course

Characters comfortable with their current archetype may wish to stay with it when they Ascend. This Ascension Package represents a further step along that same path. It is the most commonly chosen Ascension Package. The hero becomes more proficient within the archetype's trademark fields than a typical operative. For characters who belong to a military organisation, the character has likely earned a promotion. Characters whose primary allegiance is not a military group may have simply earned greater recognition. In either case, their patron organisation now has a greater recognition of their merit. Any requests they make are now much more likely to be granted. Notably, peers within their organisation are now much more likely to know of them by reputation if not by appearance. The mention of their name to others within the organisation may be enough to draw attention.

Responsibility comes with this added authority. Their sponsors are now more likely to call upon them for assistance, or at least assign them to missions which are both more challenging and dangerous. In some circumstances, they may be assigned temporary authority over allied groups. When this happens, members of those groups are more likely to trust their expertise. However, their patron organisation expects them to show discretion as a responsible leader for any units assigned to work with them. If their allies meet with an unfortunate outcome, the character is likely to receive the brunt of the blame for their mistakes.

During their service, the character has been involved in events of some historical merit. Peers are interested in hearing about these events, and are more likely to trust the character because they persevered through them. Of course, enduring such challenging events are likely to have left the character with some scars—both physically and mentally. If this Ascension package is chosen after the campaign begins, such events may have transpired between sessions, when the character went on an adventure independently from the other members of the party. Alternatively, a recent high-profile adventure could constitute the incident in question.

Build Point Cost: (New Tier x 10)

Prerequisites

Minimum Campaign Tier: 2+

Attribute: None.

Skill: Required Skill(s) +1

Benefits

Keywords: <Any>

Influence Bonus: +1 per Tier ascended

Story Element: The character gains their choice of either 3 Corruption points or a Memorable Injury (see page 233) of their choice—and the +1D Bonus to Intimidation that comes with it—from the **Table 4-4: Memorable Injury**.

Wargear: Select either two items of Rare Wargear or one item of Very Rare Wargear with a value equal or lesser than 3 + the new Tier. This may include cybernetics.

Psychic Revelations

Little is understood about what triggers an individual to manifest psychic abilities. There are genetic factors associated with psychic talents, but these are not definitive. Members of psychic lineages sometimes fail to exhibit a connection to the warp, and individuals without any known psychic ancestors sometimes spontaneously demonstrate abilities. While most individuals' abilities emerge during childhood or adolescence, others do not show their abilities until later in life. Despite constant educational and warning programs, some people may have abilities and either conceal them or deny their existence. This is particularly true for low-grade telepaths and seers, who merely think that they have particularly good people skills or luck.

In many cases, psykers emerge when they face a particularly stressful situation—often including an exposure to a physical conflict where their life is in immediate danger. Under these conditions, a character may demonstrate previously unrecognised psychic abilities. For citizens of the Imperium, this obligates them to seek out the Adeptus Astra Telepathica immediately. Of course, some individuals may be reluctant to do so, which can cause a complication. This is particularly true if there were witnesses, as those individuals are also expected to report the incident to the appropriate authorities, making sure to follow the appropriate procedures.

As standard Imperial procedures involve a trip to blessed Terra and months of conditioning and training as a bare minimum, this can have a significant impact upon the character's adventuring career. GMs are encouraged to work with the players and the group collectively for cases where a player chooses to have a character emerge as a psyker. If the character undergoes the traditional training, it may be appropriate for several years of campaign time to pass between adventures, granting all the characters an opportunity to undergo significant changes. Campaigns involving non-Imperium characters may be able to resolve this conflict with far fewer complications. In rare cases, a character may exhibit psychic abilities after exposure to the warp. When this happens, the GM may choose to lower the Build Point Cost of this package in exchange for the character acquiring Corruption points (each Corruption point lowers the cost by 5 Built Points).

Build Point Cost: (New Tier x 10)

Prerequisites

Minimum Campaign Tier: 2+

Attribute: Willpower 3+

Skill: None

Benefits

Keywords: Psyker

Influence Bonus: +1 per Tier ascended

Story Element: The character gains the *smite* psychic power. They also may choose one Minor Psychic power per Tier ascended and may purchase powers from one Discipline of their choice. The character must purchase the Psychic Mastery Skill.

Wargear: None.

Example of Ascension

Darren is joining a Tier 3 game of Wrath & Glory. Darren decides he would like to play an Imperial Guardsman; this is a Tier 1 archetype. Thus, Darren can use the Ascension rules to bring his Imperial Guardsman (Sergeant Tannenberg) up to a Tier 3 character. Tier 3 characters have 300 build points to spend.

***Step 1:** Darren creates Sergeant Tannenberg as normal for a Tier 1 character, following all the rules and restrictions for Tier 1. He spends only 100 points (the Tier 1 limit) for his character at this time.*

***Step 2:** Next, Darren must choose at least one ascension package. Looking at the options, Darren selects the Stay the Course ascension package—Darren feels this package accurately represents the course of Tannenberg's life from a raw recruit suitable for a Tier 1 game to a grizzled veteran who fits well into a Tier 3 campaign.*

***Step 3:** Darren looks at the prerequisites for the Stay the Course package; the minimum campaign Tier is 2+, and the character must have any skills required for their archetype at one rating higher than the*

archetype's requirement. Since Darren is building a character for a Tier 3 game, he satisfies the first requirement. An Imperial Guardsman's archetype has a Ballistic Skill (2) requirement, so for Stay the Course, Darren must buy a minimum rating of 3 in that skill.

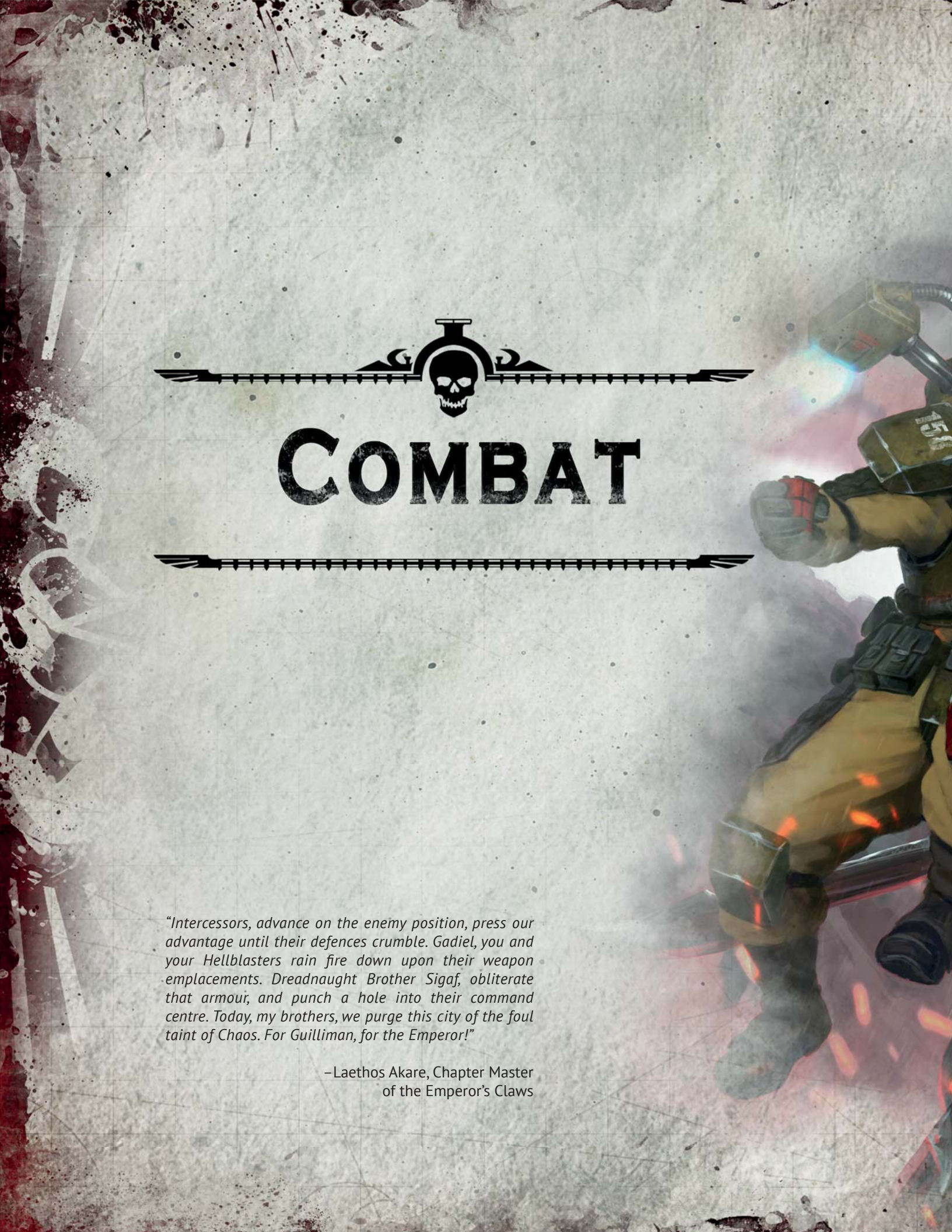
***Step 4:** Darren pays the build point cost for the Stay the Course ascension package. He must spend 10 build points multiplied by the new Tier—to move to Tier 3, the total cost is 30 build points.*

***Step 5:** Now, Darren can apply the benefits of the Stay the Course package to his character! First, the package gives Sergeant Tannenberg a new keyword. Darren selects the Inquisition keyword, reasoning that Tannenberg has spent some time working with an Inquisitor's retinue, fighting against cultists and mutants whilst rooting out heresy. Next, the package grants Tannenberg +1 Influence; Darren records this on his character sheet. The bonus influence, he decides, represents Tannenberg's field promotion and status as a veteran. Third, Darren must choose a story elment: does the package give Tannenberg a memorable injury or 3 points of Corruption? After considering the choices, Darren selects the memorable injury, gaining a noticeable twitch. Darren decides this memorable injury is the result of intense psycho-indoctrination that Tannenberg endured whilst protecting the Inquisitor against a vile rogue psyker. Fourth, Darren may select some new wargear for his character. His options are either two items (up to rare rarity) or one very rare item, with a value of up to 6 (3 plus the new Tier). Darren selects two rare items; a plasma pistol (Value 6) and a sub-dermal armour cybernetic implant (Value 4). Then, Darren records all the benefits of the ascension package on his character sheet.*

***Step 6:** Darren then spends his remaining Build Points: 300, -100 from Step 1, -30 from Step 4, leaving him with a total of 170 build points left. Darren allocates these build points to increase Tannenberg's attributes and skills. Because he is ascending Tannenberg to Tier 3, the limits on his maximum attribute and skill ratings has increased (see page 196).*

Sergeant Tannenberg is now a veteran warrior of the Astra Militarum, highly skilled and well-equipped. He is ready to stand shoulder-to-shoulder with other Tier 3 characters in a Tier 3 campaign!

Combat



"Intercessors, advance on the enemy position, press our advantage until their defences crumble. Gadiel, you and your Hellblasters rain fire down upon their weapon emplacements. Dreadnaught Brother Sigaf, obliterate that armour, and punch a hole into their command centre. Today, my brothers, we purge this city of the foul taint of Chaos. For Guilliman, for the Emperor!"

–Laethos Akare, Chapter Master
of the Emperor's Claws

The constant threat of death and brutal violence fills life in the 41st Millennium. To be alive in such times is to be hopelessly outnumbered and vulnerable. A cataclysmic warp rift tore apart the galaxy, and within every shadow lurks threats of all shapes and sizes: ancient xenos races, nightmarish creatures from beyond the galaxy, soul-consuming Chaos Gods, and heretics who betray their own kind. These dangers and more wait for their moment to strike. Only those who work together and meet these dangers with courage and ferocity dare stand a chance of surviving.

This chapter provides the rules for running combat encounters in ***Wrath & Glory***. It covers actions, damage, wounds, enemy types, effects, and other aspects of playing through brutal rounds of combat. It also details how movement and interactions work within the more time-sensitive encounter rounds, as well as provides tables and charts for detailing critical hit effects, permanent injuries, and more.

Combat Encounters

The mechanics for ***Wrath & Glory*** allow for fast-paced, action-packed scenes. Some of these encounters take place beyond the frenzied tempo of pitched battle. Scenes such as these can be managed by the Game Master who guides the players through narration and the occasional skill test, but the timing and order in which characters act has no impact on the scene's resolution.

Combat is another matter entirely. Time is compressed and measured in rounds. During a round, each player character and NPC has an opportunity to take actions. This opportunity is measured in turns. One round includes several character turns. Once all characters have taken a turn, the round is over and a new round begins.

Rounds

A round represents every character in the encounter taking one turn. Although the heroes and threats alternate taking their turns, it is assumed that all the turns in one round take place at roughly the same time. Depending on the nature of the encounter, the length of time a round takes can vary greatly.

- During a fierce assault between the heroes and a band of cultists amidst the crowded confines of a hive city, a single round may represent only a few seconds of brutal close quarter fighting.
- During a running battle inside an active manufactorum forge, a location combining moving machinery and several places to

take cover, a round may be nearly a minute or longer. This allows for combatants to interact with the environment and compete for optimal positions.

- During a conflict between two starships engaging in an asteroid field, a round may represent several minutes as the crew repairs battle damage, engages the engines to manoeuvre, or opens fire with banks of weapons systems.

Turns

Each character takes a turn during a round. During their turn, a character can take a host of actions including movement, fighting, and other more specialised actions depending on the character's archetype.

Actions

A character takes actions during their turn. They may make as many actions as allowed. This usually includes one movement action, one combat action, up to two simple actions, and any number of free actions.

Encounter Overview

Combat encounters are a core pillar of most roleplaying experiences. Threats and Adversaries often stand between the heroes and their goal and must be dealt with. What follows are the steps taken when running a combat encounter in ***Wrath & Glory***.

Step 1: Determine Ambushes

Sometimes a group involved in the combat encounter is caught unaware, or is surprised by the ferocity of an assault. To represent this, the Game Master will determine at the beginning of the encounter whether any characters are considered ambushed. This can include just one character or multiple characters. A stealthy, carefully-planned approach to the enemy position may allow the players to ambush all threats at the start of the encounter.

Step 2: Set the Scene

Roleplaying is a game of imagination. The Game Master and the players collectively paint an image of what events transpire within the game. Before a combat encounter begins, the Game Master describes the space where the combat will take place, paying close attention to objects that could be used during the encounter such as cover, pitfalls, hazards, and points of interest, like a ruined tower with a crow's nest perfect for a sniper.

Step 3: Characters Take Turns

When a round begins, the players pick which hero will act first. The Game Master may elect to Seize the Initiative and allow a threat to take the first turn. When a character takes their turn, they perform their actions. Once their actions are complete, their turn ends. Any effects that last until the end of the turn are no longer in effect, but any that last until the end of the round remain.

Depending on who went first, hero or threat, now a character from the other group may activate and take their turn. This process repeats until all characters take their turns. Some characters may have the ability to take more than one turn in a round. These turns are part of the round and will happen before the round ends.

Step 4: Round Ends

Once every character able to act takes their turn, the round ends. Any lingering abilities that last until the end of the round are no longer in effect. With the previous round over, a new one begins and the process in Step 3 starts anew.

Step 5: Encounter Ends

Continue to go through Steps 3 and 4 until the combat ends.

Initiative

Wrath & Glory uses a turn order that involves a back-and-forth interplay between the heroes and the threats involved in the combat. At the beginning of each combat round, the players choose which of their characters will act first. Once the character finishes their actions, the GM chooses one of his NPCs to act. In this manner, the players and the GM take turns choosing characters to act until the end of the round. This approach is intended to give players a chance to make plans and encourage teamwork.

Both players and the GM may choose to spend some of their resources (Glory for the players and Ruin for the GM) to change which character acts next. This is known as *Seizing the Initiative*.

Who Goes First?

In ***Wrath & Glory***, the default for any given combat is that the players choose which player character may act first. This gives the players a feeling of control and competence, reinforcing their character's roles as the protagonists. There is a back-and-forth flow to the initiative in combat: a player character acts, then an NPC under the GM's control, repeating until every character in the combat has had a turn. Both sides can spend resources to Seize the Initiative (see below) to act one more time before the initiative moves over to the other side.

Naturally, there are many circumstances when the GM's NPCs will act first instead to begin the action; ambushes (on the right) are one way to accomplish this. Note that a GM always has the option to spend Ruin for his NPCs to go first in any combat. Spending Ruin is the easiest and simplest way for a GM to have his NPCs start the fight if that is the desired effect.

Seizing the Initiative

When a player character has finished their actions for the round, the players may choose to Seize the Initiative rather than allow the GM to choose a character to act next. Seizing the Initiative means that the players may then choose another character to act next, at the cost of one Glory. Players may only choose to Seize the Initiative once before allowing the GM to choose a character to act next.

The GM may also Seize the Initiative after one of his NPCs has acted. This costs one Ruin and allows the GM to choose another character to act. The GM may only choose to do this once before allowing the Players to choose a character to act next in the round.

Interrupting

The GM may spend Ruin for one of his NPCs to act first in a combat round instead of the Players (see Ruin on page 60).

Characters using the Hold Action combat option (see Combat Options on page 222) are waiting for an opportunity to act outside of the normal combat turn order. When a character using Hold Action chooses to act, they must succeed at an opposed Initiative test if they wish to interrupt the actions of another character.

Ambush

Sometimes an encounter begins with some of the characters involved unaware or unprepared for the situation. This is an ambush. An ambush starts a combat encounter, but unlike a typical encounter where heroes and threats alternate taking turns, the group that successfully triggered the ambush all get to act before the unprepared characters. Some examples of this kind of situation include:

- A group of Guardsmen approaching an enemy position under the cover of a nearby artillery barrage.
- A group of assassins sneaking up on the heroes during a loud and impressive military parade celebrating a successful campaign in the system.
- A Lictor hunting the heroes during the panic and confusion of an impending Tyranid Hive Fleet invasion of an Imperial world.

Both players and the GM may choose to spend Glory or Ruin to make their characters aware of an ambush. A character made aware of an ambush may take their turn as normal.

Initiative: Special Cases

In any situation where it is unclear who should act first in a round, each involved character must make an Initiative roll. This roll does not include a Wrath Dice, nor does it have a DN. Count the Icons, and the characters act in order from most Icons to least.

Initiative and Vehicles

Sometimes the heroes' warband will travel or fight from within a vehicle. When this situation occurs, Initiative occurs differently:

- The driver or main operator of the vehicle acts first for the heroes' warband each round.

- Gunners or heroes operating turrets/sponsons all act simultaneously.
- Other characters inside the vehicle act as support crew and either take no action or roll to provide shifted dice for other members of the crew.

Initiative and Starships

Sometimes the heroes' warband will engage in combat while onboard a starship. When this occurs, all heroes act simultaneously as they perform tasks within the ship to prepare it for engaging enemy vessels.

Optional: Random Initiative

If your group prefers a more random initiative order, have every character involved in the combat roll their Initiative and count the icons. Actions are resolved in order from most icons to the least. If there is a tie between a player character and an NPC, the player character goes first. If there is a tie between player characters or between NPCs, the being with the higher Initiative attribute goes first. If that results in a further tie, the players choose who goes first (if the tie is between two players) or the GM chooses (if the tie is between two NPCs). Once the initiative order is determined, use that order for the rest of the combat. Ruin and Glory may not be spent to adjust the Initiative order.

Characters and Threats

From the lowliest hive ganger, to the mightiest High Lord of Terra, the 41st Millennium is home to countless individuals from every background and walk of life imaginable. The galaxy teems with colourful and vibrant characters from dozens of races with which the players may interact.

To simplify the inclusion of many different characters, they are divided into several distinct categories that dictate what abilities they have access to and how the players can interact with them. The biggest distinction between NPC types is based upon their relationship to the player characters. Enemies are divided into several further categories to help streamline the combat once the blades are drawn and the bullets start flying.

Characters and NPCs

Any being that can take actions in the game is a "character." Player characters are those beings controlled by the players, while the GM controls NPCs (Non-Player Characters).

Heroes

Player characters are "Heroes." Heroes possess and use both Wrath and Glory. Heroes use Wrath Dice and can inflict critical hits and add narrative elements into a scene.

The Word "Hero"

It may seem strange to use this word equally for an Ork or a Chaos renegade, as well as for a noble Space Marine or courageous Imperial Guardsman. However, every character believes in the rightness of their own personal cause. The Ork Nob believes he is destined for glorious battle and the respect of his gods. The Chaos cultist believes they can garner the favour of the Ruinous Powers for their own purposes.

Thus, all player characters—even those that do not, on the surface, seem classically "heroic"—are *de facto* heroes in their own right.

NPCs

The GM controls the non-player characters that the heroes encounter throughout the course of play. These NPCs differ from threats because they are not inherently hostile towards the heroes. These characters will generally be named and the players will interact with them on a social level.

NPCs can be anything from a humble palace servant to a planetary governor, or a lowly conscript in the Astra Militarum to a Chapter

Master of the Adeptus Astartes. If an NPC makes an enemy of the heroes and becomes inherently hostile towards them, then are converted into an Adversary.

Threats

"Threats" are NPCs who take action against the player characters during encounters. Threats are further classified into four different categories:

Adversaries

An "Adversary" is a named non-player character with a larger role to play in a ***Wrath & Glory*** game, appearing multiple times during a campaign. An Adversary often possesses and uses personal Ruin. Adversaries use Wrath Dice and are capable of inflicting critical hits.

Elites

Raw power, skill, or experience makes "Elites" powerful enemies that are deadly on the battlefield. They act as mini-bosses or bodyguards for Adversaries, and they're just as dangerous as a hero in combat. Elites do not possess personal Ruin, but they use Wrath Dice and are capable of inflicting critical hits.

Elites sometimes have names, but more commonly have titles such as "Eldar Warlock."

Monstrous Creatures

"Monstrous Creatures" are powerful enemies that are terrifying to behold and even more horrifying to face in combat. They can lay waste to dozens of lesser opponents, often sporting titanic melee weapons or wielding devastating firepower. Monstrous Creatures are engines of raw destruction, and have unique effects on the battlefield.

Monstrous Creatures are immune to the following combat effects: fear, pinned, and staggered.

They can inflict critical hits, and sometimes have Ruin abilities. Some Monstrous Creatures cause terror (see Terror on page 232).

This category includes threats like a Tyranid Carnifex, an Astartes Dreadnaught, or an Aeldari Wraithlord.

Troops

"Troop" is the term used for any unnamed threat. Generally, no matter how important their role, any NPC combatant without a name is considered a troop. Largely faceless and expendable, troops rarely have much influence on the story of a ***Wrath & Glory*** campaign. A group of troops is called a "mob," and the entire group activates as one during encounter turns.

Troops do not possess personal Ruin. Troops cannot inflict critical hits. The Troop category includes enemies like a squad of Astra Militarum Guardsmen, a mob of Ork Boyz, or a T'au Fire Warrior Strike Team.

Mobs and Combat

Mobs are an easy way to handle large numbers of enemy combatants in combat. A mob is a group of identical enemies—meaning they must be all of the same NPC threat—and they all must have the same attributes, skills, and abilities. Some members of a mob may have different wargear than others—this has an impact on how they participate in a combined attack (see below).

If, for some reason, a mob is made up of different types of troops, use the majority's attributes, skills, abilities, and wargear. If there is no majority, choose one of the types of troops and declare them to be the majority instead.

The following guidelines present how to deal with mobs during battle. The Game Master may, at their discretion, modify any of these guidelines to better serve the circumstances of the combat.

- Troops in a mob have only 1 wound each.
- The number of troops required to form a mob are up to the Game Master's discretion (but always more than one).
- As the mob takes damage and loses troops, it remains a single mob until it is reduced to a single troop (who still has only one wound!).
- At the Game Master's discretion, troops remaining from different mobs may "mob up" together into a new mob as a free action on their turn.

- Mobs tend to stick together on the battlefield; individual troops in a mob should not be more than 5 metres from any other troop in the mob under most circumstances.
- Attacking a Mob is simpler than targeting multiple individual enemies (see below).
- Mobs take damage differently (see Shock and Mobs on page 226).

Splitting Up a Mob

As a free action during the mob's turn, the Game Master may decide to break up a mob into smaller mobs or even individual troops. These new smaller mobs act independently and act separately in the Initiative order.

Example: *The heroes are in the midst of a battle with a mob of Drukhari Kabalite Warriors. Ten troops and five heroes remain. On his turn, the GM decides to split the Kabalite Warriors mob into five mobs of two, sending one mob after each individual hero. Splitting up the mob is a free action, so the GM can activate one of the two-Kabalite Warrior mobs as a single entity and make their actions to complete his turn. If the GM spends a point of Ruin, they can Seize the Initiative and activate a second two-Kabalite Warrior mob to attack a second hero.*

Targeting a Mob

Sometimes, a player may wish to try and affect an entire mob with an attack, action, or effect. Apply the rules of ***Wrath & Glory*** for targeting an individual, then add a cumulative +2 DN penalty for each additional target (see Multi-attack on page 222 for more details). At the GM's discretion, some abilities or effects may possibly affect an entire mob instead of a few individuals. If this is granted, a truly impressive effort is required. The player must have at least three shifts over the required DN and apply them all to expanding the effect to cover the entire mob. (See Player's Call under Interaction Effects on page 225.)

Mob Combined Attacks

It is cumbersome to make an attack roll for every single troop within a mob. Instead, make a single attack roll for the mob as if it were a single entity, using the correct dice pool (as a ranged attack, melee attack interaction attack, or other ability of a single Troop within the mob). The attack roll gains a bonus of +1d for every Troop assisting them, up to half the size of the mob (the maximum bonus is limited by the Escalation Tier; see Escalation Tiers on page 57).

It is permissible if some members of the mob have different types of wargear—these members should make their own individual attacks in combat rather than participating as part of a combined attack.

Example: *In a Tier 2 campaign, the GM sends a mob of ten Ork Boyz to leap into the fray. The entire mob attacks a single hero, surrounding them with a storm of hacking choppas. The GM assembles a dice pool for an Ork Boy's Initiative + Weapon Skill (7 dice), adding 1 dice for charging, then adding an additional five bonus dice for the size of the mob. The total dice rolled for the attack would normally be 13 (7+1+5). Because Tier 2 has a limit of 5 bonus dice for any given roll, the roll is reduced to a final total of 12 dice.*

Mobs Splitting Attacks

The Game Master may use their discretion to have troops in the mob split their attacks between multiple targets. This action does not incur any DN penalty and is not considered a Multi-Attack (see Combat Options on page 222). The Game Master must specify how many members of the mob are involved in each attack when a single mob splits its attacks in this manner. Each group gains the combined attack bonus of half of the mob involved rounded up.

Example: *A raging mob of ten Ork Boyz surrounds a group of three heroes. The GM decides to have the mob act as a single entity and split its attacks against the heroes. Three orks target the first hero, three orks attack the second hero, and the remaining four orks attack the third hero. The group of four orks gains a bonus of +2 dice (half of the number involved). The two groups of three orks also gains +2 dice on their attack (half of number involved and rounded up).*

Size Categories

The size of characters can vary greatly in the 41st Millennium. From the tiniest Snotling to the towering form of a Tyranid Hive Tyrant, size is an important factor during combat; for example, larger creatures are easier to shoot, whereas small and nimble beings are more difficult to hit and detect.

All characters and creatures in ***Wrath & Glory*** have a size attribute. Size affects how difficult a character is to hit and how stealthy it can be. Sizes range from Tiny all the way to Gargantuan.

Table 4-1: Size Categories

Size	Examples	To Hit Modifier	Stealth Modifier
Tiny	Servo Skull, Cherub, Snotling, Tyranid Ripper	+2 Difficulty Number to hit.	+2 Difficulty Number to detect.
Small	Gun Drone, Grot, Ratling, Gyrinx	+1 Difficulty Number to hit.	+1 Difficulty Number to detect.
Average	Human, Eldar, T'au, Space Marine	N/A	N/A
Large	Space Marine Terminator, Necron Destroyer, Tyranid Warrior, Ogryn	+1d to hit.	+1d to detect.
Huge	Dreadnaught, Wraithlord, XV88 Battlesuit	+2d to hit.	+2d to detect.
Gargantuan	Greater Daemon, Hive Tyrant, Land Raider, Baneblade	+3d to hit.	+3d to detect.

Actions in Combat

All characters can take **one move and one action** during each turn; they may also take up to two simple actions and any number of free actions. Characters may attempt multiple actions on their turn (see Multi-Action on page 222). When using a Multi-action, however, you can take no more than three separate actions in the same turn.

Taking an action can be done at any time during your turn, so you can choose to move first or perform an action first. Some combat options (such as Aim) require sacrificing the character's move. When you sacrifice your move, you must remain stationary in your current position on the battlefield. Some special types of movement also expend your action for the turn.

Actions include tasks such as making an attack or using a psychic power. Generally, anything that requires a test is an action. Some tasks do not require using an action:

Move: Each character gets one move (up to their Speed) and one action per turn. Taking an action can be done either before or after your move.

Free Actions: Some actions are instant, such as reactions, soaking wounds, or certain talents. Free actions may be taken at any time, including on another character's turn. There's no limit to the number of free actions that may be taken each round.

Simple Actions: Talking, flipping a switch, or drawing a weapon are considered simple actions. A character can perform up to two simple actions on their turn.

Combat Actions: Firing a Bolter, swinging a power sword, throwing a krak grenade—these are all examples of combat actions. Any type of action that isn't free or simple would be considered an action, including actions that are not inherently aggressive, but take place during combat regardless. This would include treating injuries, activating a complex mechanism, or reciting litanies of faith to inspire allies.

Full Action: A full action occurs when a character uses their entire turn to channel an ability or power, or to concentrate on a task. If a character wishes to perform a full action, they may do so as their only action this turn. A character focusing cannot move or perform any additional actions including Multi-actions (see page 222).

Ruin Action: Some Adversaries and NPCs will have access to special Ruin actions indicated on their profile. Ruin actions are powerful abilities that can boost other enemies, hinder heroes, or do heavy damage. Ruin actions cost the Game Master a Ruin point per activation. Each Ruin action is unique to that character. The GM must spend a Ruin point, from either their pool or the NPC's personal Ruin pool, per each activation. Unless otherwise stated in the individual ability, Ruin actions are instant, just like a free action.

Movement Actions

During combat, heroes and threats are in constant motion, either charging to engage in hand-to-hand combat, ducking from cover to cover, or circling around to get a clear shot. Positioning is important in ***Wrath & Glory***, and having the right position can often give you the upper hand in an encounter.

Size & Miniatures

If you use miniatures in your games of ***Wrath & Glory***, size—and, more specifically, how much room a miniature takes up on the combat grid—factors importantly into running combat encounters. A good rule of thumb is to represent the heroes, NPCS, and threats using Warhammer 40,000 miniatures with bases corresponding to the size of the miniature. If you decide not to use based miniatures, instead derive size from the number of grid squares a creature occupies.

The typical base sizes are as follows:

- Tiny, small: 25mm/1 grid square
- Average: 32mm/1 grid square
- Large: 40mm/2 grid squares
- Huge: 60mm/4 grid squares
- Gargantuan: 80mm +/8 grid squares

Movement & Miniatures

If you're using miniatures and a battle mat in your games of ***Wrath & Glory***, then you will need to determine how much distance each square represents to calculate accurate movement during combat encounters. A good starting point is to have each square represent 2 metres of distance. Using this basic conversion, a character with a movement of 6 will be able to move 3 squares using a standard move action. If the same character decides to use a sprint action, they could move 6 squares in a straight line.

If a character has an odd movement value, always round up to the nearest even number.

Standard movement

During a turn, a character can move a number of metres up to their Speed attribute. Characters do not have to use all of their movement; they can move as little as they wish, or not at all.

Your movement can include climbing, jumping, swimming, crawling, and walking. These methods of movement can be combined in any way you wish, but every time you move, no matter the method, you deduct the distance moved from your total Speed attribute; you may not exceed your Speed each turn. There is no additional movement cost for changing elevation if you are using an incline, stairs, or a ladder.

Jumping

Unlike movement, jumping is determined by a character's Strength, not Speed (or Agility if they have a specific talent). A character can jump three times their relevant statistic across or high. A treacherous jump—or one covering a greater distance than that which a character can clear automatically—requires an Athletics skill test. If a character jumps onto difficult terrain, they must take an Athletics (Agility) skill test to successfully make the landing or else end up prone.

Running

As an action, a character may run. Doing so enables the character to move a number of metres equal to their Speed. Thus, a character can move, then take the Run action to move again during his turn.

You may not take the run action more than once per turn.

Sprinting

As an action, a character may sprint. A sprinting character moves double their Speed attribute in metres in a straight line. The character may end this movement at any time along the path. A sprinting character suffers -2 Defence until the end of their next turn.

You may not take the Sprint action more than once per turn. You may not Run and Sprint in the same turn.

Swimming

While swimming, characters move at half speed. Swimming through any kind of difficult terrain (such as stormy waves) requires an Athletics (Agility) test to make progress. A character cannot move across difficult terrain at a fast pace unless they have a talent allowing for superhuman movement. The Game Master sets the difficulty number for traversing a body of water that is considered difficult terrain, and they could decide that the swim is dangerous with violent water currents or inconvenient flotsam, thus increasing the DN more than normal. The Game Master decides the number of tests required for any swim.

Tactical Advance

Sometimes the only way to move on a chaotic battlefield is by dashing, sliding, or leaping from cover to cover.

A tactical advance allows a character to move from one piece of cover to another without losing the Defence bonus (see page 158). This type of movement slows the character to ½ Speed.

Flying

Some characters can fly, whether it's from a sophisticated jump pack, wings gifted by a denizen of the warp, or part of a creature's own biology. Whatever the means of flight, they all function in a similar way.

Flying allows a character to move at either their speed or a speed indicated in the relevant ability. Flying creatures ignore terrain penalties and can move over (but not through) other characters.

If a flying character is knocked prone, they will fall from the sky and suffer damage at the Game Master's discretion.

Crawling

Crawling is a special type of movement that keeps a character's head down and closer to the ground. Crawling reduces movement Speed by ½. You cannot perform a run or sprint action while crawling.

Crawling is the only kind of movement that can be used by prone characters.

Climbing

Sometimes a character will have to climb to reach a location or bypass an obstacle. Vaulting over a wrecked Leman Russ, scaling a ruined clock tower to find the perfect sniper nest, or descending into an ancient Necron Tomb are all instances when a character needs to climb.

A character can climb a number of metres up to ½ their Speed per action.

A character can attempt to climb at a faster rate, but at the risk of losing their grip or balance. If a character passes an Athletics skill test (DN 3 or GM discretion) they may climb a number of metres up to their Speed per action. If the test is failed, the character could suffer various consequences at the discretion of the Game Master.

Terrain and Cover

Rarely are the environments in the 41st millennium featureless or bare. Battlefields are littered with debris and wrecks, while cities are cluttered and teeming with buildings that are intact, ruined, or decaying.

Difficult Terrain

Any terrain considered "Difficult" (at the Game Master's discretion) reduces Speed by ½. This includes changing elevation when going upwards and climbing rather than using an incline, stairs, or a ladder.

Cover

Cover represents the protection gained from seeking shelter from incoming fire. Character concealed from their attacker gain a bonus to Defence. If less than half of the character is concealed, they receive +1 Defence; if half or more is concealed, then it is +2 Defence.

Combat Actions

When your character takes their turn each round, you may perform a normal combat action, an action you gained from your chosen archetype, an action granted by a special ability, or an action you have improvised. Your GM will always have the final say as to whether your improvised action will be allowed, but describing any action you choose in detail will make the encounter more fun for everyone.

Many threats, especially Adversaries, have special actions on their character profile, and some even have special Ruin actions which the GM can choose to use for the cost of spending some Ruin points.

List of Combat Actions

Action	Description
Manifest Psychic Power	**Dice Pool:** Willpower + Psychic Mastery. Activate a psychic power for various effects.
Melee Attack	**Dice Pool:** Initiative + Weapon Skill. Attack an opponent you are engaged with in close combat.
Interaction Attack	**Dice Pool:** Varies by type. Taunt, trick, intimidate, mano-euvre, or otherwise distract an opponent.
Investigate	**Dice Pool:** Intellect + Awaren-ess. Search an area to gain information.
Ranged Attack	**Dice Pool:** Agility + Ballistic Skill. Attack an enemy at range.
Stealth	**Dice Pool:** Agility + Stealth. Sneak around the area to re-main undetected.
Use Object	**Dice Pool:** Varies. Use, mani-pulate, pick up, ready, or ot-herwise manipulate an ob-ject in the environment.

Attack Roll Flowchart

1. **Assemble dice pool:** Bring together a number of dice equal to the attribute + skill necessary for the test, depending on the type of attack. Any bonus dice for the test are included in this pool.

2. **Roll and count icons:** results of 1, 2, or 3 are failures; results of 4 or 5 equal 1 icon; results of 6 are exalted icons and count as 2 icons.

3. **Compare icons to target's Defence:** Take into account any DN penalties or Combat Options.

4. **If successful, shift any exalted icons for extra damage dice:** Only exalted icons may be shifted, and you must maintain enough icons in the dice pool to equal or exceed the target's Defence.

5. **Roll Extra Damage Dice:** Count icons, then add to the weapon's damage value to generate a total damage value.

6. **Compare total damage value to target's Resilience:** Take into account any armour penetration or weapon traits.

7. **Check Wrath Dice result:** Resolve any Complications, Glory, or Critical Hits.

8. **Soak:** Some targets may attempt a Soak roll to reduce the incoming damage. Player characters may do this by spending a point of Shock. Adversaries and Elites may Soak if the GM spends a Ruin. Troops may not Soak.

Example: *For Step 1, Sarah's character (Commissar Talon) is attempting to shoot his laspistol at a Chaos Cultist Leader. Sarah assembles dice equal to Talon's Agility rating (4) and Talon's Ballistic Skill rating (5), meaning her dice pool is 9. Sarah decides that Talon is taking the Aim combat option this turn, so she adds +1 bonus dice, increasing her dice pool to a total of 10.*

Step 2: *Sarah rolls the Ballistic Skill test, gaining the following results: 1, 2, 2, 3, 4, 5, 5, 5, 6, and 6. The dice with a result of 1, 2, or 3 are failures and are discarded. Dice with a result of 4 or 5 count as 1 icon, gaining Sarah 4 icons. The dice with a result of 6 are exalted icons and count as 2 icons each, gaining her 4 more icons for a total of 8.*

Step 3: *Sarah then compares her total icons (8) to the Chaos Cultist Leader's Defence (3). The GM rules that the Cultist Leader is in heavy cover, increasing their Defence by 2, for a total of 5. Since she has icons equal to or exceeding 5, the attack hits.*

Step 4: *Since the attack was a success, Sarah may now shift any additional exalted icons to increase her damage. Sarah must keep at least 5 icons in her dice pool, meaning she must retain the dice with a result of 4, 5, 5, 5, 6. Since she must keep at least 5 icons in the pool, she can only shift one of her 6's, and not both. She shifts the additional 6, gaining an Extra Damage Dice for Step 5.*

Step 5: *Sarah rolls a total of 2 Extra Damage Dice; one for her laspistol, and another one that she gained in Step 4. The two dice roll the following result: 4, 6. Sarah gains 3 icons from this roll, and adds 3 to the laspistol's damage value of 7 for a total damage value of 10.*

Step 6: *Comparing the total damage value (10) to the Chaos Cultist Leader's Resilience (9) means that Talon inflicts 1 Wound on his target. If Talon's weapon had an AP value, that number would be subtracted from any armour the Chaos Cultist Leader possesses (3), increasing the damage dealt accordingly. Some weapons have traits that alter the results of the damage dice or other effects (see page 214).*

Step 7: *Sarah's Wrath Dice was a result of 6. This means that a point of Glory is added to the group's Glory Pool (see page 60). In addition, it means that Talon inflicted a Critical Hit! Sarah draws a card from the Wrath Deck (see page 233), gaining a Crimson Ash result. This adds 1d3+1 Wounds to her attack, and the target is set on fire. Sarah rolls 1d3, gaining a result of 2. The Cultist Leader has suffered a total of 3 Wounds (1 from the initial attack, plus 2 more from the Critical Hit) and their robes are now burning from the laspistol shot.*

Step 8: *The Chaos Cultist Leader is an Adversary, so the GM chooses to spend a point of Ruin for them to Soak. The Cultist Leader suffers 1 Shock and makes a Soak roll using a dice pool of 5. The GM rolls and gets the following result: 1, 2, 3, 3, 5. The Cultist Leader manages only 1 Icon, converting one of the Wounds into Shock. Thus, the Cultist Leader has suffered 2 Wounds (3 -1 from the Soak Roll) and 2 Shock (1 from the Soak attempt and 1 for every Wound converted by the Soak roll).*

Manifest Psychic Power

Many beings in the 41st Millennium possess the innate ability to harness the power of the Immaterium. These individuals are often treated with reverence or scorn, but they are always feared for their abilities.

Any character with the ability to channel psychic powers may do so as an action during their turn. Some powers activate quickly while some take longer, depending on the individual power being activated.

Melee Attack

During a melee attack, a character attempts to hit a threat within range of their melee weapon. The 41st Millennium is filled with a large variety of deadly close combat weapons that can be used to perform melee attacks—including power swords, chain axes, singing spears, rending claws, and man-reaper scythes.

Interaction Attack

Interaction attacks attempt to unbalance, tire out, or manoeuvre a foe into a bad situation, reducing their effectiveness or making them more open to harm.

Examples of distracting the target include using Athletics so your character can flip acrobatically over your target or using Deception to allow your character to bluff the opponent by feinting to his left when you intend to attack from the right.

Investigate

This action allows a character to dedicate their turn to investigating a location or object to try and find or learn something. Depending on the nature of the investigation, a Game Master might ask you to make an Investigation or Awareness test.

Ranged attack

You can make a ranged attack against any threat that isn't within melee range of your character, but it must also be within the maximum range of your ranged weapon. Firing a ranged weapon has more modifiers generally than a melee attack, but the ability to destroy your enemies before they can reach you should not be underestimated.

Ranged attacks also utilise a resource called Reloads, which play a part in how often you can fire a ranged weapon and for how long. Ranged weapons in the 41st Millennium come in all shapes and sizes. Some weapons are short-range assault weapons, such as las pistols, bolt pistols, and hand flamers. Other weapons, like plasma cannons, heavy bolters, and rail rifles, can melt a heavily armoured tank, mow down hundreds of infantry, or even topple a titan.

Range & Miniatures

If you're using miniatures and a battle mat in your games of ***Wrath & Glory***, then ranged weapons will need to consider how much distance each square represents during combat encounters. A good rule of thumb is to have each square represent 2 metres of distance. Using this basic conversion, a weapon with an effective range of 20 metres will be able to fire across 10 grid squares.

Attacking a Mob

A mob of troops (see page 208) often represents a horde of enemies, often in close proximity to one another. When attacking a mob, a character does not need to risk a multi-attack to hit multiple enemies in the mob.

Whenever a character makes a successful attack roll against a mob, they hit another member of the mob for every two icons over the mob's Defence. As usual, exalted icons may either add to the total icons of the test, or they may be shifted to damage—not both.

Also, there is no need to roll damage against every member of the mob that you hit (see Damage vs.

Multiple Targets on page 222). Instead, just roll once and use the final damage value result against every member of the mob hit by the attack.

Example: *Sigma-19 makes a ranged attack against a mob of orks attacking a mining outpost. He assembles a dice pool of 12 (his Agility of 6 and his Ballistic Skill of 6) and makes a Ballistic Skill test against the Orks' defence of 3.*

Sigma-19 gets 9 total icons on his attack roll, scoring 6 above the mob's Defence. Since he was attacking a mob, he hits a total of four orks (one for the initial hit, plus one more for every 2 icons over the Defence).

These rules also apply to Multi-attacks (see page 222) that include a mob as one of the targets.

Example: *Sigma-19 makes a melee attack against another mob of orks and the Ork Nob (an Elite) leading them. He assembles a dice pool of 10 (His Initiative of 5 and his Weapon Skill of 5) and makes a Weapon Skill test, gaining 5 icons. The Ork Nob's Defence is 4 and the mob of orks' Defence is 3; thus, Sigma-19 hit both his targets. Comparing 6 icons to the Ork mob's Defence of 3, he hit the Nob and two of the orks in the mob (one plus one more for having 2 additional icons over the Defence).*

Note: The Adeptus Astartes species ability, Angel of Death, makes them particularly good at attacking and destroying mobs or troops.

Stealth

Using an action, a character can attempt to sneak by the enemy undetected to gain a tactical advantage or avoid being attacked. Make a Stealth test, and if successful, you gain certain benefits until you are detected or make a surprise attack (see page 218).

Use Object

Most interactions with objects take place outside of combat encounters, or are considered free actions, but on occasion a character might need to use an object during the heat of battle. When an object requires an action to use, a character can take their action to use it during a turn.

Using large and complicated objects warrants taking an action, but it's at the Game Master's discretion whether that is the case or not.

The Adeptus Astartes

The superhuman Space Marines of the Adeptus Astartes are more than mere soldiers. They are the gene-scions of the Emperor through his Primarchs, something far beyond baseline humanity. First created at the dawn of the Great Crusade to prosecute wars far beyond the capacity of normal warriors, the twenty original Legiones Astartes were a combat force beyond almost any other. After the Horus Heresy divided their ranks and led half of the legions towards treason and damnation, the loyalist survivors split their ranks into smaller Chapters, one thousand strong each. Although one thousand human soldiers might be insufficient to take a single city against enemy guns, a small fraction of a Space Marine Chapter is enough to win wars across entire planets, thanks to their might, prowess, and armaments.

All existing Chapters of Space Marines trace their descent to one of the Primarchs who remained loyal to the Emperor after Horus' betrayal. Some Chapters, referred to as First Founding Chapters or Progenitors, claim their traditions and heraldry directly from one of the original legions. These are the most venerable and revered warriors in the Imperium—the Ultramarines, Space Wolves, Dark Angels, Imperial Fists, Iron Hands, Blood Angels, Raven Guard, Salamanders, and White Scars. They are names known across the galaxy, feared by humanity's enemies for thousands of years. Second only to these legends in honor are the Primogenitor Chapters, founded after the Heresy at the breaking of the Legions. The majority of such chapters are descended from the gene-stock of Roboute Guilliman and the Ultramarines, but the other legions are also represented among them, from the crusaders of the Black Templars descended from the Imperial Fists, to the cryptically named "Unforgiven" chapters that follow the lead of the Dark Angels. Further foundings throughout the Imperium's history have created other, less storied Chapters, but despite their later origins, they are no less capable at dealing death.

For all the tumult and strife the Adeptus Astartes have endured, they have been shaken as much as any other Imperial institution by recent events. The return of Guilliman has energised and

inspired Space Marines across the galaxy, even those descended from other Primarchs, as they are directed in war by a commander who is brother to their own gene-sires. Furthermore, with Guilliman's Indomitus Crusade came a change the likes of which had not been seen since the dawn of the Great Crusade—the Ultima Founding, improving on the already incredible prowess of the Astartes by means of forgotten tech-craft. Whole chapters of the resulting Primaris Marines have been added to the fold, and the Progenitor Chapters have been granted new warriors, kin to them, but of greater might and stature than any before.

Whether newly-minted Primaris warriors or veterans of ancient wars, the Adeptus Astartes practice the craft of battle like few others. Not for nothing are they known as the Emperor's Angels of Death, for the Space Marines specialise in lightning-fast, decapitating strikes that remove enemy leadership and level their strongpoints before a response can be mustered. Not for them the protracted, grinding wars of the Astra Militarum. Space Marines are no mere soldiers, but the slayers of kings and nations, and the bringers of death in all its forms.

Making an Attack

Whether you're crushing your enemy's skull with a power fist, tearing holes in your target with mass reactive shells from a Boltgun, or harnessing the power of the warp to fry your foe from the inside out, every attack follows a similar structure. Normally, a character may only make one attack per round. Special actions such as Multi-attack allow a character to attack more than one target, while options such as All-Out Attack or Salvo allow a character to target a single foe more effectively.

To make an attack roll, assemble a dice pool using the appropriate Attribute + Skill (Weapon Skill or Ballistic Skill). The DN is the target's Defence. The number in brackets is the target's armour rating, which has already been added into the total Defence value.

When a character makes an attack, the player goes through the following steps.

Step 1: Declare

The player declares their attack, any special modifiers that they are using (such as special abilities of the weapon or the character), and the target or targets.

Step 2: Assemble Dice Pool

The player assembles a dice pool based on a combination of appropriate skill and attribute, and any applicable modifiers from the character's wargear or other sources.

Example: *Rob assembles a dice pool to shoot an approaching Ork. Rob's character has an Agility of 3 and a Ballistic Skill of 3, making Rob's dice pool 6.*

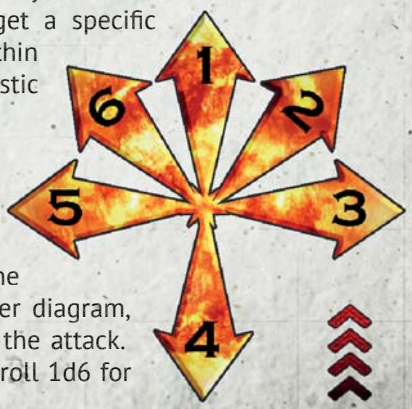
Step 3: Roll to Hit

The player rolls their dice and counts the number of Icons and Exalted Icons rolled. If the number of Icons equals or exceeds the target's Defence rating, the attack has hit the target. If the Wrath Dice result is a 6, then the target also suffers a critical effect if it takes any other damage. The group also gains one point of Glory (see Glory on page 60). The player may also choose to use shifted Exalted Icons to increase the critical severity (see Critical Hits on page 223).

The player may choose to allocate any dice that rolled Exalted Icons from the attack roll to the damage pool as long as the number of Icons remaining in the attack roll equals or exceeds the defender's Defence.

Scattering

"Area effect weapons" impact a large area rather than a single target. This includes weapons such as grenades, missiles, and artillery. Area effect weapons do not have to target a specific opponent. Hitting a point within range requires a successful Ballistic Skill test (DN 3).



However, if they miss the target, these weapons deviate from their intended target area. To determine where the weapon hits, consult the scatter diagram, orienting it from the origin of the attack. Next, the player or GM should roll 1d6 for

the direction of the scatter. Last, roll another 1d6 and double the result—this is the distance in metres that the attack deviates.

Step 4: Damage Result

Assemble a dice pool using a number of damage dice equal to any Exalted Icons you shifted from the attack roll in Step 3, plus any bonus damage dice (+ED) granted by the weapon.

Roll your damage dice and add the total result of Icons to the weapon's damage value.

Example: *Niko shifted two Exalted Icons from his attack roll. Thus, Niko rolls three damage dice (two from his shifts, and one from his weapon). Two of the dice come up as 4 and one as a 5, for a total of three Icons. Niko adds three to the damage value of his weapon.*

Step 5: Inflict Damage

Compare the weapon's damage value (including the bonus dice rolled in Step 4) to the target's Resilience. See Damage on page 226 for more information.

Player characters and certain threats (Adversaries and Elites) may attempt to Soak damage that causes wounds (see page 227).

Engaged Targets

Combatants who are adjacent to one another are considered "engaged" in close combat. While engaged in close combat, combatants may only make melee attacks against one another.

A character that is engaged may use a pistol in close combat, which affects the attack. The character must use their Weapon Skill instead of their Ballistic Skill. Though this occurs during close combat, it is not a melee attack; therefore, the character may not use the All-Out Attack option and does not add their Strength to the damage of the pistol. In addition, the attacker may not Aim, but may use other ranged combat options (such as Rapid-fire).

A character that is engaged may choose to move, but moving away from the opponent will trigger an immediate melee attack from the opponent. This is known as an attack of opportunity. This attack can be avoided if the character Disengages as an action to move out of combat.

Combined Actions in Combat

During combat, characters can work together to create positive circumstances, identically to the combined actions outlined in Chapter 2 (see page 52). The Game Master should use their discretion as to when combined actions are applicable in combat.

Surprise Attacks

If you attack an enemy who is unaware of you, you gain a +2d bonus to the attack roll and +1 bonus dice to damage.

Melee Attacks

Used when engaging a target in hand-to-hand combat, a melee attack allows you to hit a foe within range with a melee weapon. The range of a melee weapon indicates its engagement range. Anyone within the range of an opponent's melee weapon is considered engaged. While engaged, a character can only make melee attacks.

Most melee weapons have a range of 1 metre, but some specialised melee weapons have greater range. When attacking with a melee weapon, add the character's Strength attribute to the melee weapon's damage value to determine the attack's base damage. In addition to making standard melee attacks, a character can choose to use any of the following special melee attack actions.

Unarmed Strike

A character can attack hand-to-hand without wielding a melee weapon. An unarmed strike works like any other attack; use the Strength attribute for the character as the damage value and add 1 ED.

Ranged Attacks

When a character wants to deal death and destruction while staying out of harm's way, they use a ranged weapon to attack. Every ranged weapon has different characteristics, including

damage, range, and weapon type. Attacking with a ranged weapon uses a character's Ballistic Skill to ascertain how skilled a marksman a character is under the pressures of combat.

The range of a ranged weapon indicates its medium effective range. An opponent within half this distance is considered in close range. An opponent within twice this distance is considered in long range. Attacking an opponent in close range grants a +1d bonus to the attack roll. Attacking an opponent at long range increases the difficulty number of the attack by 2. Ranged attacks against targets beyond long range always miss.

Only ranged weapons with the Pistol trait can be fired while engaged in melee, and only ranged weapons with a bayonet attached can be effectively wielded as melee weapons.

Firing a pistol against a target you are engaged with in melee combat uses Weapon Skill instead of Ballistic Skill, and the target counts as if in close range.

Firing into Melee

When using a ranged attack against a target who is engaged in melee, there is a chance the shot may go awry. If the Wrath Dice result is a 1, the ranged attack is made against a random target in the melee instead of the chosen target.

Choose one of the combatants randomly (a d6 roll works well; assign each potential target a number and roll until one of those targets has been selected) and roll damage against that target. You may choose to shift exalted icons from the attack roll to the damage roll after the target has been assigned as usual.

A character using the Aim ranged attack action can negate the above penalties for firing into melee (see page 221).

Reloading

A character can spend their action reloading one ranged weapon. Reloading can be performed as part of a Multi-action. A character only has a certain number of Reloads (see below).

Ammunition and Reloads

A Reload is an abstracted quantity of ammunition, defined as "enough ammunition for a combat scene." There is no single set definition of a Reload. The ammunition may be described as a single magazine, belt, or drum of ammunition; a bandolier of energy shells; a canister of promethium; and various other more exotic munitions. The description is merely for cosmetic purposes and has no in-game effect.

All weapons owned by the heroes are fully loaded at the beginning of the game. Every hero comes with 3 Reloads per session by default. This number can be adjusted at the Game Master's discretion. If a GM wishes, they can also decide not to have the Reloads be replenished at the start of every session.

Under typical circumstances, a Reload is not expended through firing the weapon normally. All characters are presumed to be reasonably disciplined with their ammunition use. Outside of misfortune, such as a critical failure or Complication, a character can keep firing their weapon for an entire battle without noticeably diminishing their ammunition supply. However, Reloads can be spent or lost.

Reloads may only be acquired, shared, or given to other characters if it makes sense narratively in context. The Game Master must use their discretion to decide if Reloads may be given to other characters, shared, or scavenged from the enemy based on what is happening in that particular scene.

Complications: If a player rolls a Complication, one of the character's Reloads may be removed as a result. If the character has no Reloads remaining, then such a Complication means that the character is completely out of ammunition, rendering a weapon unusable until more ammo can be located.

Using Reloads

Using Reloads is different depending on the action being undertaken:

Multi-attack: You may reduce the DN penalty for Multi-attack by +2 for every Reload you spend up to the weapon's maximum Salvo value. Ranged weapons with a Salvo rating of – may not be used in a Multi-attack.

Salvo: You may spend one Reload to gain a number of bonus dice to your attack roll equal to the weapon's Salvo value. Weapons with a Salvo rating of – must spend a Reload every time they fire.

Suppressive Fire: You may expend a Reload to activate Suppressive Fire.

Reloading: You must spend an Action and a Reload to reload a weapon.

Special Ammunition Types

Special ammunition is meant to feel both special and rare. Unless stated otherwise, special ammunition types, such as Hellfire Rounds or Kraken Bolts are, considered to be one-use only. Once the special ammunition has been fired, the Reload for it is expended and the character no longer has access to that ammunition until they acquire more.

Example: *Simon is fighting Tyranid bio-weapons in the confines of a derelict vessel. He acquired some Hellfire Rounds for his Storm-Bolter several sessions ago, and he decides now is the time to use them. He fires his Storm-Bolter in a salvo at the incoming Genestealers and opts to use his Hellfire Rounds. After the attack is over, he removes the Hellfire Rounds from his character sheet, as it's assumed his character used all he had in the attack.*

Ranged Weapons in Melee

A character engaged in hand-to-hand combat may only use pistols or rifles that possess a bayonet. Using a pistol while the character is engaged uses the character's Weapon Skill instead of Ballistic Skill.

Combat Options

This section outlines the most common combat options heroes can use in their battles amongst the 41st Millennium.

List of Combat Options

Combat Option	Description
Aim	Sacrifice move to gain either +1d on a ranged attack or fire into melee without risk.
All-Out Attack	+2d on melee attacks, -2 Defence for the round.
Brace	Sacrifice move to brace a heavy weapon.
Called Shot	Suffer a +2/+4/+6 DN penalty for +1/+2/+3 ED on a successful attack.
Charge	Make a full move and a melee attack at +1d.
Disengage	Move up to half your speed and you are no longer engaged; Requires an Action.
Full Defence	Sacrifice turn to roll Initiative. The result is added to your Defence for the round. Speed reduced to ½.
Grapple	Opposed Strength test to restrain an opponent.
Hold Action	Wait to act later in the round. If you wish to interrupt an NPC, you must succeed at an opposed Initiative test.
Multi-attack	Attack more than one target; +2 DN for each additional target.
Multi-action	Make more than one action during a turn; +2 DN for each additional action. You may not repeat actions.

Salvo	Sacrifice a Reload to gain a bonus on a ranged attack
Suppressive Fire	Sacrifice a Reload to make an Interaction attack using Ballistic Skill.

Aim

An aim action allows a character to sacrifice their move for the turn to focus on aiming their weapon and lining up a shot. A character that aims gets a +1d bonus to their ranged attack this turn, or they can ignore the penalty for firing at a target engaged in melee.

All-Out Attack

A character may perform an All-Out attack, putting all of their effort into aggression and forgoing caution. When making an All-Out attack, a character gains a +2d bonus to their melee attack, but they also suffer a -2 penalty to their Defence until their next turn. A character that performs an All-Out attack cannot use a Multi-action.

Brace

A character can sacrifice their move action to brace themselves for firing a weapon with the Heavy trait (see Heavy on page 275). If a you use the brace action to support a heavy weapon, then you may negate the heavy weapon-firing penalty.

Called Shot

Targeting opponents' weak points can often mean the difference between success and failure. Firing at a heavily-armoured opponent is often futile unless targeting the vulnerable joints. While targeting small weak points is often tactically beneficial, hitting those marks is often very difficult.

A character can make a called shot, suffering a +DN penalty to the attack depending on the target's size. If the attack is successful, the attack gains a number of bonus dice equal to the value indicated on below. These bonus damage dice only apply to the attack if the called shot was aimed at a vital area on the target—shooting the target's hand to keep them from activating a detonator would not add additional damage.

At the GM's discretion, some melee attacks may use this option as well.

Called Shots

Size	DN Penalty	Extra Damage Dice
Medium (Arm or leg)	+2	+1ED
Small (Hand, head)	+4	+2ED
Tiny (Eye-slit, joint, etc.)	+6	+3ED

Disarm: Called shots may be used to disarm an opponent by shooting their weapon or the hand that holds it. If the attack hits, the victim must make a Strength test against a DN equal to ½ the attack's total damage value to hang on to their weapon. Using a called shot to disarm a weapon does not grant the attack any additional bonus damage dice. At the GM's discretion, called shots may also bypass a target's armour (for example, shooting at a target's head who is not wearing a helmet).

Example: *Ross and his warband are struggling to defeat a Deathwatch Terminator. Their barrage of weapons fire bounces harmlessly off the enemy's power armour. Ross decides his only chance of victory is to use a called shot to target the Terminator's exposed head. The Game Master decides that this would incur a penalty of +4 DN, but if the attack is successful, Ross's character gains +2ED to the damage roll.*

Charge

A character can combine their move and action to charge a target. To charge, a character must make a full move up to their Speed in metres and then perform a melee attack with a +1d attack bonus.

Disengage

Using an action, you may retreat from an engagement without suffering any opportunity attacks from the enemy (see Engagement on page 218). When you disengage, you must move up to half your Speed away from the foe with whom you were engaged.

Full Defence

A character may sacrifice their entire turn to focus on dodging incoming attacks. The character's Speed is reduced to ½, and they must make an Initiative test. Every Icon on the roll adds +1 to their Defence until the end of their next turn. The minimum result for this Initiative test is 1. This action may be taken even if the character has already acted this turn—if this is the case, the character sacrifices their next turn instead.

Grapple

As an action, a character may choose to try and grapple with an engaged target. A grapple is an opposed Strength test between the two combatants. If the target of the grapple fails, the initiating combatant restrains them.

Once grappled, a character is considered restrained and may only use one-handed weapons. To break free, the character must take an action and successfully beat the opponent in an opposed Strength test. You may attempt a Multi-attack using grapple if you are engaged with your intended targets.

Size plays an important role when it comes to grappling; for example, Monstrous Creatures are more difficult to grapple for smaller beings. When attempting to grapple a creature larger than you, it gains a bonus towards the opposed role. For every size category larger, the creature gains +2d bonus.

Hold Action

A character may hold their action, and wait to act later in the round. If that character wishes to interrupt an another character, they must succeed at an opposed Initiative test. Failure means that the acting character takes their action first before the holding character can intervene. Characters lose their turn if they elect not to use their held action by the end of the round.

Multi-attack

Multi-attack allows a character to target multiple enemies with a melee or ranged attack; this increases the DN of the hit by +2 for each additional target. Make only one attack roll and apply the result to all the targets. Inflict damage individually to all targets that are hit. If the attack results in a critical hit, the player chooses one target they have successfully hit to suffer the effects of that critical hit. All other targets affected by the Multi-attack suffer damage normally.

- If using Multi-attack with a melee attack, you must have enough Speed to become engaged with all targets. If you cannot reach all targets, the attack fails against any target with which you were not engaged.
- You may spend a Reload to reduce the DN penalty of a Multi-attack by the weapon's Salvo value.
- Ranged weapons with a Salvo rating of – may not be used in a Multi-attack.
- Thrown weapons may only be used in a Multi-attack at the GM's discretion.

Multi-action

You may make multiple actions in one round by using a Multi-action. The DN increases by +2 for each additional action you wish to take. You may not make the same action twice. Make a separate test for each action, applying the DN penalty for the number of actions you are taking. You must state that you are making a Multi-action before rolling any tests. The increased DN value applies to every action for this turn.

Example: *Michael's character, Sigma-19, is in a firefight and has run out of ammunition thanks to a Complication in the previous round. Michael wants Sigma-19 to fire on the cult leader, but reloading requires one action and making an attack requires another action. Michael declares that Sigma-19 is using a Multi-Action to reload his weapon and fire in the same turn. Each action incurs a penalty of +2 to the DN.*

Salvo

Sometimes the best course of action is to hold down the weapon trigger and recklessly carpet an area or opponent with firepower. A character can spend one Reload when firing a ranged weapon to gain additional bonus dice to the attack roll equal to the weapon's Salvo value. You may include this option when using other combat options as well, such as Multi-action.

Salvo may not be used in a Multi-attack. Weapons with a Salvo rating of 0 or a rating of – cannot use this option.

Suppressive Fire

Suppressive fire allows a character to pin an enemy down behind cover. You may spend one Reload and an Action to make a suppressive fire action. Make a Ballistic Skill test with your ranged weapon as an Interaction Attack vs. the target's Resolve. Any shifts may be applied to add additional targets, but all targets must be in range of your weapon.

This action uses the normal results from an Interaction Attack and does not inflict any damage (unless as part of a Player's Call) on the target. This action does not activate a Critical Hit when rolling a 6 on the Wrath Dice. Enemies who are successfully affected by a suppressive fire attack are considered pinned (see Combat Effects on page 231 for more information).

Critical Hits

If you succeed on a test to hit your opponent in ranged or melee combat, and you roll a 6 on your Wrath Dice, you score a critical hit. Note that a failed test with a Wrath Dice result of a 6 is still a failed test.

Determine critical hits by revealing the top card of the Wrath Deck (see below).

Critical Hits and Resilience

If you roll a critical hit, but your damage value does not exceed the target's resilience, you still inflict the effects of the critical card. In addition, all critical hits that do not exceed the target's resilience inflict 1 wound to the target.

The Wrath Deck

The Wrath Deck represents the brutal, uncompromising nature of combat in the 41st Millennium. At the beginning of combat, shuffle the Wrath Deck and place it facedown near the centre of the table.

For each critical hit rolled, reveal the top card of the Wrath Deck. The "effect" line of the Wrath Card indicates the result of the critical hit—usually inflicting additional wounds—but some effects can be far more savage. Limbs can be blown off, or any explosives the target is carrying may detonate in an appalling display of carnage. If the Wrath Card is not appropriate to the situation, the Game Master may choose to discard the result and draw a new Wrath Card or narrate an appropriate effect.

Once a Wrath Card's effects are enacted, place the Wrath Card into a discard pile. If all the cards in the Wrath Deck are discarded during the combat, shuffle the discarded Wrath Cards into a new deck and use that for any further critical hits.

Severity

Wrath effects can be improved directly by spending Glory (see page 60). This improves the severity by one step for each Glory spent.

Some severity effects are separated by a slash. In this case, Glory can be spent for either of the results, but not both at the same time.

Example: *Robin draws Crimson Ash for a critical hit. The Crimson Ash card's severity has two possible effects: "Target is burning/+1 Target." Robin could spend a Glory to set the target burning or add an additional target. Laughing maniacally, Robin spends a Glory to set the target burning. In addition, a second Glory may be spent on Crimson Ash to add another target. If Robin wished to set that additional target burning, she could spend a third Glory.*

The Critical Hit Chart

If you wish, you may use the following chart instead of using the Wrath Deck. To use the chart, roll a D66 and compare the result with the chart below. Be aware that the random results from a chart are very different from those in a card deck, and there may be an impact on the play experience as a result. Keywords are associated with each result on this chart and are used during Threatening Task Resolution (see page 254).

11-16 Headshot: A well-aimed shot tears ragged chunks of bone and brain from the opponent's skull. The foe reels from such a violent strike, covered in gore and unable to focus. Effect: Target suffers +1d3 Wounds and is staggered. Severity: +1 Wound. Keywords: Chaos, Imperium, Scum

21-23 Brutal Rupture: Mangling flesh and crushing bone, this attack showers the ground with blood. Ruptured organs make your foe gasp in wretched pain, weakened by the blow. Effect: Target suffers +1d3 Wounds and is hindered (1). Severity: +1 Wound. Keywords: Xenos, <Any>

24-26 Ferocious Rending: This attack shreds the opponent's flesh into ribbons. Gory furrows of red ruin are torn open, grinding the foe's bones and leaving them open to attack. Effect: Target suffers +1d3 Wounds and is vulnerable (2). Severity: +1 Wound. Keywords: Psyker, Imperium, Inquisition

31-33 Merciless Strike: A blow to the foe's body steals the breath from their lungs, pulverising innards with a nasty crunch. Effect: Target suffers one Mortal Wound. Severity: +1 Mortal Wound. Keywords: Adepta Sororitas, Adeptus Ministorum

34-36 Savage Attack: This assault leaves the opponent a mangled mess, slashing, burning, breaking or ripping into them with violent force. Effect: Target suffers one Mortal Wound. If the target survives, they immediately acquire a Memorable Injury (see page 233). Severity: +1 Mortal Wound. Keywords: Astra Militarum, <Any>

41-43 Vicious Counterstrike: The fury of this blow causes horrific pain, disintegrating pieces the foe's body in a scene of carnage and woe. Effect: Target suffers +1d3 Mortal Wounds. Severity: +1 Mortal Wound. Keywords: Psyker, Adeptus Mechanicus

44-45 Visceral Blow: Crimson showers the ground from the force of your attack. The battlefield is a gory spectacle of spilled blood and unsure footing. Effect: Target suffers one Mortal Wound. Each character engaged with the target must pass an Agility test (DN 3) or fall prone. Severity: +1 Mortal Wound and Target falls prone; +2 Shock. Keywords: Psyker, Inquisition, Rogue Trader

46 Murderous Onslaught: A thunderous blow sends the target sprawling. Shattered ribs pierce organs, jets of blood spew from the wound, and the foe lies writhing in pain. Effect: Target suffers +1d3 Wounds and is knocked prone. Severity: +1 Wound. Keywords: Chaos, Xenos, <Any>

51-53 Overpowering Assault: A stunning blow sends the foe lurching away, senses blurred by the brutal impact. Effect: Target suffers +1d6 Shock and is staggered. Severity: +2 Shock. Keywords: Chaos, Heretic, Psyker

54-55 Crimson Ash: The attack sears into the foe, fusing flesh into a charred ruin. The assault wreathes the target in burning fury, making a smouldering mess of sinew and bone. Effect: Target suffers +1d3 Wounds and is burning. Severity: +1 Wound. Keywords: Imperium, Astra Militarum, Adeptus Astartes

56 Bone-shattering Impact: A crippling blow smashes the foe's body, reducing arms, legs, and ribs to fractured splinters. Crimson stains the weapon and the ground below, along with bits of bone torn free by the attack. Effect: Target suffers +1d3 Wounds and is restrained. Severity: +1 Wound. Keywords: Xenos, Adeptus Ministorum

61-63 Unspeakable Carnage: A truly grievous strike, the attack is a terrifying display of martial prowess. A geyser of gore erupts from the foe's wound and ragged

remnants of their body strewn across the battlefield. Effect: Target suffers 1d3+3 Mortal Wounds. Severity: +1 Mortal Wound. Keywords: Chaos, Scum, Xenos

64-65 **Appalling Detonation:** Ill fortune causes the blow to strike the foe's volatile wargear. A chain of explosions tears their body apart into grisly red mist. Effect: Target suffers +1d6 Wounds. If the target carried any explosives (such as grenades or ammunition), they detonate, inflicting 1d3 Mortal Wounds. Severity: +1 bonus target within 20 metres; +1 Wound. Keywords: Adeptus Astartes, Adeptus Mechanicus

66 **Grisly Amputation:** The foe's limb is removed with extreme prejudice, leaving their body in a crimson arc. Effect: Target suffers one Mortal Wound and one limb is destroyed. Roll 1d6: On an even result, the activating player may choose the limb that is destroyed in this manner. On an odd result, the GM chooses instead. Severity: +1 Mortal Wound. Keywords: Chaos, <Any>

Interaction Attacks

Interaction Attacks are a special action that tricks, disorients, stuns, or otherwise hinders a target and leave them vulnerable.

Interaction attacks use one of the following skills: Athletics, Deception, Intimidate, Persuasion, or Tech. The DN of the attack is the foe's opposing skill or Resolve, whichever is higher. The DN to use Intimidation, for example, is the foe's Intimidation or Resolve, depending on which is higher.

The ranged attack Suppressing Fire (see page 223) functions like an Interaction Attack, but uses Ballistic Skill.

Range

The target of an Interaction Attack must be in range to be affected. The range required depends on the type of interaction attack being attempted:

Skill	Range
Athletics	Target must be engaged with the character making the attack.
Deception, Intimidate, Persuasion	Target must be able to clearly see and hear the character making the attack.
Tech	Target must be within a number of metres equal to the attacker's Intellect attribute.

Interaction Effects

If your Interaction attack roll equals or exceeds the difficulty number based upon the opposing stat of the target, several effects are possible. You must choose to make the target hindered or vulnerable; this effect lasts until the end of the round.

- **Hindered:** +1 to the victim's Difficulty on all tests.
- **Vulnerable:** the victim suffers -1 Defence.

In cases where a target may be made hindered or vulnerable without an Interaction attack (such as the effect of a Wrath Card), a number in parentheses indicates the associated penalty. For example, hindered (1) means that the target suffers the standard +1 DN to all tests, while vulnerable (2) means that the target suffers -2 Defence. If multiple targets are affected by the same Interaction attack, all targets suffer the same effect; no mixing and matching!

Any shifts over this point may be used to increase the Defence or DN penalty by one for each shift.

Player's Call: If the player shifts three or more Exalted Icons on the Interaction attack, the result is known as a "Player's Call." A Player's Call means something else happens to the target in addition to the other effects. The player and GM negotiate an effect appropriate to the circumstances.

Interaction Attacks vs. Mobs

When using an interaction attack against a mob, compare the total icons for the test to the appropriate DN (the opposing skill or Resolve, whichever is higher). For every three icons above the DN, the interaction attack affects an additional member of the mob.

At the GM's discretion, the Player's Call result can apply the Defence or DN penalty of the Interaction attack to an entire mob of troops, but no additional effect is applied.

Reducing Defence

Defence can be reduced to a minimum of 1, and cannot be further reduced beyond that point. A character cannot take an action that would voluntarily reduce their Defence below 1.

Example: *If an Ork Boy has a Defence of 1 due to being rendered vulnerable by an Interaction attack, he cannot use the sprint or All-Out attack options in combat. Any further attempts to render the Ork Boy vulnerable would not change his Defence, since it is already 1.*

Damage

During the brutal combat of the 41st Millennium, suffering damage, receiving injuries, and being wounded commonly occur. In the grim darkness of the far future, there is only war, and every instrument of death is brutally efficient.

When determining if a character is wounded, compare the total damage value (including any bonus dice) of the weapon being used to the target character's Resilience.

For melee weapons, (unless otherwise stated) the wielder's Strength attribute is added to the weapon's damage rating.

- If the damage value equals the target's Resilience (but does not exceed), the target suffers 1d3 Shock.
- If the damage value exceeds the target's Resilience, the target suffers 1 Wound for every damage value point over the Resilience.

Damage vs. Multiple Targets

Whenever a single attack strikes more than one target, make a single damage roll and apply the total damage value result against all affected targets.

Some examples include: when attacking a mob (see page 208), using explosive or area effect attacks (see page 229), or when using the Multi-attack combat option (see page 222).

Any Shock or Wounds dealt to a target are reduced from that target's total. Shock and Wounds do not go below 0. Ignore any remaining Shock or Wounds.

Shock

Most people find war terrifying, and even the bravest and toughest can be overwhelmed by the horrors of war. Shock represents a character's determination in the face of combat and potential death. A character that drops to 0 Shock is considered exhausted.

If your Shock is restored above 0, you immediately are no longer exhausted and may take actions normally.

If you spend an action and a point of Wrath to restore 1d3+3 Shock (see page 59), you may immediately act (counting Restore Shock as one of your actions in a Multi-Action).

Shock and Troops

Whenever a troop is reduced to 0 Shock, the troop is considered dead or destroyed. As an explanation, the troop is likely unconscious and trampled by his allies, left for dead, or suffocates in the mud. In any case, unconscious troops are assumed to be out of the battle for good and should be removed from the encounter.

Shock and Mobs

Shock inflicted on a mob is simply allocated to the group cumulatively. Every time the mob suffers Shock equal to the total Shock of one of the mob's members, then one member of the mob is removed as a casualty. Members of the mob should be removed in any manner deemed appropriate by the GM.

This is a special allocation method for Shock only. Wounds do not work the same way. See Wounds below for more information.

Wounds

Even the most cautious, skilled, or heavily-armoured characters will inevitably suffer wounds in combat. A character's Wounds represent their threshold for suffering damage before they are rendered too injured to fight.

When a player character drops to 0 Wounds, they fall unconscious. If a character suffers a huge number of Wounds, they may even die outright. See annihilation below for more information.

When an Adversary drops to 0 Wounds, they either fall unconscious or die outright, depending on the needs of the narrative or what the GM decides.

When an Elite, Troop, or Monstrous Creature drops to 0 Wounds, they are killed outright.

Lightly Wounded and Heavily Wounded

When a character accumulates up to half of their total Wounds, the character is Lightly Wounded. Lightly Wounded characters suffer a +1 DN penalty to all tests.

A character who suffers more than half of their total Wounds is Heavily Wounded. Heavily Wounded characters suffer a +2 DN penalty to all tests.

Example: *Cordry has suffered two Wounds (from her total number of 3) during the battle, meaning she is Heavily Wounded. She lines up a shot on one of the Genestealer cultists (Defence 3) attacking her. After assembling her dice pool, Cordry increases the DN of all tests by 2 because she is Heavily Wounded. To successfully hit the Genestealer cultist, Cordry would need to roll 5 Icons (Defence 3 + 2 DN for Cordry's Heavily Wounded status).*

Soaking

Heroes and some NPCs may make a Soak roll, reducing the damage suffered by one Wound per Icon and two Wounds per Exalted Icon. Once characters have had a chance to mitigate the damage, apply the remaining damage to the character as Wounds.

The roll to Soak is not a test, does not use the Wrath Dice, nor does it have a Difficulty Number. Thus, the Soak roll is unaffected by anything that increases the DN, such as being Wounded or Heavily Wounded. Wrath may be spent to re-roll failures on a Soak roll as if it were a test.

Soak rolls represent a character's ability to shake off incoming damage—this can take the form of split-second reactions that turn a solid hit into a mere graze, incredible dodging ability that sways the character out of the line of fire at just the right moment, high-tech force fields absorbing the incoming energy of the attack, or even simply armour and transhuman endurance that can take the punishment without leaving more than a scratch.

Weak or unimportant NPCs (such as Troops) may not soak!

When choosing to Soak, follow these steps:

Step 1: The character suffers 1 Shock.
Step 2: The character makes a Soak roll.
Step 3: Count the total icons: each icon converts one Wound into one Shock.
Step 4: After soaking the damage, any remaining damage is inflicted as Wounds.

The Cost of Soaking

Survival is far from guaranteed in the grim darkness of the far future. It is difficult for any character to withstand serious damage and continue to fight. The rules for soaking differ for player characters and NPCs in the following ways:

For heroes, choosing to Soak wounds costs 1 Shock, plus 1 additional Shock per Wound negated, immediately after the Toughness roll. Essentially, the Soak roll converts the incoming Wounds into Shock (see steps 1-4 above).

NPCs may not soak unless the GM chooses to spend a point of Ruin. If the GM elects to spend Ruin for the NPC, they may then make a Soak roll and suffer 1 Shock plus 1 additional Shock per Wound negated. Troop threats may not Soak at all.

Mortal Wounds

Mortal Wounds represent damage that is particularly brutal, exotic, or otherwise incredibly dangerous. Mortal Wounds often bypass a character's defences to inflict automatic Wound damage.

Normally, Mortal Wounds cannot be Soaked. Some gear or special abilities, such as refractor fields, may allow a character to soak Mortal Wounds.

Unconsciousness

If damage reduces a character to 0 Wounds and fails to kill them outright, the character is unconscious. This unconsciousness ends if the character recovers any Wounds.

An unconscious character is considered prone and suffers all the effects of being in that condition (see Combat Effects on page 229 for more information).

Unconscious characters can be moved by another character if they perform the Use object action to represent an ally dragging a fallen comrade out of the line of fire.

Unconscious characters who have been reduced to 0 Wounds must start taking Defiance Checks at the start of their next turn. They must also take a Defiance Check whenever they take additional damage while they are on 0 Wounds. This test happens as soon as the damage is taken, so it is possible to make a Defiance Check for receiving damage and then immediately make another because it is the start of that hero's turn.

Defiance Checks

Whenever a character begins their turn at 0 wounds, they are unconscious and must roll a special roll called a Defiance Check. This roll occurs as a free action at the beginning of the character's turn. Players roll Defiance Checks either until they successfully pass one Defiance Check, or they accumulate three failures on Defiance Check rolls.

You may not spend Wrath to re-roll a Defiance Check but a player may spend Wrath to gain a +1 to the result of the Defiance Check. The player must choose to do so before they roll the dice. Once the dice has been cast, the character must live (or not!) with the result.

To make a Defiance Check, the character rolls 1d6. On a result of 4 or higher, the character has stabilised. If they roll a 6 on the Defiance Check, they become fully conscious with 1 Wound. A result of a 2 or a 3 is one failure, whilst a 1 on the check counts as two failures. Immediately upon failing the third Defiance Check, the character is dead.

If a character makes their Defiance Check after failing the first or second check, then the character suffers a specific injury detailed below:

- If they failed one Defiance Check, they have a scar or other memento of the fight. The character must roll on **Table 4-4: Memorable Injury** at the end of the battle.
- If they failed a second Defiance Check, their body is severely injured. Roll on **Table 4-5: Maiming** at the end of the battle instead.

Stabilising

Once stabilised, the character is still unconscious but no longer needs to make Defiance Checks.

A character that makes a successful Medicae test can stabilise another character at 0 Wounds.

Death

If a character is reduced to 0 Wounds, they are at risk of dying from the wounds they have suffered, blood loss, infections, or a myriad of other reasons a character might lose their life on the battlefields of the 41st Millennium.

If a character fails their third defiance check or suffers in excess of double wounds suffered (see Annihilation below), they are dead.

Annhilation

Sometimes an enemy will be so powerful or a weapon is so destructive that it leaves nothing of its target but a charred crater in the ground. If a character suffers damage from a single attack that exceeds double their maximum Wounds, they are dead. This is known as annihilation.

Explosives and Area Effect Attacks

Explosions and other area effects can harm or affect anyone in their listed "Blast Radius." Not every encounter uses miniatures or tokens and a map to determine exactly where every target is. In those situations, use this simplified method to determine who or what actually gets hit by the explosion or the effect.

Area effect attacks affect a number of targets based on their listed Blast Size. A grenade, for example, is a Medium Blast that typically hits three individuals in normal "battlefield" conditions. If it is important, larger or smaller creatures count for more or less targets.

The GM should also alter the number of targets affected for specific circumstances. Adjacent or engaged characters are included with the original target and do not count against the total. A mob of orks packed into a narrow asteroid tunnel, for example, might mean that three are adjacent to each other, and all are hit by a Small Blast. An advancing infantry squad spread out and using cover might halve the number hit or reduce it to a single individual.

The attacker should usually target a specific group—such as an Ork Nob's squad or the Ork Nob himself—but the GM should adjust this based on the situation. If the Cultist Leader stands far back from the attacking cultists, for example, the player must choose between hitting the cultists or the Cultist Leader. If the group's leader is a proud Eldar Corsair Prince fighting in the thick of his Corsair pack, it makes sense that all could be affected at once.

Table 4-2: Area Effect Targets

Size	Affected	Examples
Small	1	Micro grenades, hand flamer
Medium	3	Frag Grenades, flamer
Large	5	Battle cannon shell, heavy flamer
Very Large	10	Quake cannon shell
Huge	15	Orbital strike

Defending Against Area Effect Attacks

A character who is caught in the blast of an area effect attack up to Large size may attempt the Full Defence combat option (see page 222). If the character's increased Defence is higher than the attack roll, then they have successfully dived for cover or otherwise avoided the area effect attack. Depending on circumstances, the Game Master may declare that some area effect attacks cannot be dodged or avoided in this manner. Very Large and Huge area effect attacks are simply too big to escape in this manner.

Combat Effects

To engage in combat is to be exposed to all manner of deadly ailments and painful side effects that come as a result of the brutal nature of warfare in the galaxy. Combat effects represent the myriad ways a character can be hurt outside of just taking damage. These effects all have an impact on a character's ability to fight effectively, and many can lead to death if not treated quickly.

A character may remove one of these effects on themselves by using an action and succeeding at a Toughness or Willpower test (depending on the combat effect) at DN 3.

A character may also attempt to remove these effects on another character by using an action and succeeding at a Medicae or Leadership test (depending on the combat effect) at DN 3.

Combat effects end after the completion of a combat or a scene. The GM may use their discretion to continue the combat effect if it is appropriate to the circumstances.

Bleeding

Bleeding represents a character being inflicted with a grievous wound that was in some way designed to cause intense trauma and be difficult to treat.

A character that is *bleeding* suffers one Mortal Wound at the end of their turn. *Bleeding* can be stopped with a successful Toughness test (DN 4), or if another character aids them with the Medicae skill.

If a character that is *bleeding* reaches 0 Wounds and falls unconscious, the *bleeding* effect ends and the character no longer suffers Mortal Wounds.

Combat Effects

Combat Effect	Result
Bleeding	Suffer a Mortal Wound at the end of your turn.
Blinded	+4 DN for all sight-related tasks.
Burning	On fire, suffer damage and must make Willpower tests to act.
Exhausted	May only take a basic move action, a regular action, or disengage. More shock = Mortal Wounds.
Fear	Victim suffers +1 DN to any tests involving the attacker.
Frenzied	Must All-out Attack; immune to Fear and Pinning.
Hindered	Suffers a DN penalty on all tests.
Pinned	Must move to cover, cannot charge; +2 DN to ranged attacks.
Poisoned	Must pass Toughness test or suffer the poison's effects.
Prone	-2 Defence; standing up counts as moving.
Restrained	-2 Defence, must forfeit next move action; may not run or sprint.
Staggered	Speed reduced to 1/2; may not run or sprint
Terror	Victim suffers +2DN penalty to all tests regarding the attacker; may not move closer to the attacker.
Vulnerable	Defence is reduced.

Blinded

A character that is *blinded* is unable to see properly. They increase the Difficulty Number for any sight-related tasks (including all combat tests) by +4.

Burning

A character can be set aflame in many different ways. Many armies across the galaxy often employ fire. The armies of the Imperium use it as a purification technique to cleanse the taint of Chaos, but it is also a lethal weapon of war in its own right.

A *burning* character takes D3 Mortal Wounds at the start of their turn. In addition, a *burning* character must pass a Willpower test (DN 3) or suffer the effects of being pinned until the end of the round.

For more information on *burning* and fire, see page 247.

Exhausted

An *exhausted* character is weary from battle and is suffering from fatigue. A character that is *exhausted* can only perform a basic move action, a regular action, or disengage. However, they cannot perform any other combat actions (such as aim or multi-attack). An *exhausted* character may not Soak damage.

Certain circumstances directly affect exhaustion. A character is automatically *exhausted* if they are reduced to 0 shock. A character can also be *exhausted* while being above 0 shock as a result of a weapon, psychic power, or Ruin action.

The *exhausted* condition is removed when the character's Shock is restored above 0.

Fear

A character that is suffering *fear* struggles to comprehend the reality of what they are facing. *Fear* is often an involuntary reaction caused by being exposed to something we are not comfortable with. It could also be caused a psychological weapon.

When a character encounters something that causes *fear*, they must pass a *Fear* test by rolling their Resolve. Success allows them to act normally during their turn. If the test is failed, the character suffers a +1 DN penalty when attacking or interacting with the source of the *fear*.

The effects of *fear* may be removed by a Leadership test (see Leadership on page 165). A being that causes *fear* is immune to *fear* and Intimidation Interaction attacks.

Frenzied

Frenzied represents a myriad of effects in the 41st Millennium, whether it's being driven into a blood rage by Khorne, relishing in the glory of Khaine, being injected with combat stimms, being whipped into a zealous fury, or succumbing to the red thirst. All of these effects result in a character losing all sense of self-preservation and throwing themselves into the thick of combat.

A character can be *frenzied* or have it triggered with a minor action, such as an injection. A character can choose to embrace the frenzy or attempt to resist it. At the start of a character's turn, they can choose to resist. To do so, a character makes a Willpower test with a DN of 3. If the test is passed, the rage subsides and the frenzy is resisted.

If the effect is triggered, a *frenzied* character tries to get into close combat as quickly as possible. If they can see targets, they charge the nearest. If they are in cover, they break cover and move towards the nearest threat. If no enemies are in sight, they instead try and attack the nearest character that is in sight.

A *frenzied* character is immune to *fear* and *pinning* and must always use the All-Out attack option if possible.

Hindered

A *hindered* character increases the Difficulty Number for all tests.

The Difficulty Number increases by +1 or higher if the victim was the subject of an Interaction attack, or by the number in parentheses if triggered through another source.

Being *hindered* lasts for one round unless otherwise stated.

Pinned

When a character comes under heavy fire, there is a chance their Resolve will break under the pressure. If a character is targeted with a suppressing fire attack, they may be *pinned*.

To see if a character is *pinned*, make a Resolve test, but add +1 DN for each additional ranged attacker. If the test is failed, the character hunkers down behind their cover or automatically seeks out the nearest cover as a forced move action.

A *pinned* character cannot make charge actions or move out from behind cover. Any shooting attacks while *pinned* suffer a DN increase of 2.

An ally may attempt to rally their comrades during their turn by making a Leadership test. If the test is successful, the character has successfully rallied any *pinned* characters within 5 metres and the effect is removed.

Prone

When made *prone*, a character is knocked down and their Defence is reduced by 2. If a character is forced to go *prone* while flying, they fall to the ground and suffer D3 wounds from the impact.

Standing up is a free action, allowing a character to stand up on their turn. However, another adjacent character may sacrifice his move to help a *prone* character stand up immediately. A character who stands up may not sacrifice their move (such as for the Aim combat action).

Poisoned

There are countless pathogens, plagues, and viruses throughout the galaxy, and not all of these afflictions are natural. Characters can suffer from neurotoxins injected into their system, alien acid splashed on them, or Nurgle's contagions infecting them. All these dangers are considered poisons in ***Wrath & Glory***.

A character that is *poisoned* must pass a Toughness test at the end of every turn or suffer damage (amounts vary based on the poison). Some poisons may affect a character's ability to function instead of (or in addition to) causing damage. The *poisoned* effect ends when the character succeeds at the required Toughness test or they are treated using the Medicae skill (see page 165).

Restrained

A character that is *restrained* is bound by some form of hindering attack, such as an Aeldari web-spinner, a Barbed Strangler, or a good old-fashioned net.

A *restrained* character must forfeit their next move action (meaning they have no move action to sacrifice for any other combat option, such as Aim), and may not sprint or run. A *restrained* character's Defence is also reduced by 2.

Staggered

A character can be *staggered* by running too fast over rough terrain, by ordnance impacts nearby, or by being clipped with stray bullets.

A *staggered* character's move is reduced to half speed, and they may not run or sprint for one round unless otherwise stated.

Terror

Some characters and creatures in the 41st Millennium are so horrifying that they instil fear in even the bravest heroes. A character that is afflicted with *terror* is overcome with a sense of intense dread that overrides any rational thought. This overwhelming fear reaches into the primitive core of what we are, and engages our most basic fight or flight response.

When a character encounters something that causes terror, they must pass a terror test by rolling their resolve. Success allows them to act normally during their turn. If the test is failed, the character suffers a +2 DN penalty when attacking or interacting with the source of the terror. The character may not move closer to the source of the *terror.*

The effects of *terror* may be removed by a Leadership test (see Leadership on page 165).

Fear and *terror* are inextricably linked. Any effect that renders a character immune to fear or grants a bonus to Fear tests also applies to *terror*. A being that causes *terror* is immune to fear, *terror*, and Intimidation Interaction attacks.

Vulnerable

A *vulnerable* character suffers a penalty to their Defence.

The penalty is +1 or higher if the victim was the subject of an Interaction attack, or the number in parentheses if through another source.

Being *vulnerable* last for one round unless otherwise stated.

Combat Complications

A result of 1 on the Wrath Dice during an attack results in a Complication as normal (see page 58). Just like a normal Complication, the success or failure of the test is purely based on the Icons you roll. Complications do not, by themselves, mean that your test failed, only that something unusual has occurred. Combat Complications grant the GM Ruin (see Ruin on page 60), to a maximum of 2 per combat round. If a combat Complication provides Ruin, it does not have any other additional effects.

The first step in a Complication rolled during combat should be a negotiation between the player and game master, with the intent of creating an outcome that is appropriate to the situation. If neither player nor GM can come up with an appropriate Complication, then the Combat Complications deck exists to provide some possible outcomes.

Draw a card randomly to represent the outcome. Any selection that is not appropriate (i.e., Weapon Stuck when the character is not wielding a melee weapon) for the situation should be ignored. You draw another card from the Combat Complications deck.

In place of the Combat Complication cards, you can also roll on **Table 4-3: Combat Complications** below. If the result is not appropriate, roll again.

Table 4-3:

Combat Complications

D66 roll	Result	
11-26	Out of Ammo	Lose one reload.
31-33	Weapon Jam	Tech test (DN2) to repair.
34-36	Dropped Weapon	Spend an action to recover.
41-43	Weapon Malfunction	Tech test (DN4) to repair.
44-46	Weapon Stuck	Strength test (DN3) to recover.
51-53	Dropped Item	Drop an item from inventory.
54-56	Falling Prone	Character now Prone.
61-62	Restrained	Strength test (DN4) to recover.
63-64	Blinded	Blinded for 1 round.
65-66	Inconvenient Target	GM discretion.

Combat Complications Descriptions

Out of Ammo

The weapon is out of ammunition, and the character must expend one Reload to make the weapon ready to fire. If no Reloads remain, the weapon cannot be used until more Reloads are obtained.

Weapon Jam

The current weapon has a minor malfunction and ceases to work. A successful Tech test (DN 2) must be made to make the weapon functional again.

Dropped Weapon

The character drops the current weapon they are wielding. The weapon falls at the character's feet. The character must spend an action to pick up their weapon to wield it again.

Weapon Malfunction

The current weapon has a spectacular malfunction. This can result in a plasma weapon getting hot, for example. The character can spend an action to make Tech test (DN 4) to repair the weapon.

Weapon Stuck

The current weapon gets stuck in the environment: a wall, a tree, or some other object. The character must use an action and succeed at a Strength test (DN 3) to recover their weapon.

Dropped Item

The character drops a random item from their wargear: a grenade, an extra weapon, a map or Data-slate, survival pack, or something else important the character is carrying on their person.

Falling Prone

The character's attack causes them to stumble or slip, resulting in the character falling prone.

Restrained

The character's attack causes them to become restrained. Perhaps the character's footing is uncertain, or they have been entangled in something in the environment.

Blind

The character's attack causes them to become blinded. Perhaps the character's attack punctured a steam pipe, blasted dust into the air, or caused some similar manner of obscuring their vision.

Inconvenient Target

Something has gone very wrong with this attack. The strike hits a target that is very inconvenient for the current situation, such as an explosive fuel source, flammable materials, or the controls to extend a bridge across a chasm.

The Memorable Injury Table

A character with a Memorable Injury gains a +1d bonus to Intimidation tests. Some memorable injuries provide other mechanical effects, though primarily they are a cosmetic addition to your character. A memorable injury should give your character a reminder of a battle where they nearly died!

Table 4-4: Memorable Injury

D6 Roll	Result	Escalation
1-2	Battle Scar	Fearsome Scar
3	Focused Burn	Severe Burn
4	Broken Jaw	Missing Fingers
5	Twitch	Bad Knee
6	Torn Ear	Nagging Wound

Injury Escalation

If a character rolls a result they have already suffered, the Memorable Injury escalates to the next level (see the **Table 4-4: Memorable Injury**). Any subsequent rolls on this table that indicate a result the character has already suffered are ignored—the character just got lucky!

Table 4-5: Maiming

D6 Roll	Body Part	Effect
1	Hand	The character suffers a severe hand injury. The character may not use that hand to hold any items, weapons, or similar gear. Roll 1d6. On a 1-3, the left hand is damaged. On a 4-6, the right hand that suffers the injury. Losing both hands means the character is unable to hold any items, weapons, or similar gear, and increases the difficulty by 6 to any test that requires a functioning hand.
2	Arm	The character suffers a severe injury to their arm. Roll 1d6. On a 1-3, the left arm is damaged. On a 4-6, the right arm suffers the injury. Losing both arms means the character is unable to hold any items, weapons, or similar gear, and increases the difficulty by 6 to any test that re-qui-res a functioning hand.
3	Foot	The character suffers a severe foot injury. Roll 1d6. On a 1-3, the left foot is damaged. On a 4-6, the right foot suffers the injury. Losing both feet means the character is unable to walk or run, and may only crawl (see page 212).
4	Leg	The character suffers a severe leg injury. Roll 1d6. On a 1-3, the left leg is damaged. On a 4-6, the right leg that suffers the injury. Losing both legs means the character is unable to walk or run, and may only crawl (see page 212).
5	Torso	The character suffers a severe injury that impairs their organs, like the heart, lungs, or liver. This increases the difficulty of Toughness tests (including Soaking) by 2.
6	Eye	One of the character's eyes has been damaged beyond repair. A single injured eye means that the character increases the difficulty of all ranged tests by 2. Roll 1d6. On a 1-3, the left eye is damaged. On a 4-6, the right eye that suffers the injury. Losing both eyes means the character is blind and increases the difficulty to all tests that require sight by 6.

Using the Maiming Table

When a character suffers a result on this table (other than torso), the injury renders the limb (or eye) useless, destroys it altogether, or violently separates it from the character's body. The player may choose which of these makes sense for the events that caused the injury. For torso results, the Game Master should use their discretion for describing the injury.

Replacements and the Maiming Table

The penalties listed on **Table 4-5: Maiming** are entirely mitigated by acquiring a replacement; most commonly this is a bionic limb or eye (see page 313). For the Torso result, acquiring any bionic in the Torso category (see page 313) eliminates any penalties. Bionic reconstructions and replacements are quite common in the 41st millennium!

Vehicles in Combat

A pilot can operate a vehicle as a move action. At the start of a vehicle's movement, the pilot can turn the vehicle up to 45 degrees in any direction. Afterwards, the vehicle can move forwards up to twice its Cruising Speed, or half its Cruising Speed from a dead stop. Afterwards, the pilot may perform an action as normal, fire a vehicle-mounted weapon, or attempt a stunt. Unless otherwise stated, all character options (i.e., Aim, Suppressive Fire, etc.) may be used in vehicle combat as well.

Flying vehicles without the Hover traits must move at half their Cruising Speed each turn or else fall from the sky.

Stunts

As an action, a pilot or co-pilot can attempt a stunt to gain strategic advantage, run down enemies, or cover more ground. Executing a stunt requires a successful Pilot test versus the stunt's difficulty. Stunts common to all vehicles include:

Bootleg Turn

Difficulty: 5

This risky stunt coaxes greater manoeuvrability from a vehicle. If successful, the pilot turns the vehicle up to 90 degrees. If you can shift at least one dice from the Pilot test, the vehicle can turn up to 180 degrees.

Evasion

Difficulty: 3

A weaving vehicle is harder to hit. If successful, the vehicle and its occupants gain +1 Defence until the end of the round. Any shifts from the Pilot test add an additional +1 Defence.

Ram

Difficulty: Target's Defence

With enough speed, any vehicle is a weapon. This stunt cannot be attempted if the vehicle began its movement at a dead stop.

If a vehicle intercepts a target—touching the target miniature for battle mat combat or being able to move to the target's position in theatre of the mind—after moving up to half its Cruising Speed, the driver may attempt a Pilot test to ram the target. If successful, the target takes damage as if hit by a melee weapon with a damage value equal to the vehicle's maximum Wounds. Exalted Icons from the Pilot test can be shifted to increase this damage as normal. The ramming vehicle suffers damage as if hit by a melee weapon with a damage value equal to 1/2 the maximum wounds of the vehicle or object it strikes.

Bonus damage are applied to the damage value inflicted on both vehicles based on the speed of the vehicles involved:

Speed	Extra Damage Dice
1/2 Cruising Speed or below	+1ED
Cruising Speed	+2ED
2x Cruising Speed or above	+3ED

Add an additional +1ED if the two vehicles had a head-on collision.

The pilots of vehicles involved in a ram stunt must immediately make another Piloting test after resolving damage or lose control of the vehicle. The DN for this Piloting test is 1, +1 for each Wound sustained in the ram attack. Failing the test means that the vehicle and all occupants are hindered (2) or vulnerable (2) (chosen by the GM) until the end of the round.

A ram attack against an obstacle or other object is treated as above, with the GM determining the obstacle's Resilience and Wounds. If the ramming vehicle suffers no damage from the impact, the vehicle crashes right through the obstacle without slowing down. Any damage to the vehicle results in either slowing to half Cruising speed or coming to a complete stop, at the GM's discretion.

Attacking From a Vehicle

Shooting and hacking at a passer-by while leaning out of the hatch of a moving vehicle is not as easy as it seems. Attacking from a moving vehicle with anything other than a vehicle-mounted weapon increases the DN by +2.

Attacking Occupants

If the vehicle has the Open Top trait, the occupants of the vehicle may be targeted. Occupants inside an Open Top vehicle gain +2 Defence from cover. Otherwise, the occupants of a vehicle may not be targeted by attacks or effects, including psychic powers.

Called Shot

At the GM's discretion, using the Called Shot option (see page 221) can disable or destroy vehicle weapons and systems if the attack inflicts wounds on the target. To do so, the GM should choose an appropriate DN penalty for the size of the targeted system, and then select one of the Vehicle Critical Hit results to apply.

Vehicles and Blast Damage

Weapons with the Blast trait affect vehicles and their occupants somewhat differently than normal. Occupants of a Sealed vehicle take no damage from Blast weapons. However, when a Blast weapon successfully damages a Sealed vehicle, all occupants suffer 1d3 Shock.

Vehicles and Reloads

Vehicles carry plentiful ammunition for any battle. Vehicles carry 10 Reloads on board. This number refreshes each session as long as the circumstances are appropriate (see Acquiring Reloads on page 219). Normally, vehicle Reloads do not apply to personal weapons. The Game Master may use their discretion to note when it is appropriate for personal weapons to use the vehicle's Reloads.

Damaging Vehicles

The rules for damaging vehicles are identical to the rules for damaging characters. By virtue of their mechanical nature, vehicles are immune to weapons that only inflict Shock damage.

Like characters, vehicles can be Lightly Wounded or Heavily Wounded. All tests made to pilot a Lightly Wounded vehicle, fire a Lightly Wounded vehicle's weapons, or repair a Lightly Wounded vehicle suffer a +1 DN penalty. This penalty increases to +2 DN when the vehicle is Heavily Wounded. This penalty does not stack with the penalty if the pilot is Lightly Wounded or Heavily Wounded—only the highest penalty counts.

When a vehicle is subject to a critical hit, do not draw from the Wrath Deck. Instead, roll on **Table 4-6: Vehicle Critical Hits** and apply the result.

A vehicle reduced to 0 Wounds is wrecked. A wrecked vehicle is immobile, all its weapons and systems stop functioning, and all occupants take 1d3 Shock. A wrecked vehicle can only function as cover or a rudimentary shelter. A vehicle that takes damage equal to twice its maximum Wounds is destroyed outright, leaving nothing behind but slag and scraps of smoking metal.

Vehicles and Soaking

Vehicles Soak by making abrupt changes in speed and heading to throw off an opponent's aim.

A pilot may attempt to Soak when the vehicle is damaged. To do so, the Pilot must spend one Wrath (the GM may spend Ruin instead for his NPC vehicles to soak). The pilot may then make a Soak roll, using a dice pool of their Agility + Piloting skill instead of their Toughness. Any Icons on the Soak roll negate Wounds that the vehicle suffered. The pilot may not Soak if the vehicle is immobilised.

Unlike standard Soak rolls, any DN penalties that apply to the character's Pilot test negate one Icon rolled per DN penalty.

Repairing Vehicles

A successful Tech test can remove a Vehicle Critical Effect (e.g., Shot Steering, Drive Compromised, Fuel Leak, etc.) from a vehicle or repair a damaged vehicle. All Tech tests suffer a +1 DN modifier if the character is repairing a vehicle in motion and an additional +1 DN modifier if the character is piloting the vehicle at the same time. A character must possess a combi-tool, a utility mechadendrite, a servo-arm, or similar gear to repair a vehicle.

To remove a Vehicle Critical Effect, take an action to make a Tech test (DN 2 + the total number of Vehicle Critical Effects). Any shifted Icons may remove an additional Vehicle Critical Effect.

To repair a damaged vehicle, make a Tech test (DN 2 + 1 if the vehicle is Lightly Wounded or DN 2 +2 if the vehicle is Heavily Wounded). A success restores 1 Wound to the vehicle. Shifts restore 1 additional Wound each. This requires one hour of work per test. Remove all Vehicle Critical Effects from a vehicle restored to maximum Wounds.

A garage, motor pool, or vehicle bay grants a +2d bonus to all Tech tests made to repair a vehicle or remove Vehicle Critical Effects.

Using the Vehicle Critical Hit Table

Whenever a vehicle takes a critical hit, roll on **Table 4-6: Vehicle Critical Hits** instead of drawing from the Wrath Deck and apply the resulting Vehicle Critical Effect. Some results have variable effects based on the number of times they are rolled. If a given result cannot be applied (e.g., a vehicle without a mounted weapon cannot suffer a weapon breakdown, a vehicle rendered immobile by a fuel leak cannot leak any more fuel, etc.) apply the next possible result on the chart.

Table 4-6: Vehicle Critical Hits

1d6 Roll	Vehicle Critical Effect
1	**Weapon Breakdown:** A random vehicle-mounted weapon suffers a complication.
2	**Spinout:** Randomly change the direction the vehicle faces. All occupants take 1d3 Shock.
3	**Shot Steering:** Increase the DN of all stunts by 2. If this result is rolled a second time, in-crease the DN of stunts by an additional 2 and the vehicle cannot turn except by performing a Boot-leg Turn stunt.
4	**Drive Compromised:** The vehicle's Cruising Speed is halved. If this result is rolled a second time, the vehicle cannot perform stunts and its Cruising Speed is reduced to one-fourth its original value.
5	**Fuel Leak:** The vehicle runs out of fuel at the end of the scene. If this result is rolled again, the vehicle runs out of fuel immediately and comes to a dead stop.
6	**Blowout:** The vehicle suffers +1d3 Wounds.

Voidship Combat

Voidships operate on a scale several orders of magnitude removed from that of individual heroes. Massive, ponderous, and unimaginably complex, there are several realities to consider when it comes to the operation of voidships and their systems.

- *Voidships are massive.* Even the smallest frigate is just shy of a full kilometre in length. Likewise, all measurements in voidship combat, from movement to weapons ranges, are measured in kilometres. A shot from a handheld weapon, no matter how well placed, cannot hope to damage a voidship. Likewise, a hero cannot hope to withstand a strike from a voidship weapon.

- *Voidships are ponderous.* The simple act of changing a vessel's heading and bringing weapons to bear can take several minutes to an hour. Even then, a voidship's weapons can only hope to accurately hit a sizable target, be it another voidship or a stationary fortification on a planet's surface. As tempting as it is to call down an orbital barrage against a single foe, the odds against hitting such a target are astronomical, and the damage so indiscriminate that even if the attack were to find its mark, allies and enemies alike would be reduced to atoms along with whatever they were fighting over.

- *Voidships are complex.* Operating a voidship system or firing one of its weapons is not a matter of sitting at a bridge console and pressing the right keys. All voidship actions entail leading a team of subordinates in a coordinated effort deep in the bowels of the ship. Even something as basic as firing a macrocannon requires hundreds of hands operating countless sub-systems. It takes a crew of thousands to operate a voidship effectively. Each vessel is a nation unto itself owing fealty to its commanding officer, and

through its commanding officer owing fealty to greater powers, be they the Lord Admiral of the Imperial Navy, a Warboss, or a Daemon Prince.

- Voidship combat plays out in much the same way as standard combat, with voidships moving and taking actions in turn based on their initiative. However, there are a few key differences.

- **Initiative:** Combat involving voidships uses a different system for initiative (see Initiative on page 205)

- **Movement:** A voidship must move forwards a minimum number of kilometres equal to half its Cruising Speed on its turn, after which it may turn up to 90 degrees and continue moving up to its Cruising Speed.

- **Actions:** A voidship cannot take action on its own. Instead, each turn a character may execute an action at any point during their voidship's movement. Possible actions include firing a weapon, attempting a system action, or performing a voidship combat option. Regardless of how many characters are acting, each ship's weapon, system, and option can be used only once per turn. Assume all NPC voidships have sufficient officers to fire each weapon once and perform one combat option and a system action.

- **Weapons & Facing:** All voidships have four 90-degree arcs of fire extending from their hulls: fore (front), aft (rear), port (left), and starboard (right). Voidship weapons must be mounted to the vessels superstructure, giving the weapons a limited arc of fire based on where they are mounted. Broadside-mounted weapons can fire to port and starboard. Dorsal-mounted weapons fire to fore, port, and starboard. Keel-mounted weapons may fire in any direction. Prow-mounted weapons fire to the fore. Like standard firearms, the range of a voidship weapon indicates the weapon's medium effective range. Unless otherwise noted, a voidship weapon gains the same bonuses and penalties when fired at close range or long range. Attacking with a voidship weapon requires a Ballistic Skill test against the target vessel's Defence.

NPC Voidships and Actions

As an NPC, voidships act somewhat differently than other enemies.

- Unless otherwise noted, voidship NPCs typically have three actions per turn, representing a reasonably well-trained crew.

- An average crew rating is listed for each vessel, providing a number of dice the GM may roll for that ship acting as an NPC.

- All weapons may be fired as a single action.

Example: *In a single turn, an Ork Rok might first manoeuvre (Pilot), fire all of its weapons (Ballistic Skill), then try to repair the damaged Reactor Breach (Tech).*

Voidship Combat and Initiative

Voidship combat takes place over long, tense periods of manoeuvring, giving orders, and blasts of firepower reaching kilometres across space. Rounds in voidship combat typically represent several minutes.

Determining initiative in voidship combat is different from normal combat. Instead of each character acting individually, the warband takes all their actions at the same time for their ship, then the NPC ships go, and so forth.

Voidship Combat Options

The following combat options are used in voidship combat:

Bank

A character may move the voidship one kilometre to port or starboard.

Called Shot

At the GM's discretion, using the Called Shot option (see page 221) can disable or destroy voidship weapons and systems if the attack inflicts wounds on the target. To do so, the GM should choose an appropriate DN penalty for the size of the targeted system, and then select one of the Voidship Critical Hit results to apply.

Emergency Repairs

A character can attempt a Tech test (DN 3) to repair damage to critical ship systems. Increase the DN by 2 if the ship is Lightly Wounded or by 4 if the ship is Heavily Wounded. On a successful test, restore 1 Wound to the voidship or remove a Voidship Critical Hit effect. Exalted Icons can be shifted to remove additional System Shock effects or restore 1 additional Wound.

Evasive Manoeuvre

A Pilot test (DN 5), if successful, increases the voidship's Defence by 1 until the start of its next turn.

Hard Turn

A character may turn their voidship up to 90 degrees. The vessel must move up to half its Cruising Speed before taking this option.

Ram

If the character's voidship ends its movement adjacent to an enemy voidship, they can attempt a Pilot test against the adjacent ship's Defence. If successful, the adjacent vessel takes damage as if hit by a weapon with a damage value equal to the voidship's maximum Wounds. The ramming ship also suffers a random Voidship Critical Hit effect.

Damaging & Repairing Voidships

The rules for damaging voidships are identical to the rules for damaging characters.

Like characters, voidships can be Lightly Wounded or Heavily Wounded. All tests made to pilot a Lightly Wounded voidship, fire its weapons, or repair it suffer a +1 DN penalty. This penalty

increases to +2 DN when the voidship is Heavily Wounded.

When a voidship is subject to a critical hit, do not draw from the Wrath Deck. Instead, roll on **Table 4-7: Voidship Critical Hits** and apply the result.

A voidship reduced to 0 Wounds is hulked, leaving the vessel immobile and all its weapons and systems disabled. A hulked voidship is useless except as salvage, and its failing life support systems offer only rudimentary protection from the dangers of open space. A voidship that takes colossal damage is destroyed outright, leaving nothing behind but a cluster of drifting debris and radioactive ash.

Repairing a voidship outside of combat is a lengthy endeavour requiring hours of labour and the combined efforts of hundreds of crew. A successful Tech test can remove a Voidship Critical Effect (e.g., System Failure, Weapon Disabled, Engines Compromised, etc.) or restore lost Wounds. All Tech tests made to repair a voidship suffer a +2 DN modifier unless the ship is at port or in a parking orbit over a suitably developed planet (e.g., Forge World, Hive World, etc.). Voidship repairs cannot be attempted while a vessel travels the warp.

- To remove a Voidship Critical Effect, take a day to make a Tech test (DN 2 + the total number of Voidship Critical Effects). Any shifted Icons may remove an additional Voidship Critical Effect. The Crew Loss Critical Effect cannot be removed in this way.
- To repair a damaged voidship, take a week to make a Tech test (DN 2 + 1 if the voidship is Wounded or +2 if the voidship is Heavily Wounded). Success restores 1d3 Wounds to the vehicle. Shifted Icons restore 1 additional Wound each. This can remove all Voidship Critical Effects from a vehicle restored to maximum Wounds.
- A shipyard, dry dock, or dedicated orbital repair facility grants +1d bonus to all Tech tests made to repair a vehicle or remove Voidship Critical Effects and reduces repair time per Tech test by half.

Using the Voidship Critical Hit Table

Whenever a voidship takes a critical hit, roll on **Table 4-7: Voidship Critical Hits**, instead of drawing from the Wrath Deck, and apply the resulting Voidship Critical Effect. Some results have variable effects based on the number of times they are rolled. If a given result cannot be applied (e.g., a voidship with all its systems disabled cannot suffer a system failure result) apply the next possible result on the chart.

Table 4-7: Voidship Critical Hits

1d6 Roll	Voidship Critical Effect
1	**Shield Collapse:** The voidships void shields are disabled.
2	**System Failure:** A random voidship weapon or system is disabled.
3	**Crew Loss:** A direct hit costs the lives of numberless crew. Increase the DN by 1 for of all system actions, combat options, and Ballistic Skill tests made to fire voidship weapons. Emergency Repairs cannot mitigate this effect. The penalties for Crew Loss are cumulative and can only be re-moved by hiring, conscripting, or press-ganging fresh crew at port.
4	**Engines Compromised:** Reduce the vessel's Cruising Speed by 2. If multiple instances of this result re-duce a voidship's Cruising Speed to 0, the vehicle cannot turn and drifts 1km along its last heading at the beginning of its turn.
5	**Hull Damage:** The voidship suffers 1 Wound.
6	**Reactor Breach:** The voidship's reactor starts venting plasma. At the beginning of the voidship's next turn, roll on this table and apply the result. If this roll results in a second reactor breach, the vessel loses power, reducing its Cruising Speed to 0 and disabling all its systems and weapons.

Voidships and Soaking

A voidship may attempt to Soak damage in combat. This is less a matter of getting out of the way, however, and more about successfully giving the orders to the crew. Damage control, bracing for impact, sealing important blast doors, and other actions must be undertaken to limit the incoming threat of enemy fire.

To Soak in voidship combat, one character must spend one point of Wrath and one point of Glory. Then, that character makes a Soak roll, using a dice pool of Willpower + Leadership rather than Toughness. Any Icons on this roll negate one wound of damage that the voidship suffers.

Unlike standard Soak rolls, any DN penalties that apply to the character's Leadership test negate one Icon rolled per DN penalty.

Voidship Combat and Interaction Attacks

Interaction attacks may be used against an enemy vessel, but the circumstances must be appropriate. To use Intimidation or Persuasion against the captain of a voidship, for example, you must have an open means of communications. The Game Master must agree that the circumstances are appropriate for a character to attempt an Interaction attack against a voidship. This is also true for NPC vessels using Interaction attacks against the warband's vessel!

- Intimidation and Persuasion Interaction attacks are typically appropriate against enemy ships that understand the same language.
- Deception Interaction attacks are possible against most voidships whether they speak your language or not, depending on the circumstances.
- Tech Interaction attacks are possible against an enemy voidship that shares a keyword. A character with the Imperium keyword attempting a Tech Interaction attack against an Eldar vessel is normally impossible, for example.

Adventuring

"We're Cadians. We hold the line. Any questions?"

–Captain Perray, Cadian 59th
Expeditionary Force

Mankind stands divided. The Cicatrix Maledictum, the Great Rift, tore the galaxy in two. The guiding light of the Astronomican is shrouded in darkness to those that lie beyond the colossal warp rift. Communication is erratic, and warp travel is now even more dangerous than ever before.

Those willing to brave the horrors of space travel and explore this re-shaped galaxy are in high demand. The rewards for heroes who can survive the threats lurking in the darkness are endless. Fame and glory await those who are bold enough to reunite the fragmented mankind and help bring back the Emperor's light to all corners of the galaxy.

This chapter outlines the rules for adventuring within the 41st Millennium including travel between worlds, actions between missions, social interactions, investigations, and more.

PASSAGE OF TIME

Games of ***Wrath & Glory*** see heroes embark on adventures, encounter NPCs, and explore the many worlds of the 41st Millennium. To allow for the game to flow smoothly and at a good pace, we do not use real time. Players want to discuss possible actions, ask questions of the Game Master, and generally discuss things about the game. This would make trying to run a session in real time incredibly stressful and hectic for all involved.

Instead, ***Wrath & Glory*** uses two modes of time: Encounter Time and Narrative Time.

Encounter Time

During combat, ***Wrath & Glory*** uses a system known as Encounter Time. This is used when the heroes are under time pressure and individual actions and movements need to be tracked. A single round of Encounter Time lasts roughly 10 seconds of real time. Encounter Time reflects a self-contained moment in time, and it takes place in a chronological sequence.

Fighting a squad of Drukhari pirates, charging an enemy trench line, disarming an Ork bomb, fleeing a Tyranid invasion, escaping a Necrontyr tomb, and disarming a hostage situation are all examples of situations where Encounter Time should be used.

Narrative Time

Narrative Time is a different system of time management used when the heroes are not under any direct time pressure. Narrative Time represents an abstract approach to the flow of events in any given situation. Narrative Time can detail days, weeks, or even months of time passing.

Most scenes in a typical ***Wrath & Glory*** campaign will be handled in Narrative Time. It functions as the standard method for running most types of encounters (except for combat). Travelling through the warp, deciphering an ancient text, training a new apprentice, constructing a complex device, requesting assistance from a Space Marine Captain, and exploring a hive city are all examples of situations where narrative time would be ideal.

A character may sneak through a trench, wade through sewage, and climb up the walls of a fortress when navigating in ***Wrath & Glory***. Movement outside of Encounter Time is usually just summarised by the Game Master to allow for better pacing. Sometimes it's just important to reach the next part of the adventure, knowing the characters travelled from one side of the hive city to the other without going into specifics or details.

On the other hand, time-sensitive situations—the heroes rushing to rescue a group of stranded allies or reinforce a position soon to be overrun by enemy forces—may require you know how long it takes to travel from one place to another. Narrative Time measures travel time in days, hours, and minutes. There are two distinct factors that determine travel time: the pace at which the characters are travelling and the terrain that they are traversing.

Transportation

Many vehicles inhabit the worlds of the 41st Millennium. From lightning fast aircraft to Space Marine Bikes, there are countless modes of transport for characters to use to navigate the hostile environments. Each vehicle has a speed value, which indicates how fast it can travel. When travelling by vehicle, the warband can come under attack by pursuing vehicles or ambushes. For more information on vehicle combat see page 235.

Travel Pace

Characters on foot can travel at fast, normal, or slow pace. Each speed has positives and negatives, but it's up to the heroes to decide which is best for their current path. A group wanting to reach a destination as soon as possible—and that throw caution to the wind—move at a fast pace. A group who wants to sneak to their destination and keep their movements masked must travel at a slow pace.

A faster pace makes characters less perceptive and aware of their surroundings. They also tire faster and suffer penalties based on how far they travel and for how long. A group travelling at a slower pace can hide their movements and travel with a reduced chance of being detected by adversaries; they also stay more aware of traps and environmental dangers.

While travelling as a group, the slowest moving character sets the pace. If individual heroes want to advance ahead of the group they may, but this is considered splitting up the warband.

Table 5-1: Travel Pace details how far an average character can travel per minute, per hour, and per day (in standard Terran units) based on their chosen pacing level as well as any effects that come with travelling at that pace:

Table 5-1: Travel Pace

Pace	Minute	Hour	Day	Effects
Fast	200 metres	12 kilometres	280 kilometres	+2DN to Awareness, +4DN to Stealth.
Normal	100 metres	6 kilometres	144 Kilometres	--
Slow	50 metres	3 kilometres	65 Kilometres	+2d to Awareness and Stealth tests.

The Game Master may use their discretion to alter the "per day" travel time based on an individual planet's day cycle.

Terrain

The travel speeds given on **Table 5-1: Travel Pace** assume the characters are travelling over relatively normal terrain, like city streets, flat plains, or clear ship corridors. Heroes in the middle of adventures, however, often face more hazardous conditions such as rubble-stricken streets, chaotic space hulk interiors, enormous war-torn cities, and hostile death worlds. These environments are considered difficult terrain.

When a hero moves across difficult terrain, they move at half speed, so they can only cover half of the distance of moving over normal terrain. Moving at a slow pace in a minute across difficult terrain means the character only moves 25 metres instead of the 50 metres they would move across normal terrain.

When crawling, swimming, or climbing, all terrain counts as difficult terrain unless the character possesses a specific talent or passes a number of relevant skill tests.

Environmental Hazards

The universe of ***Wrath & Glory*** is hostile to all forms of life. Every type of world in the galaxy offers certain environmental hazards that heroes could encounter. These dangers include extreme temperature, hostile atmosphere, unusual weather, and hazardous radiation.

These hazards are just as common on uninhabited and alien worlds as they are on crowded imperial hive worlds and forge worlds. Warbands can encounter a countless variety of hazards, but most hazards can be grouped into several core categories.

Suffocation

There are many ways to suffocate in the 41st Millennium, including smoke inhalation, exposure to specific poisons, or simply drowning. Many environments contain different atmospheres that are often not breathable, or they contain no atmospheres at all. When exposed to a hostile atmosphere, a character may begin to suffocate.

A character can attempt to hold their breath to conserve oxygen for a number of minutes equal to their Toughness attribute. Certain enhancements and pieces of equipment can extend this time, such as the Adeptus Astartes Imbiber or multi-lung. If a character attempts to hold their breath during combat or any other round-based encounter, they can do so for a number of rounds equal to double their Toughness attribute.

A character that holds their breath must pass a Toughness skill test every minute or round. If they fail the test, the character suffers D3 Shock damage. If they are reduced to 0 Shock, they fall unconscious. If they do not regain oxygen before the allotted time runs out, then the character automatically falls unconscious. If a character that is deprived of oxygen is also unconscious, they die after a number of rounds equal to their Toughness attribute.

Electricity

The power of nature can be as deadly as any foe imaginable. Electrical energy has been weaponised by countless militaries throughout the long and grim history of the galaxy. Electrical currents can turn armour against the wearer, turn tanks into molten slag, and cook people from the inside out. A torrent of electrical energy can tear down a battle line and leave entire armies paralyzed and defenceless.

Characters unlucky enough to be struck by electrical discharges face the same devastating effects. When a character suffers electrical damage, they first suffer a hit equal to the intensity of the electricity.

Electricity Intensity	Damage	Toughness Test DN
Light	7+1ED; Agonizing	3
Moderate	12+2ED; Agonizing	5
Intense	17+3ED; Agonizing	7

After resolving the effects of the damage, the character must then make a Toughness test. If the test fails, the character is restrained for one round, and knocked prone on a complication. If the character passes the test, the electrical charge dissipates and the character may now act normally.

Extreme Heat/Cold

Countless planets possess extreme environments that are far too hostile to support life, yet despite that fact, there are colonies on almost every kind of world imaginable. Sometimes extreme temperatures occur randomly due to tectonic activity or intense storm systems. Other temperature changes can be caused by incredibly destructive weaponry such as the Exterminatus, or the terraforming process of the Tyranid bio-fleets.

When characters find themselves exposed to extreme hot or cold temperatures, they must seek shelter or endure until they can reach more temperate surroundings. A character must pass a Toughness test for every hour of exposure time they suffer, or after a number of timed rounds equal to their character's Toughness. The Game Master considers the extreme nature of the temperature to decide on the Difficulty Number of the test.

If a character fails their toughness test, they become exhausted until they gain a Regroup or Respite (see Exhausted on page 269).

Falling

Characters can fall off things for any number of reasons, but no matter the cause, the result is usually that of injury. When a character falls a distance the Game Master deems dangerous, they suffer falling damage. The falling character suffers 1D3 Mortal Wounds, plus 1 additional Wound for every 10 metres the character fell.

It's important to note that falling indicates a descent that isn't controlled and positions the character at irregular angles. A character that carefully lowers themselves a certain distance with precise movements and controlled movements is not considered to be falling.

Fire

There are many unfortunate and unpleasant ways for a character to be set on fire in ***Wrath & Glory***. The most common way is by weapons. There is a myriad of flame based weapons in the 41st Millennium, including flamers, heavy flamers, purifiers, and immolators. Some energy weapons can also cause combustion.

Alternatively, an environmental hazard, such as a furnace on a forge world or a natural gas explosion, can cause a character to ignite. For every round that a character is exposed to an environmental hazard that could ignite them, they must make an Agility test. The Game Master determines the Difficulty Number of this test. The character is one fire if they fail the test.

Burning characters take D3 Mortal Wounds at the start of their turn. In addition, a burning character must pass a Willpower test (DN 3) or suffer the effects of being pinned until the end of the round and spends their turn crying out in pain or flailing around in an attempt to put out the fire. Passing the Willpower test means the character may act normally. As an action, a character can attempt to put out the fire by making an Agility test (DN 3). Passing the test means the character is no longer on fire

Radiation

Radiation comes in many different forms. Character are exposed to a variety of radiations, but some present more danger than others. Out of all the environmental hazards a warband could encounter during their missions, radiation is one the hardest to detect and most lethal. A few weapons in the 41st Millennium even harness this dangerous and volatile power.

A character exposed to concentrated form of radiation, be it from a weapon or from a natural source, must immediately take a Toughness skill test. The Game Master decides on the test's difficulty number, and it should never be easy. If the character fails the test, the results are severe:

- The Character suffers D3 Mortal Wounds.
- The Character takes D6 Shock damage.
- The Character is *staggered* for 1 round.

Rad Poison

Radiation poisoning endangers a character's health. At the Game Master's discretion, a character exposed to radiation may develop radiation sickness. This is represented as being *poisoned* (see page 231) with a difficulty number and damage assigned by the GM.

Intensity	Damage	Toughness Test DN
Light	1 Mortal Wound	3
Medium	1d3 Mortal Wounds	5
Heavy	1d6 Mortal Wounds	7

Warp Travel

The galaxy is vast beyond comprehension, and to travel across such distances, most races use specialised warp drives to breach the veil between reality and the Immaterium. Entering the warp allows a ship to bend space and time to cover huge interstellar distances in a fraction of the time it would take normally. Travelling through the warp does not come without its fair share of dangers, however. Warp travel within the Imperium Nihilus is especially hazardous because half of the galaxy is plagued with all manner of warp storms and anomalies that disrupt effective warp travel. It is said that even the Astronomican, the great psychic beacon that guides Imperial ships through the warp, often flickers or disappears for stretches of time making navigation all but impossible.

Heroes will at some point need to use warp travel to reach their destination. Warp travel has its dangers, but it's the fastest and most reliable method of navigating the stars in a timely fashion, so the advantages make the risks worth it. During a journey through the warp, heroes must steel their nerves and resist the nightmares that plague their sleep, as well as suffer random events. Longer journeys have greater opportunities for something to go terribly wrong.

Note: During warp travel, messages cannot be sent or received unless by Astropathic communication.

Travelling the Immaterium

During a journey through the warp, many things can occur, and the longer a journey is the more likely something unforeseen happens. Not every journey through the warp results in something unusual or dangerous happening—but the likelihood is far greater, and the risks far more dangerous, in the Dark Imperium.

The Game Master should first determine the length of the trip: short (within the same subsector), medium (travelling across a sector), or long (crossing multiple sectors of space). The measurements given here are not precise, and the nature of travelling the warp means that what may seem like a short and safe journey could end up very different, and vice versa.

The Game Master must then consider whether or not something unusual should occur during the trip. What comes first, after all, is the flow and feel of the game. If there's an opportunity for some interesting roleplaying during the trip, then the GM should consider adding an event that occurs whilst travelling the warp. If, however, the focus of the game is on reaching the destination rather than the journey, there is no need to complicate or slow things down by using the table below.

Once the GM has chosen to have something interesting occur on the warp travel journey, consult the **Table 5-2: Warp Travel** to determine what rolls need to occur.

Table 5-2: Warp Travel

Travel Times	Dangers of the Warp Rolls	Pilot or Corruption Test difficulty
Short	0	DN 3
Medium	1	DN 4
Long	2	DN 5

- The length of the journey determines the number of rolls made on **Table 5-3: Dangers of the Warp**. If the Game Master decides the journey is short, then no Dangers of the Warp rolls need to be made.

- For each Dangers of the Warp roll required, the Game Master rolls a D66 and consults **Table 5-3: Dangers of the Warp** (see page 250). The Game Master should read out the result and resolve any effects before continuing.

Dangers of the Warp

Many dangers and strange things can occur to a ship as it traverses the turbulent and chaotic Immaterium. Time flows differently, the laws of physics are loose, and the boundary between realities is often blurred. When a ship travels through this hostile and uncontrollable environment, the power of a ship's Geller Field keeps the ship and crew safe.

During a journey through the warp, the Game Master rolls on **Table 5-3: Dangers of the Warp** to determine what, if anything, happens during the voyage. The results are all mostly for flavour, but if a Game Master feels like more should happen, they are welcome to introduce elements using the dice result as a narrative hook to justify further action. The table is provided as a guide to help add tension to a warp journey and make the heroes feel like anything can happen. The GM is free to modify the result or choose a different one at their discretion.

Optional Rule: Navigators

The Dangers of the Warp chart represent a competent, if not especially skilled, Navigator helming the voidship's voyage through the Immaterium. At the GM's discretion, they may assign an NPC Navigator a dice pool for Pilot tests equal to 4+Tier. Make a Piloting test for each journey (one test for Short voyages, two for Medium, and three for Long).

The DN of the piloting roll for each journey is listed on **Table 5-2**, and can be adjusted due to circumstances. Success means an uneventful voyage; failure results in a single roll on the Dangers of the Warp table. A complication on this roll means that the GM gains a Ruin.

Table 5-3: Dangers of the Warp

Roll	Description
11	**The Lost:** One or more of the crew are visited by visions of lost souls they once knew. These visions may offer comfort, helpful advice, or nightmarish horrors.
12-13	**Drive Failure:** The ship's warp drive deactivates for a split second causing the ship to drop out of the warp for just a moment.
14-16	**Navigator's Curse:** The Navigator's mind is momentarily overwhelmed and their scream echoes around the ship touching the soul of every living being on board.
21-23	**Ethereal Shoal:** The ship runs afoul of a disturbance in the warp, tossing the vessel around as if it were nothing but a toy. The Geller Field holds, but the creaking and groaning of the vessel sets everyone on edge.
24-26	**Flickering Hope:** The guiding light of the Astronomican is unreliable in the Dark Imperium. For a few tense moments, the light disappears, leaving the ship lost and directionless in the warp. The blessed beacon flickers and returns just in time.
31-33	**Ghost Ships:** Sensors indicate that another vessel is nearby. The readings randomly seem to appear and vanish, and some details hint that the other vessel is the same as one the crew is cur-rently aboard.
34-36	**Reality Erosion:** The ship's structure is altered by the warp's pernicious influence. Corridors become twisted, paintings or statues may seem to come to life, chambers may begin to blend into one another, or become lost entirely.
41-43	**Lockdown:** The ship's emergency bulkheads and blast doors all suddenly activate, com-partmentalizing the ship and separating the crew. Nothing seems to have triggered the reaction, and the ship computer hasn't registered the action.
44-46	**Power Drain:** The lights start to dim and screens flicker as the ship suddenly starts to lose power. Emergency lighting is triggered and backup systems kick in as the main reactor power levels drop to dangerous levels. The warning runes on the Geller Field light up as the shielding starts to lose strength, but just before it fails, the power shoots back up to normal levels again.
51-53	**Restless Machines:** The ship's machine spirit and that of the servitors on board begin to suffer disruptions. Systems restart and shut down, whilst servitors suffer glitches and forget orders or repeat tasks they've already completed.
54-56	**Warp Whispers:** Some of the crew are tormented by whispers heard in the warp. Some claim they can hear strange, sibilant communications, but no one can find the source.
61-63	**Off Course:** The ship's navigational systems approximate that the vessel has under- or overshot its destination by several light years. Confirmed readings indicate that, while the ship has reached its intended destination, it is in a very different position than was expected.
64-65	**Time Flux:** The flow of time expands or contracts during the voyage. The journey feels as if it has taken months or years to complete. As the ship re-enters reality, the sensors readjust. Roll 1d6: On a 1-3, the voidship emerges earlier than expected, while on a 4-6, the voidship arrives much later. Roll a further d6: On a 1-2, the time difference is measured in Terran standard days; on a 3-4, weeks; on a 5, months; on a 6, the time difference is a number of years—the exact amount is up to the GM.
66	**Daemonic Fixation:** Drawn to the ship's echo in the warp, a powerful entity within the void fixates on the vessel. All on board feel the gaze of such a powerful being, and the crew claim to hear endless laughing in their heads. All characters on board must make a Corruption test (DN Tier +2).

Any scene where the heroes interact socially with NPCs is known as a social interaction. These scenes can vary greatly in style and context, but they all follow a similar pattern. These scenes are generally simpler from a mechanical point of view compared to a combat encounter or other timed encounter. Despite being simpler, it's important that they remain engaging for the players and that the pacing and conclusion is satisfying.

Most social interactions involve the Game Master playing one or more NPCs, whether it's interrogating a cultist to find out the location of the heretics' dark ritual, engaging with the Imperial elite at a planetary governor's ball, or negotiating a peace treaty with the T'au Empire on behalf of the Imperium. These scenes require the Game Master to role-play as a multitude of characters.

In most circumstances, an NPC's attitude towards the heroes is either friendly, neutral, or hostile. Friendly NPCs feel inclined to aid the heroes, and offer assistance when possible. This can be in the form of information, resources, weapons, and even allies. Hostile NPCs try to hinder the hero's progress either directly or indirectly. A hostile NPC may set a trap for the heroes, or destroy resources they are trying to secure.

Social interactions have two core components: roleplaying and social skill tests.

Roleplaying

Roleplaying is a part of every aspect of ***Wrath & Glory***. Players do it almost the entire time they play, and the Game Master does it whenever NPCs interact with the heroes, but during social interactions, roleplaying really becomes the heart of the game. A character's past, their mannerisms, their experiences, and their personality all feed into how a character responds and how they act within a social situation.

There are generally two different ways to role-play a character: the active way and the descriptive way. The active way shows the players how a character behaves through their own voice. The Game Master takes on the persona of the character and speaks as if they were there within the scene. The descriptive way entails the Gamer Master telling the players how a character behaves and what they are saying, rather than playing the characters. They describe the characters' actions, emotions, and intent rather than showing it through spoken dialogue.

There is no right or wrong way to role-play a character, and most Game Masters use a combination of the two techniques mentioned above. The important thing is to do whatever you feel comfortable with and enjoy the experience.

Social Skills

Navigating a social interaction scene in ***Wrath & Glory*** can take one of many paths. Some players prefer their characters talk through the situation and resolve things entirely through discussion. Other players prefer to involve the rule mechanics, using the character's skills to determine success rather than relying entirely on the player's own social adeptness. Other players or GMs prefer to mix these two methods, involving the hero's skills to enhance the scene and drive the outcomes of the narrative based on the character's wants and needs.

Wrath & Glory encourages players to use the latter approach, combining in-depth description of their character's actions in depth, and playing out those interactions themselves. However, these things alone do not determine the outcome. Instead, the GM uses these interactions and descriptions as a basis to guide necessary dice rolls. Strong or stirring descriptions and interactions give bonuses to the relevant tests.

Many elements can benefit social interactions. Skills improve the likelihood of success in social interaction, but so does a character's gear and trinkets. Skills prove useful in a wide array of different situations, and knowing what your character could bring to a social interaction is important. You never know when knowledge of the Imperial *Infantryman's Uplifting Primer* might come in handy, but it could aid your warband when trying to convince a Commissar to allow you to commandeer a vehicle.

Most of the time, skills used in social encounters include Deception, Intimidation, Leadership, and Persuasion. Other skills, such as Awareness, Cunning, and Insight, can prove very useful in any given social scene. When making a dice roll in a social scene, the player describes or plays out the goal of their interaction. The GM determines if a dice roll is necessary to determine the outcome, then assigns a DN based on the circumstances for the test.

Persuasion Tests

Persuasion tests allow a hero to try and convince a non-player character to grant assistance of some kind, be it a favour, rare resources, or political support. A Persuasion test always occurs between a hero and an NPC. Heroes cannot use Persuasion to try and sway another hero. The default Difficulty Number of any given Persuasion test is DN 3; however, the Game Master can take relationships between the characters into consideration.

The Game Master should also feel free to modify the Difficulty Number by circumstance, such as a bonus to persuade someone to do something that benefits them. Sometimes a hero may attempt to sweeten the deal by offering a bribe, a gift, or promising to return the favour at a later date. There is a myriad of ways a bonus could be added to the test, and GMs should encourage players to try things to help make the exchange feel more dynamic and entertaining.

Persuasion tests should incur a penalty if the situation deems it necessary. If a character is a stranger, if the request is particularly demanding for the NPC, or if the characters have bad history, then The Game Master can apply a penalty to the difficulty number of the Persuasion test. If the persuading character is haggling to buy or sell goods, the Game Master should modify the total by the scarcity of item or risk in providing the service.

If attempting to persuade a group, the character can either use the Combined Actions rules (page 52) or the Persuasion (Fellowship) of the leader in the hope that convincing them sways their followers.

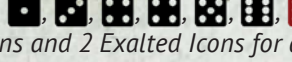
To make a Persuasion (Fellowship) test, assemble your dice pool taking into account any bonuses or penalties that apply. Icons grant one success, whereas Exalted Icons grant two successes as usual. If the roll beats or equals the set Difficulty Number, then the hero persuades the NPC to help.

Table 5-4: Reactions

DN Modifier	Relationship	Result
+4	Hostile	The NPC is openly hostile. They won't help without an incredibly generous reward or significantly personal reason.
+2	Uncooperative	The NPC is suspicious or unfriendly. They are not willing to help unless there's a significant advantage to them.
N/A	Neutral	The NPC is willing to help for something in return, but only if the request is easy or relatively small in nature. More difficult requests require substantial reasons or payment for the NPC to agree.
-2	Friendly	The NPC goes out of their way for the hero. They perform easy favours for free (or for very little), and are willing to consider more dangerous or strenuous tasks for fair compensation.
-4	Helpful	The NPC is actively willing to help, and does so for little or no recompense, depending on the circumstances.

Shifting and Persuasion Tests

During a Persuasion test, a hero can shift any Exalted Icons not required to pass the test. For every shifted Exalted Icon, the hero may adjust the relationship with the character by one step in any direction. This represents the persuasion attempt being so successful that the NPC and hero develop an improved relationship going forward.

Example: *Joel's Aeldari Warlock attempts to convince the human captain of the vessel his warband is travelling on that they're heading into a trap. Joel attempts a Persuasion (Fellowship) test on the Captain. The default Difficulty Number is set to 3, but the Game Master adds 1 due to the tense time pressure of the situation. The Captain is also Human and so has a natural distrust of xenos, so the GM sets his relationship level at uncooperative, which also adds +2 to the DN. The GM informs Joel that his DN is set at 6. Joel rolls his dice pool and gets:*  *giving a total of 3 Icons and 2 Exalted Icons for a total of 7. He uses a Wrath point to re-roll his two failures and scores an additional 2 Icons. With another 2 Icons, Joel can afford to shift one of his Exalted Icons, moving the relationship of the Captain to neutral. With the test successfully passed and the Captain being neutral towards the Warlock, he decides he should heed the words of the alien psyker and alters the ship's course to avoid the trap.*

Improvising

Sometimes a player wants to perform an action during a social interaction that is not covered by the rules. Improvising your character's actions and behaviours is a great part of what makes this hobby so much fun, and it should always be encouraged.

If a player wishes to perform an improvised action or skill within a social interaction, the Game Master running the adventure should determine what character skill or attribute best matches the improvised action and come up with a difficulty number. This isn't to say that players should be able to just do what they want without any rhyme or reason; the tests should still be meaningful and the GM should make sure it fits within the narrative context of the scene.

THREATENING TASKS

The heroes must stop a chaos ritual at all costs, recover an archeotech component from a burning vehicle, or must race to decipher an alien text before the xenos detect the presence of intruders. These are situations—called Threatening Tasks—that would be anticlimactic if resolved by a single skill test. Threatening Tasks simulate the intensity of critical and potentially deadly situations. Given unlimited time, players can optimise their actions, coordinate effectively, and overcome nearly any obstacle. Threatening Tasks escalate the pressure, and force the players to respond with redoubled focus and ferocity.

Not every game session features a Threatening Task. The Game Master should use these sparingly to ratchet up tension and make for frantic, memorable scenes that get the adrenaline pumping in the players and their characters.

Threatening Task Resolution

Game Master determines the exact nature of the task based on the context of the situation. Each threatening task divides a critical effort into five steps. These steps are resolved with skill tests by the player characters.

The Game Master should set the difficulty as appropriate for the situation. Threatening tasks are often particularly challenging or difficult. A good rule of thumb is to use Tier+2 as the starting DN, and modify from there for easier or tougher tasks.

Successfully completing the Threatening Task is critical, and time is short. Heroes can use combined actions to help with a task, or attempt multiple steps in a round as a Multi-Action (see Desperate Acts on page 257). Failure may mean that the chaos ritual succeeds, the irreplaceable ancient technology is destroyed, or some other dire consequence occurs as determined by the GM. The consequences must be significant—otherwise, it wouldn't be a Threatening Task!

Threatening Task Structure

This is the basic structure of a Threatening Task Resoluition:

- **Describe the Task:** The GM narrates the scene, describing the circumstances and what is at stake—i.e., there is a problem, if the characters work together they can solve it, but if they fail, there is a consequence.
- **Determine the Steps:** The GM chooses either the basic or creative method (see below) to determine the necessary steps to complete the task.
- **Determine Difficulty Number:** The GM sets the base DN for the first step.

Steps

First, the Game Master must decide how to determine the necessary steps to complete the task.

Determine Steps

To set the steps for a Threatening Task, the Game Master reveals the necessary steps to complete the task before the characters begin planning their actions. For each step, the GM describes what needs to be accomplished and what skill test will accomplish it.

The GM determines how many steps are required to complete the task. Typically, there should be no fewer than 3 steps and no more than 5. If the GM wishes the threatening task to be a small part of the game session, they should use 3 steps, while a 5-step threatening task could take up considerably more time. Keep in mind that a shorter Threatening Task is actually more difficult to complete!

The Creative Method

While the basic method for determining steps is faster and more structured according to the needs of the story, some groups may prefer a more creative approach. Using this optional method, the

Game Master reveals only the final goal and the initial step to get things started. For every other step, the players work with the GM to choose what needs to be accomplished and an appropriate skill test. Using this method, the GM presents the challenge, but not the solution. The players work together to determine their course of action and choose the skill needed to tackle the step.

Completing Steps

Only a single step can be completed each round. The Game Master lets the players know if the steps must be completed in order or if the order does not matter. The Game Master can represent these steps in a variety of ways: written note cards, a countdown dice, or a pool of tokens in a pile to be removed as steps are completed.

Rounds and Keywords

Each Threatening Task is limited to a number of rounds set by the GM (typically 3-5). All the steps in the Threatening Task must be completed by the end of the last round, otherwise the Threatening Task fails.

Draw Wrath Cards

At the start of the round, draw a Wrath card. If any of the characters shares one or more of the keywords, then the heroes may attempt to complete a step this round. A hero attempting to complete a step gains one bonus dice for every additional matching keyword past the first.

The players choose one character to make the test to try and complete the step. The other characters may assist by using a combined action or engage in combat to hold off enemies. With the exception of the character making the test to complete the step, complications for the other players are ignored during each round.

Compare Keywords

If none of the heroes have the keyword on their character sheet, the team must wait until the next round to attempt to complete a step. However, heroes who do not possess a matching keyword may still make a single test per round—this test does not impact the success or failure of the step, but it may generate Glory (see page 60) to assist the group in the next round (ignore complications for these tests).

<Xenos> and <Any> Keywords

Keep in mind that the <Any> Keyword applies to any player character!

Similarly, the <Xenos> Keyword applies to any character from a non-human (or abhuman) species.

Once the characters resolve their actions, the round is complete and the Wrath Card is discarded. A new Wrath Card is then drawn to begin the next round.

Table 5-5 Threatening Task Resolution Wrath Cards per Round

Number of Heroes in the Warband	Number of Wrath Cards
1–3	3
4–5	2
6+	1

Completing a Step

Heroes may attempt a step if one or more of the them matches the keywords on the Wrath Card(s) drawn for that round. Heroes with matching keywords do not have to make the test themselves, but they must take part in any Combined Actions (see Combined Actions on page 52).

Example: *In the first round of a Threatening Task Resolution, the heroes must disarm a cyclonic torpedo warhead before it detonates. Michael's character, Cirrus, has the Adeptus Mechanicus keyword, matching one of the keywords on the Wrath Card drawn for this round. The required test to complete the step is a Strength test to wrench open the twisted, bent access point on the torpedo's casing. Michael knows that his character is not particularly strong. Therefore, he calls for a Combined Action led by another character with a higher Strength attribute. Because Cirrus possesses the matching keyword to the Wrath Card for this round, that character is required to take part, but they do not have to lead the effort.*

A step is completed if the heroes succeed at the required attribute or skill test. If the test to complete a step fails, the warband simply must work harder to achieve their goal before time runs out.

Combat skills used in Threatening Tasks need only beat the DN for the test; players need not beat the target's Defence nor roll damage.

Note: Because a Threatening Task is a dangerous and difficult endeavour, you may not buy success (see page 56)!

Characters who cannot contribute to completing a step may always narrate their efforts to help deal with the circumstances surrounding the task—such as fighting off waves of incoming enemies, sneaking past sentries, or attempting to steal important data. These characters may always make a test if they wish, aiming for success and shifting an Exalted icon to add Glory to the group's pool. Characters that cannot complete a step can still perform an action that helps set up a future step, such as moving to a better location for the next round.

Threatening Tasks and the Wrath Dice

During a Threatening Task Round, the Wrath Dice is only truly important for the character leading the effort to complete the step. The other characters may be assisting by fighting enemies or helping by being part of a combined action—their complications are ignored.

For the character who is making a test to complete the step, however, complications are a very real danger. If the test is successful and the Wrath Dice resulted in a 6, the player characters can attempt a second step this round. To do this, draw a new Wrath Card and proceed as if a new round has just begun.

A complication on the Wrath Dice instead causes the GM to roll on the Threatening Task Complications chart (see page 257).

Increasing or Lowering the Threat

Threatening Task Resolution is intended to be a thrilling moment in a game of ***Wrath & Glory***. It raises an opportunity for each hero to participate in staving off an approaching danger. However, sometimes the danger can either be too strong, resulting in frustration, or too simple, greatly lessening the thrill.

If the threatening task is too difficult (such as when a group of Ork player characters simply cannot draw the correct keywords from the deck), the GM may allow the warband to spend a Glory for an additional draw from the Wrath Deck.

By contrast, if the Threatening Task Resolution proves too easy for the characters to pass, consider increasing the DN of each step by 2 or more, depending on the circumstances.

Desperate Acts

If time is about to run out, desperation may drive the heroes to a make a Desperate Act. This increases the risk, because the heroes must complete all remaining steps in one round. Thy accomplish this with a Multi-Action, incurring penalties of +2DN per step left to be completed.

If the Desperate Act fails, and there is still time remaining, treat the failure as a Critical Obstruction from the Complications chart (see below). Heroes may only attempt one Desperate Act during a Threatening Task—so make it count!

Threatening Task Complications

If a complication is rolled when the heroes are attempting to complete a step, or if the attempt to complete a step fails, a special complication occurs. Roll 1d6 and consult the table below to determine the outcome.

Table 5-6: Threatening Task Complications

D6 Roll	Result
1	Critical Obstruction
2–5	Hindrance
6	Delay

Critical Obstruction

A Critical Obstruction means that the worst setback imaginable occurs. The ritual that the heroes try to thwart is only a small portion of the larger ritual happening in the adjoining room, or the machine spirit is angered and power is cut off from the shuttle's controls as the group careens towards the planet's surface. A critical problem means that the heroes must start over and find a new way forward from the beginning (Step 1!). The GM and the players work together to decide what happens in the narrative.

Hindrance

A Hindrance makes the Task more difficult. An important tool breaks, the hero's recollection of the required procedure is unclear, or turbulence tosses about the plummeting shuttle. A hindrance result increases the DN for all other tests during the rest of the Task by 1.

Delay

Something happens that costs the heroes some of their progress. The group needs to add one additional test to the Threatening Task to successfully complete it. For example, a delay results if the heroes achieve step 3 of 5 but failed the fourth step. The Game Master now adds a sixth step for the heroes to complete to succeed at the Threatening Task.

Threatening Task Extended Example

Dikaiosune, Fell Seth, and Zathras must rush to stop Arthius and his cultists from performing a ritual that will sacrifice a Deathwatch Space Marine to the Ruinous Powers and open the way for a daemon incursion. The Game Master determines that the five steps in this Threatening Task must be completed in the following order:

Step 1: *A Tech test to appease the machine spirits of the blast doors so they will allow the heroes entry to where the ritual is being performed.*

Step 2: *A Ballistic Skill or Weapon Skill test to open a hole in the cultists' ranks.*

Step 3: *An Athletics test to dash past the cultists and fling the symbol of Tzeench out of the ritual circle.*

Step 4: *A successful Psychic Mastery test to disrupt the cult leader Arthius' concentration on the heinous spell.*

Step 5: *A Strength test to break the bonds and free the Deathwatch Space Marine.*

The heroes are part of a Tier 2 campaign, so the typical DN is 4.

Round 1: *The Game Master starts the Threatening Task by drawing Wrath Cards based on the number of heroes. In this case there are three heroes in the warband, so the Game Master draws three cards. The keyword "Imperium" matches all the characters, so any of the heroes may attempt to resolve the first step this round.*

The Tech Priest, Zathras, takes the first action. He immediately goes to work communing with the machine spirits to open the blast doors. Zathras rolls Tech and achieves five Icons—more than enough to complete the test—and an Exalted Icon on his Wrath Dice! The machine spirit responds quickly and opens the door.

Since there was an Exalted Icon on the Wrath Dice when a step was completed, the team can attempt a second step this Round. Dikaiosune and Fell Seth set to work with lasgun and chainsword as a Combined Action and force their way forward into the tide of cultists with a successful roll. Two steps completed, this is going well so far!

***Round 2:** No matching keywords were drawn on the Wrath Cards, so the warband chooses to continue delivering the Emperor's Mercy to the heretical crowd as their tests for the round. Fell Seth rolls an Exalted Icon on his Wrath Dice during this round, so the group gains 1 Glory—this could be useful later!*

***Round 3:** The keywords "Imperium," "Inquisition," and "<Any>" come up on the Wrath Card. Dikaiosune elects to make the test to complete the step because she matches three of the keywords and gets two bonus dice.*

She springs into action when a gap opens in the sea of cultists, running directly towards the symbol of Tzeentch. Dikaiosune makes an Athletics test, but the Chaos gods are against her— there is only one success and the skill test fails. She thinks she has a better chance of succeeding than the rest, and opts to spend a Wrath to reroll her failures. This time she succeeds wildly, with an Exalted Icon on the Wrath Dice! Dikaiosune loses her footing on the blood slickened floor, but she manages to slide directly to the symbol and flings it against the far wall where it shatters.

Dikaiosune's Exalted Icon earns the warband a chance to complete another step, and the action turns to Fell Seth. He's a Sanctioned Psyker, and the group's only hope for disrupting the ritual. Unfortunately, he doesn't achieve enough Icons on his Psychic Mastery roll, and even spending a Glory doesn't get him there.

Even worse, Fell Seth rolled a complication!

*The GM rolls a d6 on **Table 5-6: Threatening Task Complications**; the result is a 6, meaning the group must add another step to the Threatening Task! Luckily, the Game Master was prepared and had another step ready to go.*

A new Step 4 is added, pushing all the other numbers up one (i.e. Step 5 now becomes Step 6). The GM decides that the new step involves the ritual being broadcast over vox throughout the entire district! This will cause widespread Corruption and possibly mutations. The warband must succeed at a Tech test to end the broadcast.

Progress is delayed and there are only two rounds left to complete the remaining three steps! With tension running high, the team real feels the pressure!

***Round 4:** The keyword "Adeptus Mechanicus" is drawn, matching Zathras' sheet.*

After some combat with the cultists, it is back to Zathras' turn. He elects to take a Multi-Action with the goal of rerouting the broadcast to just inside this room and using the vox to make an interaction attack against Arthius to help Fell Seth break the cult leader's concentration. Zathras runs up to the vox controls and, even with the increased difficulty of the Multi-Action, he succeeds at both the Tech test (to complete the new Step 4) and the Interaction Attack. Zathras elects to make the cult leader vulnerable (Defence -2 until the end of his next turn).

Dikaiosune continues to hold off the cultists and decides to spend a Wrath to add a narrative element: a corrosive liquid drips from the ceiling onto the Space Marine's restraints. The Game Master agrees; by the time the team reaches Step 6, the accumulated corrosion will reduce the DN by 2.

***Round 5:** The keyword "Imperium" is drawn again, so any of the heroes may attempt to complete a step.*

Fell Seth goes first. With two steps left and only one round to get it right, he decides to make a Desperate Act. He will attempt to complete both Step 4 and Step 5 on his turn. The Multi-Action and the Desperate Act rules both increase the DN modifiers, so this is going to be brutal. Fell Seth spits out a prayer to the God-Emperor and charges in! He makes a successful Psychic Mastery test (thanks in part to Zathras' Interaction Attack lowering the DN) and disrupts the warp energy used to fuel the ritual. Now

everything rides on Fell Seth's ability to make his Strength test. The Wrath Dikaiosune spent earlier to help corrode the restraints also pays off, and with no time to spare, Fell Seth makes a successful Strength test and frees the Space Marine from his bonds.

The heroes successfully disrupt the ritual and free the noble Deathwatch. Arthius, tasting bitter defeat, flees again.

INVESTIGATIONS

Mystery and intrigue pervade the 41st Millennium. The political landscape of the Imperium is a constantly shifting arena of subterfuge and power grabs. There are countless worlds with sprawling cities filled with knowledge and secrets best kept buried. People disappear without a trace, and groups of fanatical cultists hide in plain sight masked by the unwashed masses.

Investigations grant the heroes a direct way to actively engage with the world and characters around them, helping immerse the players in the Warhammer 40,000 universe. Every Investigation in ***Wrath & Glory*** contains five main components:

The Judge: An NPC associated with the investigation who acts as the highest authority. The Judge is the person or group to whom the heroes present their evidence and theories as to the truth of the investigation. The Judge acts as the arbiter of the consequences of those results.

Clues: Clues yield evidence that indicates what really happened in the situation the warband is investigating. Clues are typically something physical that the heroes can handle, examine, and take with them. Often, it is useful to write up a clue on an index card and hand it to the players when the characters discover it.

Cues: Much like clues, cues hint to what really happened. Unlike clues, cues represent non-physical things, such as sounds, memories, rumours, or shadowy glimpses.

Frauds: These are false cues or clues that do not relate to the truth behind the investigation. Not every investigation should include frauds, but it's an additional layer of complexity a Game Master can choose to use if the investigation is going to be a key focus of the narrative.

Locations: These are the points of interest during an investigation. One location is usually the starting point for the investigation, and another is the location of the Judge. Locations include any place during the investigation where the characters can locate clues, cues, or frauds.

Constructing An Investigation

An investigation is built out of several core components. While a Game Master is free to design and run an investigation in any way they see fit, this standard template presents a good starting point for a Game Master wishing to add an investigation to their game.

An investigation needs clues first and foremost. The heroes collect these physical pieces of evidence and present them to the judge. A standard investigation should have 3 clues, but you can add more if you wish to increase the complexity.

Each clue needs to have at least one cue. Cues are hooks that link to clues or are derived upon discovering a clue. You can have multiple cues per clue, and more cues make it easier to find or recognise the clues.

Clues need to be placed somewhere to be found, so a good investigation needs a series of suitable locations where clues can be hidden.

Every investigation needs its judge. This is not a literal judge, but rather the NPC related to the investigation. They are usually the NPC that tasks the heroes with solving the mystery, or asks them to investigate a situation. They correspond to a quest giver, and they play important role at the beginning when the heroes start the investigation and at the end when the heroes deliver their solution.

If a Game Master wants to make their investigation particularly challenging or if an investigation is the focus for an entire session or two, they can choose to add some frauds. These function as red herrings for the investigation and actively send the heroes down the wrong path or give them a false idea of what is happening. Frauds should be used sparingly if at all, and a Game Master needs to seriously consider how they work within the context of the investigation.

Here are some things to consider when constructing an investigation:

- Don't be afraid to let an investigation fail. If the players find a way to circumvent the investigation through some ability or skill, let it happen.
- Creating clues that link together is the hardest part of the design process. Get it out of the way first and everything else should fall into place.
- The order of the clues shouldn't matter. The heroes should gather them in any order they see fit and the investigation should still function.
- More information is better. Giving the heroes lots of information to wade through and decipher is always better than giving them too little or not enough.

The Judge

The Judge is the name given to the NPC associated with an investigation. They often task the heroes with conducting the investigation or solving a mystery. The Judge sets the heroes on the path to starting the investigation, but they are also the character that the heroes must present their findings and solution to.

The Game Master can portray the Judge in many ways. They could be an NPC who hires the heroes to solve a mystery, or a member of the local authority asking the heroes to help investigate a crime. They could even be the perpetrator asking the heroes to gather the evidence so they can destroy it. The Game Master should create a character they think fits best for the investigation, even if it's not one of the examples mentioned here.

Example: *In the Gilead System, the warband acts as the agents of Rogue Trader Jakel Varonius. When he dispatches the heroes to discover the truth behind the gruesome murder of a noted Astropath, Varonius serves as the investigation's Judge, because it is in his interests to discover the truth.*

Clues

Clues are the chief components in an investigation. They are the reward at the end of each series of breadcrumbs the heroes follow. Heroes collect physical clues and take with them to present to the Judge as evidence in support of their solution to the investigation. Clues can be anything the Game Master can think of so long as it's something the heroes can carry on their person.

While each clue is an important piece of the puzzle, it is not the only one. With that in mind, each clue must point to at least one more location, cue, or person, which eventually leads either directly or indirectly to the next clue. Clues can point to multiple locations, cues, or people if the Game Master wishes. The more hints and breadcrumbs the heroes have to work with, the more fun they'll have following them all and trying to work out what to do next out of their options.

With clues being a physical object within the game world, it is often a good idea to give out an index card to the players with the clue's vital information so that they have something to reference back to during the rest of the investigation. It also adds to the fun factor of the investigation because acquiring physical rewards is more fun than just writing down some information the Game Master dictates.

Example: *The heroes find a bloody Psykana Mercy Blade in the Astropath's hands. The players receive an index card with this fact. Later, they discover that the knife does not belong to this Astropath. Markings on the blade indicate that this knife is a forgery, likely crafted by an underhive armourer working with criminal syndicates. The players can add these details to the index card, keeping a record of what they have discovered.*

Cues

Cues are in-game prompts and breadcrumbs that lead the heroes from location to location, or point them to a clue, another cue, a culprit, or a fraud (if they're being used). Cues are not something physical the heroes can collect like a clue; they are things overheard conversations, videos played back on a view screen, tracks in the dirt, or marks on a wall.

Cues operate as guidance tools to help the heroes move through the investigation; they do not add to a possible solution. Since each investigation has many cues, you do not need to give out index cards for each cue as you don't want the heroes focusing too heavily on them. Heroes use them right away and shouldn't really need to reference them later in the investigation.

Every cue the Game Master puts into an investigation should clearly point to some other part of the puzzle, but sometimes a hero may want to attempt to garner more information from a cue they're interested in. In these situations, it is acceptable for a hero to attempt a relevant skill test to glean more information that could come from the character's history, education, culture, or experience. As a Game Master, you come up with a piece of relevant but not essential secondary information for each cue. If you can't think of additional information for cues, then don't worry, it's not essential. You can still have them roll a skill test and just learn nothing of value.

Generally, cues help steer the heroes through the investigation or help them get back on track if they get lost. The more cues you weave into an investigation, the more likely the heroes have a good time figuring the puzzle out. More cues are always better.

Example: *While travelling in the underhive looking for the man who made the fake Psykana Mercy Blade, the warband seems to have hit a dead end. While the heroes consider what to do next, they suddenly witness a psychic vision, glimpsing the knife in question and a river of blood, leading towards a crime lord's den.*

Locations

Locations are the rooms, areas, and points of interest where heroes find clues. Heroes learn about locations from cues that lead them to seek out specific places. A location can have multiple clues in it as well as additional cues that help the heroes pinpoint the clue. It is advised that each clue have its own specific location.

Locations can pose obstacles for the heroes preventing them from gaining immediate access. They can also contain obstacles and challenges that prevent the heroes from immediately accessing a hidden clue. Challenges can be as simple as finding a way to bypass a locked door, but they could also involve dealing with a group of guards or automated sentries.

It should be made clear to the players that the location contains a clue. If a clue is present within a location, but it isn't readily accessible, ensure the players know this by giving them some information that leads them to search the location, or focus their efforts on a character or part of the environment.

Heroes use their skills to explore a location and to uncover more cues or to find any clues that may be hidden from a more general scan of the area. These tests should help players pinpoint cues and clues within the location. Remember that the aim of investigations is not to make them difficult to find all the pieces of the puzzle, but to enable players to gather information in a more proactive way and use it to try and decipher what the larger narrative could be. Even if the heroes are failing tests, the Game Master should feel free to still give them hints as to what they're trying to find.

When the heroes first enter a location, the Game Master describes it based upon key points of interest. Give special attention to describing the parts of the location where cues and clues can be discovered. This helps guide the players through the location in a productive manner and reduce unnecessary wasted time.

Example: *Inside a forbidding, abandoned Administratum outpost, the heroes locate an underhive crime lord. Within the outpost, the warband can discover a hidden blacksmith's forge where the murder weapon was crafted. Other clues may also be present in this location, such as a data-slate containing a list of names of deceased psykers.*

Frauds (Optional)

Frauds are red herrings placed within an investigation to throw the heroes off and hinder them from discovering the truth. Frauds can add complexity and length to an investigation, but they also pose the risk of derailing the progress or ruining the investigation entirely. Frauds are clues or cues which actively mislead the heroes and send them chasing after false leads or incorrect information. They should be used sparingly, and a Game Master who adds frauds to an investigation should carefully place them in places where they can be overcome and won't halt forward progress too much.

Heroes can use relevant skill tests on clues and cues to discern if they are useful or if they're a fraud. Allowing characters to use their skills to aid the warband's progress always promotes a positive experience and should be encouraged, even if doing so invalidates the Games Master's carefully planned red herrings. Identifying a clue as a fraud could potentially point to sabotage, or a useful clue/cue as a reward.

Another option in how to use frauds would be to have two investigations running in parallel. The clues and cues for one investigation could be frauds for the other and vice versa. This would be rather complicated, and could be tricky to run well, but if your campaign relies heavily on investigations and solving mysteries, it allows a Game Master to add yet another layer of depth to the encounters.

Example: *The heroes discover an Inquisitional report, declaring that the murdered Astropath was part of a conspiracy with a lurid plan of using their psychic powers to rule the planet through a puppet. The report is a red herring, and a forgery crafted by the crime lord to pin suspicion on other psykers active in the hive city.*

The Solution

The warband has found the murder weapon, the location it took place, and evidence pointing to a specific individual who likely committed the crime, now they must take all of this and present their case to the judge (whomever that may be) in charge of the case. This part of the investigation is called the solution, and it is the final stage of any investigation, mystery, or trial.

Once the heroes search all the locations and find all the clues, they put all their pieces together and present their interpretation of what has transpired. The warband must present all the clues they uncovered to the Judge, and then explain their solution and the reasoning behind their decision. A basic investigation should have three clues to collect and hand in. If you wish to create a more complex investigation, you can always add more clues. Whilst restricting an investigation to three clues is advised, they can have any number of cues. The more information the heroes can be given to play with the better.

If heroes present a fraud as evidence during the solution, then they fail and do not receive the rewards promised by the Judge. If the heroes hand in the correct clues as evidence and propose a theory that matches the information from the clues, they receive the rewards promised by the Judge at the start, and whatever else the Game Master deems necessary.

Example: *Convinced they uncovered the truth, the warband reports back to Rogue Trader Varonius to explain their theory. The heroes assert that a crime lord had the Astropath murdered and attempted to make it look like a suicide. To support this theory, the player characters present three clues: the forged Psykana Mercy Blade, the data-slate listing the names of deceased psykers, and a conspirator's diary, explaining that the murdered Astropath discovered the crime lord's plan to assassinate the planetary governor, and planned on exposing him.*

Investigation Extended Example

Coronation Disaster: *The body of the newly appointed planetary governor is discovered the day before his coronation ceremony. An Inquisitor who arrived to oversee the ceremony suspects the heroes were responsible as they had a previous relationship with the governor (he tasked them with destroying a cult festering on the planet in a previous mission).*

The investigation begins at the Imperial Palace when the heroes arrive to meet with the Governor who sent them a private communication insisting that he talk with them all immediately. The Inquisitor and a group of armed guards greet them. After the Inquisitor explains what transpired, the heroes show him the message they received t the night before.

Cues: *There are three cues, as part of this investigation. Each leads to a different location and the clues contained therein.*

The wound: *While in the Governor's Chambers, the heroes can examine Governor's corpse. It reveals that the Governor was stabbed multiple times. The warband deduce that the murder weapon must be a blade of some kind.*

A hero performing a Medicae test (DN3) on the body acquires this information.

Recent Arrivals: *Recently an Inquisitor arrived on the planet to oversee the coronation. His arrival was unexpected and unplanned, but no one questions the Inquisition. There was no communication announcing his arrival, which aroused suspicion in many in the capital. The Inquisitor's ship is located in the private hangar at the rear of the palace.*

The heroes can gain this information simply by talking to NPCs around the city or palace.

Servant Access: *The palace includes a series of hidden corridors and access doors that allow the servants to move around without being seen by the Governor or any guests. The corridors lead to every part of the palace, including the Governor's private chambers. If someone could gain access to the hidden network, they could move in and out of the palace undetected, but only the servants have access to such a system.*

This information can be gained by interrogating one of the servants, or having a knowledge of Imperial architecture/Imperial Palaces.

Clues:

Murder Weapon (hidden in the servants' quarters): *The heroes find the blood-stained murder weapon discarded in the servants' quarters.*

Inquisition Note (secreted in the ship): *A note found within the Inquisitor's private shuttle details the Inquisitor's suspicion. He believes a cult was spreading on the planet and that someone in the palace was responsible.*

Inquisition Seal (In the chamber): *Inquisitor's seal found in the private quarters of the Governor is encoded to allow the Inquisitor access to all information and locations that use an Imperial machine system.*

Locations:

The Inquisitor's Ship: *A small shuttle used by the Inquisitor to travel to the planet surface from his vessel that remains in orbit.*

The Servants' Quarters: *A small chamber beneath the Governor's palace where the servants sleep, eat, and live when they aren't performing their duties.*

The Governor's Chamber: *A grand bedroom with attached lounge area filled with the finest furniture and art found on the planet.*

The Solution: *After following the cues, searching the locations, and finding the clues, the heroes ascertain that someone, most likely a servant, indoctrinated into the heretical cult, stole the Inquisitor's seal and used it to gain access to the Governor's private chambers and murder him for the earlier destruction of the cult's hideout.*

Influence, Rarity, and Wealth

War consumes the galaxy in the 41st Millennium. Unending conflicts draw upon resources from countless worlds, and toil and coin fuel the industry of war. Entire planets are given over to the production of munitions and war machines. Even the brutish orks have an economy of sorts, drawn mostly from displays of raw muscle and an exchange of crude dentistry, extracting "teef" to barter amongst themselves.

An individual's wealth can vary from the lowliest manufactorum worker to the finely dressed and immeasurably powerful High Lords of Terra. Everyone has their place within the galaxy based upon their resources and the influence they wield. Even with mankind's enemies pressing in on all sides, everyone is still out to make their fortune, and the language of money is still the greatest tool in one's arsenal. Even some of the foul xenos races have a concept of wealth and value, but their currencies are usually quite different.

Rather than keeping track of exactly how much currency and what types a character has at their disposal, ***Wrath & Glory*** uses the Wealth system to represent how much, in terms of assets, resources, and cold hard cash, a character has access to. Wealth is not tied to a specific currency or financial system; it translates across all cultures, so a hero can barter with an Aeldari just as well as they can an Imperial merchant.

You can also use wealth to manipulate other characters and sway them to your cause, using your personal assets to gain influence with important characters.

Influence

Influence represents your character's authority and position in the appropriate culture of their archetype. Possessing a high Influence may mean that a character has an exalted rank or position, or it may be a reflection of that character's noble birth. A low influence may represent a character who is of lower rank, or has yet to carve out their own reputation amongst the bloody stars of the 41st Millennium.

Influence can be used to purchase, demand, requisition, scrounge, or otherwise acquire goods and services.

Starting Influence = the Character's Fellowship -1, plus any bonus from their archetype

- Characters with the Adeptus Mechanicus keyword use Intellect instead of Fellowship.
- Characters with the Ork keyword use Strength instead of Fellowship.

Influence Tests

The Influence test represents using your authority or position to enforce your will on others. In ***Wrath & Glory***, Influence tests are generally used in one of two ways. The first is to establish authority in the appropriate context to make demands of others, or to compel groups or institutions to obey your commands. The second use is to haggle, barter, and other means—fair or foul—to purchase or acquire the item you seek.

Influence Tests to Establish Authority

Influence allows a character to conduct far-reaching investigations, direct the actions of authorities and military commanders, and even requisition resources from larger and more powerful organisations. Politics and favours, blackmail and back-stabbing, Influence represents these and much more. It is a measure of the character's success in navigating a treacherous path between those to whom they owe allegiance and those who would see them fail—sometimes, those beings are one and the same.

Rather than a single, quantifiable resource, Infleunce represents many aspects of a character's history: their choices, accomplishments and failures, debts owed, promises given and received, reputation amassed, friends, rivals… and foes. Influence can be used subtly or bluntly, to manipulate the actions of agents of the Adeptus Terra or to command respect from a band of Ork raiders from the same Clan. Influence can be used to issue orders to citizens of the character's culture.

Unlike a Persuasion test, using one's authority to get one's way does not change the target's Reaction (see Reaction on page 253). Unlike a Leadership test, wielding Influence does not inspire true camaraderie or courage—merely obedience. However, using Influence may have effects very similar to using these skills, depending on the context and narrative of the scene.

To make an Influence test to establish authority, use the following steps:

1. **Establish the DN:** The Difficulty Number of an Influence test depends on numerous factors. The GM must decide the difficulty of what the character is trying to accomplish, based on the context of the scene.
2. **Check for Matching Keyword:** A character must share at least one keyword in common with the target they wish to command. For every matching keyword beyond the first, the character gains +1d to their test.
3. **Make the Influence test and apply Shifts:** Shifts are applied in the normal way (see Shifting on page 55).
4. **Apply Complications (if any):** Complications on Influence tests for authority should be based in the narrative if possible (see Complications on page 58). A complication may result in the character temporarily (or permanently if the situation is grave enough) losing a point of Influence.

A failed Influence test does not mean that the target has directly defied the character's desires. Failure can be represented in other ways. In the case of a requisition request, the item or service being requisitioned may not be available, and the players simply have to get on without it, or try at a later date. If they are attempting to manipulate others, perhaps their target does not know the information they seek, does not have the authority to accomplish their request, or simply ties their request up in the endless red tape of Imperial bureaucracy.

Influence Tests to Acquire Items

When making an Influence test to acquire something, the Rarity of the item or service you wish to acquire determines the test's DN. Normally, you may only make an Influence test to acquire goods or services during an appropriate circumstance, such as being present in a settled Imperial system where goods and services are available or by having access to a merchant, trader, or other purveyor. Influence tests to acquire items may not be made during combat.

To make an Influence test to acquire an item, use the following steps:

1. **Establish the DN.** First, the GM should take into account the Rarity rating of the item or service (see Rarity on page 264). The item's Rarity can impose a DN penalty on the Influence test.

2. **Check for Matching Keywords:** A character must share at least one keyword in common with the gear they wish to acquire. For every matching keyword beyond the first, the character gains +1d to their test.

3. **Spend Assets or Wealth:** The character may spend Assets or permantly reduce their Wealth to affect the outcome of the Influence test (see Spending Wealth on page 267).

4. **Make the Influence Test and apply Shifts:** For an Influence test, any shifted dice may replenish spent Wealth (see Spending Wealth on page 267). Shifts used this way cannot increase Wealth beyond its value at the beginning of the Influence test.

5. **Apply Complications (if any):** Rolling a 1 on the Wrath Dice during an Influence test permanently reduces Wealth by 1 (to a minimum of 1).

Cunning Tests to Locate Sources

In any case where the source of the item or service is not obvious, use a Cunning test with a DN determined by the GM to locate the source. Failing such a test does not always mean that the source cannot be located—instead, it may mean that finding the source took more time, more resources (perhaps costing an Asset, or lowering Wealth on a Complication), or raised awareness of the warband's activities (granting the GM a Ruin).

Matching Keywords

For any use of an Influence test, things get significantly harder if the character and his target or goal do not share a keyword. An Imperial Commissar attempting to command a band of Eldar Corsairs is far more difficult than the same Commissar ordering adepts of the Administratum to step aside. In the former case, there is no shared keyword, while in the latter, both the character and the target share the Imperium keyword.

The Game Master must decide if acquiring the item or making the command is appropriate. Getting items from sources far removed from a character's origin or allegiances (such as an Imperium-aligned character attempting to acquire an Eldar item) is typically nigh-impossible. The same is true of obtaining instant respect or obedience from those outside of the character's culture.

In such circumstances, the GM should impose a minimum +4DN penalty to the Influence test.

Gaining Influence

Influence in the 41st Millennium is a powerful asset, but it is also one of the hardest things to gain. There are, however, several ways to acquire it:

Purchasing certain talents may grant your character an increase to their influence value. If a talent does increase influence upon purchase, the increase will be listed in the talent's description and occurs immediately (for more information see Talents on page 168).

Lastly, the GM may award a hero a point of Influence whenever a character gains a major amount of assets, reputation, or power in the framework of an on-going campaign. This method of gaining influence is entirely at the Game Master's discretion, so it should be used sparingly.

Rarity

Desired goods or services are not always immediately at hand. Finding a high-quality weapon on a backwater world is far more difficult than locating the same item on a teeming hive city. Some items are held only in the well-guarded armoriums of Space Marine Chapters, whilst others may be had nearly anywhere… for the right price. Even alien goods can occasionally be found in the shifting black markets and underworld dealers of the Dark Imperium.

Each item or service has an associated Rarity, ranging from Common to Unique. Game Masters can use these guidelines as a starting point to determine whether (or not) a character can find the item they wish to acquire. Rarity represents factors that affect the availability of an individual item or service. Rarity can mean merely that the item itself is not normally found for sale. It may also mean that the item can be found, but it takes longer than usual. Rarity can also indicate that certain bribes or criminal activities are required to procure it, such as dealing in xenos wares.

Rarity affects the DN a Game Master sets for an item for purchase. They consider any factor (such as time, craftsmanship, and bribes, as mentioned above) for setting the initial Difficulty Number of an Influence test to acquire something. Higher Rarity ratings impose a DN penalty to these tests.

The Game Master may rule, if they wish, that the Rarity DN penalty does not apply if the circumstances are appropriate. For example, locating a plasma weapon where it is not considered rare, such as a forge world, should not incur a Rarity penalty. If the characters visit a skilled craftsman or the organisation that creates the item in the first place, Rarity should not apply.

Table 5-7: Rarity

Name	DN Penalty
Common	+0
Uncommon	+2
Rare	+3
Very Rare	+4
Unique	+6

Wealth

Wealth represents valuable assets controlled by a character. A character begins play with Wealth equal to the Tier of the game. A character's maximum Wealth is equal to the campaign's Tier+3, though the Game Master may use their discretion to allow for increasing this limit if it is appropriate to the campaign's framework.

Spending Wealth

A character may permanently expend Wealth to gain additional Icons for an Influence test (see below). For every Icon gained, reduce the character's Wealth by 1. Wealth is spent after the initial Influence test, not before.

Assets

An asset represents something of value that a character may possess. For orks, this may be a handful of teef, while for a human it might be an ancient box reputed to contain a saint's finger bone. Regardless of its nature, any item or resource gathered by the characters during a game may be designated an Asset at the Game Master's discretion.

Assets may be spent in place of a character's personal Wealth on a 1-for-1 basis.

Gaining Wealth

Characters can gain wealth in many ways:

- Characters commonly gain wealth by completing adventure objectives. Mapping uncharted systems, delivering valuable intel, working as a mercenary, and providing aid to those in need can all lead to an accumulation of wealth.

- It can also be a reward for helping a powerful NPC, such as a planetary governor or High Lord of Terra; characters can gain it by acquiring and selling resources that are in high demand, or by finding rare and powerful artefacts and relics.

- Stealing resources or valuables from another character (NPC or player) can also increase one's personal wealth, but this course of action could make you enemies.

- At the GM's discretion, three Assets may be converted into a permanent +1 to Wealth.

The options above are just examples of when wealth could be gained, but like anything, it can be awarded whenever the Game Master chooses to.

CAMPAIGN CARDS

The campaign deck contains many cards that represent some of the tropes and themes of adventuring in the Dark Imperium. Campaign cards are entirely player-driven; it is up to the player's choice when and how to play the card and resolve its effects. In some cases, it can be highly entertaining for every player to use their card in one scene... in other cases, a cautious player may wish to reserve their campaign card for a specific event or moment during the game.

The effects of a Campaign Card may be beneficial for the heroes. Just as often, the effect may introduce a new challenge or escalate an existing one. In both cases, there are material rewards for playing a campaign card—often a bonus, or additional resources such as Wrath and Glory.

Below are the rules for using Campaign Cards in your ***Wrath & Glory*** game:

- At the beginning of each session, each player is dealt one campaign card.

- Campaign cards may be played at any time. When a campaign card is played, the effects are resolved immediately.

- Players are not required to play their campaign card during the session. Campaign cards that have not been played do not carry over between sessions.

The heroes of ***Wrath & Glory*** spend most of their time doing activities such as exploration, combat, and social interactions, but no matter how mighty, superhuman, or driven the heroes are, eventually they need to rest. Most characters need to sleep, eat, heal wounds, pray, still their minds, repair equipment, and generally prepare for the challenges to come.

There are two types of rest actions in ***Wrath & Glory***: Regroup and Respite.

Regroup

A regroup is a short period of downtime lasting roughly 1 hour. Regrouping generally occurs between encounters and affords the heroes time to check ammo, tend injuries, assess the current situation, discuss tactics moving forward, and quickly grab something to eat and drink.

A hero recovers all Shock during a regroup and can recover Wounds with a successful Medicae test (DN 3) (see page 169). Only one Medicae test may be made per individual during the current regroup.

Respite

Seeking a place to rest for a long period of time is often difficult across the war-torn galaxy of the 41st Millennium. No planet is truly safe from the constant threats that lurk within and without. Heroes that venture into the most dangerous places often seek respite wherever they can find it.

Respite is a long period of downtime lasting at least 6 hours. Characters can spend 1-2 of the hours performing light activities, such as reading, eating, talking, maintaining equipment, and standing watch over the group. If a strenuous activity that lasts for 1 hour or more, such as a combat encounter, interrupts the respite, then the respite must begin again if characters wish to gain any benefits.

If a respite goes uninterrupted, then the characters regain all lost Shock and Wounds, and their Wrath reserves reset to 2. A character must have a minimum of 1 Wound and be conscious to gain the benefits of a respite.

WARGEAR

"Every machine is a miracle that can be reproduced upon command."

–from the forwards to
Measures & Mechanisations
by High Fabricator Orih Gundamus

In this new age of terror and strife, heroes need more than a faithful heart and a strong arm to beat back the ravening multitudes threatening the galaxy. Those who seek glory in these dark times must arm themselves as never before. This chapter covers the innumerable weapons, tools, and vehicles heroes need to equip themselves and reshape the destiny of the 41st Millennium.

WEAPONS

"You can't win a fist fight if a chain sword's cut off your fists. Permit me to demonstrate."

– Yulik Kar, underhive scum

In these dark times, the only trustworthy ally is the weapon at one's side. What follows are rules governing weapons, their use, and a multitude of arms common to the 41st Millennium.

Like characters, all weapons have several vital statistics. A weapon's profile is formatted as follows:

Name: What the weapon is called.

Armour Penetration (AP): This weapon can pierce thick hide and cut through armour. Hits from this weapon ignore an amount of armour equal to its rating. Note that some items provide protection that cannot be reduced by AP; these are known as *invulnerable*, and are designated with an asterisk.

Damage Rating: The weapon's base damage value. Most weapons inflict a number of extra damage dice as well, abbreviated as + ED.

Range: The distance over which the weapon can effectively attack. This entry also indicates the weapon's type (Melee, Ranged, or Thrown).

The range of a melee weapon indicates its engagement range (see Engaged Targets on page 218). Most melee weapons have a range 1 metre. Some specialised melee weapons have a range of 2 metres.

The range of a ranged weapon indicates its medium effective range (see Ranged Attacks on page 218).

Thrown weapons have no set range. Instead, thrown weapons have a range in meters equal to the thrower's Strength attribute times 4. This is the maximum distance the weapon can be thrown. When a thrown weapon attack misses, the weapon deviates, coming to rest 2d metres away from the intended target in the direction indicated by the Wrath Die. To determine this location, place the deviation template over the intended target lined up with the attacking character and compare the attack's Wrath Die result to the directional arrows on the template. Thrown weapons do not have to target a specific

opponent. Hitting a point within range requires a successful Ballistic Skill test (DN 2).

Salvo: A bonus granted to attack rolls when spending ammo (see Salvo page 220).

Traits: Special features altering the weapon's use, usually for the better. Most weapons have 1 to 2 traits. Rare and legendary weapons may have 3 or more.

Value: The DN for Influence tests made to acquire the weapon and the weapon's rarity. See Influence, Rarity, and Wealth on page 264 for more details.

Keywords: Descriptive keywords that indicate overall weapon type and factions associated with the weapon in question.

Personal Weapons

Pistols, rifles, and most melee weapons are considered personal weapons and thus may be upgraded or modified. Any weapon likely to be mounted on a vehicle (including most weapons with the Heavy keyword) are not appropriate as personal weapons. The Game Master is the final arbiter of what qualifies as a personal weapon if there is any doubt.

Reloads and Ammunition

Ammunition in ***Wrath & Glory*** is an abstract resource. Players need not keep track of individual rounds fired, and weapons typically only run out of ammo as part of a complication. A character begins play with three Reloads. If a character is out of Reloads, their weapons are out of ammo and cannot be used to make ranged attacks.

Reloads may be spent to gain additional bonuses during combat (see Ammunition & Reloads on page 219).

Weapons with a Salvo rating of – use up a Reload every time they are fired and must be reloaded.

Acquiring Reloads

Standard ammunition for weapons is plentiful in the 41st Millennium, and ***Wrath & Glory*** is not a game about undue book-keeping. In most circumstances, a character may refresh up to 3 Reloads at the beginning of each session without requiring an Influence test. If the circumstances for regaining Reloads are not appropriate (for example, the warband is in the midst of a broad desert with no one else around, cut off behind enemy lines, or imprisoned within the depths of a Space Hulk), then the characters may not refresh Reloads. The Game Master is the ultimate arbiter of when it is or is not appropriate for a character to refresh Reloads in this manner.

Chaos and the Imperium Keyword

The corruption of Chaos is pernicious and inevitable. The influence of the Dark Gods spreads across the Imperium, and truly, the galaxy as a whole. This corruption is even more rife after the coming of the Great Rift. Therefore, groups of cultists and other forces aligned with Chaos can regularly acquire goods and items in the Imperium.

Characters with the Chaos keyword can acquire any gear with the Imperium and/or Scum keyword (and no other faction keyword) normally. At the GM's discretion, other faction keywords (such as Astra Militarum or Militarum Tempestus) may also be available for characters with the Chaos keyword.

Additionally, Chaos Space Marines (meaning Space Marines with the Chaos keyword) can acquire wargear with the Adeptus Astartes keyword (as long as it does not also possess the Primaris keyword) normally.

Orks and the Imperium Keyword

The greenskins have been known to "loot" equipment and vehicles from other races, particularly orks belonging to the Deathskulls clan. At the GM's discretion, characters with the Ork keyword may acquire any wargear with the Imperium keyword at one higher rarity level than normal. Wargear acquired in this manner is often battered, bent, scratched, adorned with Ork glyphs, and otherwise made "Orky."

The <Any> Keyword

Some weapons are common amongst numerous factions. Reloads, for example, can be found amongst the Imperium, Chaos, and any number of different xenos species. The Game Master's discretion applies to what is an is not appropriate for the <Any> keyword. For example, it the ravening Tyranid hive fleets have no use for frag missiles, despite how common the idea of an exploding anti-personnel missile may be across numerous other factions, species, and groups. A Genestealer Cult, on the other hand...

The Astra Militarum and the Imperial Navy

In the Imperium, war is always present. At any given time, hundreds of worlds are beset with strife, invaded from without or riven with rebellion from within. Those planets that are not currently under assault must contribute troops and materiel for the benefit of those that are, for one day, the reverse is likely to be true. The Departmento Munitorum, a branch of the Adeptus Administratum, oversees these logistics, moving a truly staggering number of soldiers, tanks, and guns to warzones across the galaxy

The Astra Militarum, also known as the Imperial Guard, makes up the bulk of the Imperium's ground forces, comprised of billions of soldiers from thousands of worlds, across countless different regiments. Although they come from vastly different cultures and environments, they are united in their service to the Emperor, and their orders to protect the domains of humanity. Feral world berserkers fight alongside the conscripted dregs of hive gangs, led by commanders trained in void-borne academies or fortress world garrisons.

This great diversity of soldiers is also reflected in the combat tactics of the Astra Militarum. Each regiment of soldiers is a discrete unit focused on a single tactic, from drop troops who are trained to land behind enemy lines for covert assaults, to armored regiments that roll across the battlefields with unstoppable barrages of firepower, or even cavalry mounted on anything from descendants of the ancient Terran horse to ill-tempered xenos beasts. The command structures of these regiments are divided in order to keep them dependent on the logistical support of the Imperium in order to wage war.

While the Astra Militarum defend or conquer planets, the Imperial Navy holds the power to end such conflicts entirely. The devastating voidships they command can blockade worlds from enemy access or unleash orbital bombardments that scour whole continents. Imperial Navy troopships are also the means by which the Astra Militarum reaches the warzones for their deployments. By careful design, the Imperial Navy cannot hold territory, nor can the Astra Militarum travel between worlds, so that neither has the power to threaten the Imperium or its worlds should treachery strike, a lesson learned in the fires of the Horus Heresy.

If the ranks of the Astra Militarum cannot hold a world, nor the Imperial Navy contain the enemy upon it, then the ships of the Navy may be called upon to unleash the ultimate sanction against that planet. The highest-ranking officers of the Navy, along with Inquisitors and certain other luminaries of the Imperium have the authority to declare Exterminatus, or the total termination of life upon a given world. Once the order is given, ships laden with virus bombs, cyclonic torpedoes, or other terrible weapons are dispatched to the warzone. Should their payloads be delivered successfully, combat on the planet ceases as casualties for Imperial and enemy forces alike reach totality. Such may be the price of victory.

Naturally, acquiring Reloads in numbers higher than three, or for particularly unique or bizarre weapons, requires the character to be in an appropriate location to make an Influence test (see Influence on page 264).

Special Ammunition and Reloads

The listed cost for special ammunition represents a single Reload of that type. You should make a note on your character sheet for each Reload of that particular ammunition. The effects of special ammunition add to the weapon's profile until the Reload is expended, after which time the weapon's profile returns to normal.

Weapon Traits

The following traits modify weapons, allowing them to make special attacks, inflict additional damage, or limit their use in certain situations. Traits marked with (X) have a numerical rating that varies by the particular weapon; replace X with the number indicated for the specific weapon's profile.

Agonizing

This weapon wounds the mind as well as the body by inflicting maximum pain. For every Wound that this weapon inflicts, the victim also suffers 1 Shock. An exhausted character who suffers damage from an Agonizing weapon is rendered unconscious.

Arc (X)

Arc weapons are highly effective against vehicles. When attacking a vehicle, arc weapons gain a bonus to ED equal to their rating.

Assault

Optimised for firing on the move, a hero armed with an Assault firearm can fire from the hip while charging into the fray. Assault weapons can be fired as part of a Run Action, but they increase the attack's difficulty by 2.

Blast (Size)

Most commonly possessed by weapons with explosive ordnance, Blast weapons can injure multiple targets with one attack, depending on the size (See Explosives and Area Effects on page 229).

- If an attack with a Blast weapon misses, it deviates.
- Weapons with the Fire keyword and the Blast trait do not deviate if they miss; instead, they simply strike the intended area, but characters within avoid being hit (either by ducking around cover or leaping out of the way).
- Weapons with the Fire keyword and the Blast trait ignore cover bonuses to defence.
- When used in melee combat, Pistol weapons with the Blast trait only affect targets the wielder is engaged with and no one else.

Blaze

This weapon incorporates fire or burning chemicals. Any character, vehicle, or object hit by a Blaze weapon is set on fire (see Fire on page 275).

Brutal

This weapon inflicts traumatic wounds that test the skill of the most seasoned Apothecaries.

When rolling damage dice for a Brutal weapon, add +1 to the result of each Extra Damage Die.

Example: *Mario's character makes a successful attack against a Genestealer with his chainsword, and shifts two dice to damage. Thus, Mario rolls a total of three extra damage dice (One for the weapon, plus two for the shifts), and gets this result:* , , *and* *(for a total of one icon). Because his weapon is Brutal, Mario adds 1 to the results of each dice, improving the results to* , , *and* *(for a total of three icons).*

Force

Psykers use the etheric circuit patterns and psycho-reactive materials within this weapon to channel the power of the warp into devastating attacks. A Psyker wielding a Force weapon adds ½ their Willpower attribute to the weapon's base Damage Rating in addition to Strength.

Heavy (X)

Some weapons are simply too large and cumbersome to be fired with ease. Only the strongest can truly handle a heavy weapon. All Heavy weapons have a minimum Strength rating. Characters who meet the strength requirements incur no penalty to their attack; however, those who do not meet the minimum incur an increase of +2DN on the attack, and a roll of 1 on the Wrath Dice knocks the user prone in addition to any other complication. Characters wearing powered armour and beings with the Adeptus Astartes or Ork keywords are not knocked prone when firing unsecured Heavy weapons.

Heavy weapons must be secured to a gunnery post, vehicle mount, tripod, or braced to fire without risking the safety of the user. Setting a Heavy weapon up on a tripod or brace takes an action but reduces the penalty.

Melta

Melta weapons use bursts of intense heat to char flesh, melt armour, and reduce vehicles to slag. Melta weapons add +1 to each ED result at close range. Melta weapons add an additional +1 to each ED result against vehicles and fortifications at close range.

Parry

This weapon is well balanced and sturdy. Weapons with this trait grant a +1 bonus to Defence against melee attacks.

Penetrating (X)

This weapon is capable of punching through armour with precision. When any dice are shifted from the attack to damage, weapons with this trait gain an AP Value equal to the rating.

Pistol

Pistols are quickly drawn and relatively easy to wield in close quarters. A pistol can be fired while engaged in close combat using the Weapon Skill in place of the Ballistic Skill.

Rad (X)

These weapons use highly dangerous radioactive materials in their ammunition. Weapons with this trait add a bonus to each ED result equal to the rating.

Example: *Sarah's character fires a Radium Pistol at a Combat Servitor. She hits and shifts one exalted icon for an additional extra damage dice. Sarah rolls two extra damage dice (one for the weapon and one*

for the shift), gaining this result: ⚀, ⚄ (a total of one icon). Because the radium pistol has the Rad (2) trait, Sarah adds 2 to each result, improving them to ⚅ and ⚅ (for a total of three icons).

Rapid Fire (X)

This weapon deals death in a hail of las beams, bullets, and bolt shells. A Rapid Fire weapon adds a number of bonus dice to the attack roll equal to its rating at close range.

Sniper (X)

The weapon is optimised for high accuracy over long range. Sniper weapons increase the bonus from aiming to +2d and ignore the penalty for firing into melee when aimed. After using the Aim action, sniper weapons add a number of extra damage dice equal to the rating.

Spread

Spread weapons disperse their ammunition over a wide area, wreaking havoc on closely packed combatants. When damage from a Spread weapon kills a troop in a mob, any excess damage is carried over and dealt to the nearest troop in the same mob.

Steadfast

Based on time tested design patterns, Steadfast weapons are reliable and easy to maintain. Once per combat, ignore the first complication caused by an attack made with a Steadfast weapon. Tech tests made to repair and maintain Steadfast weapons receive a +1d bonus.

Supercharge

Plasma weapons fire super-heated matter, but their delicate hydrogen cores are prone to devastating malfunctions. Many Plasma weapons have a supercharge setting. A Plasma weapon fired in supercharge mode deals +2D extra damage, but deals 1d6 Mortal Wounds to the wielder on a Complication.

Toxic (X)

Some weapons incorporate a mechanism of delivering a poison, infectious agent, or other compound that gradually incapacitates or kills its target. A character who is wounded by a weapon with the Toxic trait becomes Poisoned (see page 231). The character must make a Toughness test (DN X) at the end of each round. If they succeed (or if they are treated with a Medicae test at DN X-2), the effect ends. If they fail, they suffer X wounds.

Unwieldy (X)

Some weapons are more difficult to use than others; they may be unbalanced, require greater room to swing, or are simply too large to wield effectively. Weapons with this trait suffer a DN penalty equal to the rating when attacking.

Waaagh!

Weapons produced by Mekboyz defy human understanding, but a greenskin doesn't need to understand how it works to wield it with brutal cunning. When wielded by an Ork, a weapon with the Waaagh! trait grants a +1d bonus to attack and +1ED if the wielder is Lightly Wounded or Heavily Wounded. This bonus persists until combat ends or the Ork is healed, whichever comes first.

Warp Weapon

Powered by psychic energy, bizarre alien technology, or utilizing the raw force of Chaos, these weapons can harm nearly any foe. A weapon with this quality has a damage rating equal to its listed damage rating or the target's Resilience -4, whichever is higher.

Table 6-1: Ranged Weapons

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Bolt Weapons							
Assault Bolter	12 +2ED	-1	36m	3	Assault, Brutal	8 Very Rare	Bolt, Imperium, Adeptus Astartes, Primaris
Bolt Rifle	10 +1ED	-1	60m	2	Brutal, Rapid Fire (2)	7 Very Rare	Bolt, Imperium, Adeptus Astartes, Primaris
Bolt Pistol	10 +1ED	0	20m	1	Brutal, Pistol	4 Uncommon	Bolt, Imperium
Boltgun	10 +1ED	0	40m	2	Brutal, Rapid Fire (2)	4 Uncommon	Bolt, Imperium
Heavy Bolter	12 +2ED	-1	60m	3	Brutal, Heavy	6 Uncommon	Bolt, Imperium
Heavy Bolt Pistol	10 +1ED	-1	24m	1	Brutal, Pistol	7 Very Rare	Bolt, Imperium, Adeptus Astartes, Primaris
Storm Bolter	10 +1ED	0	40m	4	Brutal, Rapid Fire (2)	6 Rare	Bolt, Imperium
Flame Weapons							
Flamer	10 +1ED	0	16m	1	Assault, Blast (Medium), Blaze, Spread	5 Uncommon	Fire, Imperium
Hand Flamer	7 +1ED	0	12m	1	Blast (Small), Blaze, Pistol, Spread	5 Rare	Fire, Imperium
Heavy Flamer	12 +2ED	-1	16m	2	Blast (Large), Blaze, Heavy, Spread	5 Rare	Fire, Imperium
Las Weapons							
Duelling Laspistol	10 +1ED	0	24m	1	Pistol	6 Very Rare	Las, Imperium
Hot-Shot Lasgun	7 +1 ED	-2	36m	2	Rapid Fire (1), Steadfast	6 Very Rare	Las, Imperium, Astra Militarum
Hot-Shot Laspistol	7 +1ED	-2	12m	1	Pistol, Steadfast	6 Very Rare	Las, Imperium, Astra Militarum
Hot-Shot Volley Gun	10 +1ED	-2	48m	4	Heavy, Steadfast	6 Very Rare	Las, Imperium, Astra Militarum
Lascannon	18 +3ED	-3	150m	1	Heavy, Steadfast	9 Uncommon	Las, Imperium
Lasgun	7 +1ED	0	48m	2	Rapid Fire (1), Steadfast	3 Common	Las, Imperium

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Laspistol	7 +1ED	0	24m	1	Pistol, Steadfast	3 Common	Las, Imperium
Long Las	10 +1ED	0	140m	0	Sniper (1), Steadfast	6 Uncommon	Las, Imperium, Astra Militarum
Melta Weapons							
Inferno Pistol	16 +1ED	-4	12m	1	Melta, Pistol	6 Very Rare	Melta, Imperium, Adepta Sororitas, Adeptus Astartes
Meltagun	16 +2ED	-4	24m	1	Assault, Melta	6 Uncommon	Melta, Imperium
Multi-Melta	16 +3ED	-4	48m	1	Heavy, Melta	7 Rare	Melta, Imperium
Plasma Weapons							
Plasma Cannon	15 +2ED	-3	72m	3	Heavy, Super-charge	7 Very Rare	Plasma, Imperium
Plasma Gun	15 +1ED	-3	48m	2	Rapid Fire (1), Supercharge	6 Rare	Plasma, Imperium
Plasma Pistol	15 +1ED	-3	24m	1	Pistol, Super-charge	6 Rare	Plasma, Imperium
Projectile Weapons							
Assault Cannon	14 +2ED	-1	48m	6	Heavy	6 Uncommon	Projectile, Imperium, Adeptus Astartes
Astartes Shotgun	10 +1ED	0	24m	2	Assault, Spread, Steadfast	7 Rare	Projectile, Imperium, Adeptus Astartes
Astartes Sniper Rifle	10 +1ED	0	150m	0	Sniper [2]	6 Uncommon	Projectile, Imperium, Adeptus Astartes
Autocannon	16 +1ED	-1	96m	3	Heavy	5 Common	Projectile, Imperium
Autogun	7 +1ED	0	48m	3	Rapid Fire (1)	3 Common	Projectile, Imperium, Scum
Autopistol	7 +1ED	0	20m	2	Pistol	3 Common	Projectile, Imperium, Scum
Combat Shot-gun	9 +1ED	0	24m	2	Assault, Rapid Fire (1), Spread	3 Uncommon	Projectile, Imperium
Hand Cannon	9 +1ED	0	20m	1	Pistol	4 Common	Projectile, Imperium, Scum
Heavy Stubber	10 +2ED	0	72m	3	Heavy	5 Uncommon	Projectile, Imperium, Scum
Shotgun	8 +1ED	0	20m	1	Assault, Spread	3 Common	Projectile, Imperium, Scum
Stubber	7 +1ED	0	20m	1	Pistol	2 Common	Projectile, Imperium, Scum
Stubcannon	9 +1ED	0	30m	1	Brutal	3 Common	Projectile, Imperium, Scum

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Missiles and Missile Launchers							
Cyclone Missile Launcher	By Missile	By Missile	150m	1*	Heavy	11 Very Rare	Explosive, Imperium, Adeptus Astartes
Missile Launcher	By Missile	By Missile	150m	–	Heavy	4 Common	Explosive, Imperium
Frag Missile	10 +2ED	0	–	–	Blast (Large)	4 Common	Explosive, Imperium, <Any>
Krak Missile	16 +3ED	-2	–	–	Blast (Small)	6 Uncommon	Explosive, Imperium
Grenades and Grenade Launchers							
Militarum Tempestus Grenade Launcher	As Grenade	As Grenade	50m	1	Assault	6 Uncommon	Explosive, Imperium, Astra Militarum
Voss Pattern Grenade Launcher	As Grenade	As Grenade	40m	1	Assault	5 Uncommon	Explosive, Imperium, Astra Militarum
Frag Grenade	10 +1ED	0	Strength x4 Metres or as Launcher	–	Blast (Medium)	2 Common	Explosive, Imperium
Krak Grenade	14 +2ED	-2	Strength x4 Metres or as Launcher	–	Blast (Small)	4 Uncommon	Explosive, Imperium
Plasma Grenade	10 +1ED	-1	Strength x4 Metres or as Launcher	–	Blast (Medium)	7 Very Rare	Explosive, Aeldari
Exotic Ranged Weapons							
Arc Pistol	14 +1ED	-1	24m	1	Arc (2), Pistol	5 Rare	Arc, Adeptus Mechanicus
Arc Rifle	14 +1ED	-1	48m	2	Arc (2), Rapid Fire (1)	6 Rare	Arc, Adeptus Mechanicus
Galvanic Rifle	10 +1ED	0	60m	2	Rapid Fire (1), Penetrating (1)	5 Rare	Projectile, Adeptus Mechanicus
Radium Carbine	7 +1ED	0	36m	3	Assault, Rad (2)	6 Very Rare	Projectile, Adeptus Mechanicus
Radium Pistol	7 +1ED	0	24m	1	Pistol, Rad (2)	6 Rare	Projectile, Adeptus Mechanicus
Eldar Ranged Weapons							
Fusion Gun	16 +2ED	-4	24m	1	Assault, Melta	6 Rare	Melta, Aeldari
Lasblaster	7 +1ED	0	48m	4	Assault	5 Very Rare	Las, Aeldari
Ranger Long Rifle	10 +1ED	0	150m	0	Sniper (2)	7 Very Rare	Las, Aeldari
Shuriken Catapult	10 +1ED	0	24m	3	Assault, Penetrating (3)	6 Rare	Shuriken, Aeldari, Asuryani

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Shuriken Pistol	10 +1ED	0	24m	2	Pistol, Penetrating (3)	6 Rare	Shuriken, Aeldari, Asuryani
Ork Ranged Weapons							
Big Shoota	12 +2ED	0	72m	3	Assault, Waa-agh!	5 Uncommon	Projectile, Ork
Burna	10 +1ED	0	16m	1	Assault, Blast (Small), Blaze, Spread	5 Uncommon	Fire, Ork
Rokkit Launcha	16*	-2	48m	—	Blast (Small)	7 Rare	Explosive, Ork
Shoota	10 +1ED	0	36m	2	Assault, Waa-agh!	4 Uncommon	Projectile, Ork
Slugga	10 +1ED	0	24m	1	Pistol, Waaagh!	3 Common	Projectile, Ork
Snazzgun	12 +2ED	-2	48m	3	Heavy*	8 Unique	Ork
Stikkbomb	7 +1ED	0	Strength x4 Metres or as Launcher	—	Blast (Medium)	2 Uncommon	Explosive, Ork

The manufactorums of the Imperium churn out an endless assortment of firearms and energy weapons.

Bolt Weapons

The report of a bolt weapon thunders like the righteous word of the God-Emperor himself, promising a swift and bloody end to the enemies of Mankind. Firing explosive rocket-propelled missiles known as bolts, these fearsome arms are most often associated with the Adeptus Astartes, who have wielded them with distinction for over ten millennia.

Assault Bolter

An innovation wrought from the forges of Archmagos Dominus Belisarius Cawl to maximise the destructive potential of the Primaris Marines, the assault bolter is a mag-shielded, auto-loading instrument of death found at the spearhead of Guilliman's new crusade.

Assault Bolter (12+2ED; AP -1; Range 36m; Salvo 3; Assault, Brutal)
Value: 8 (Vary Rare)
Keywords: Bolt, Imperium, Adeptus Astartes, Primaris

Boltgun

The sturdy and reliable boltgun—also known simply as a bolter—is widely used by Imperial forces on both sides of the Great Rift, particularly the Adeptus Astartes and the Adepta Sororitas.

Botgun (10+1ED; AP 0; Range 40m; Salvo 2; Brutal, Rapid Fire [2])
Value: 4 (Uncommon)
Keywords: Bolt, Imperium

Bolt Pistol

Compact and optimised for close quarters engagement, the bolt pistol is favoured by Space Marines and Commissars who prefer brutal efficiency over subtlety.

Bolt Pistol (10+1ED; AP 0; Range 20m; Salvo 1; Brutal, Pistol)
Value: 4 (Uncommon)
Keywords: Bolt, Imperium

Bolt Rifle

Designed by Archmagos Dominus Belisarius Cawl, the Mark II bolt rifle was made for the Primaris Space Marines. The bolt rifle has a longer range and slightly more penetrating power compared to the standard-issue bolter of the original Adeptus Astartes.

Bolt Rifle (10+1ED; AP -1; Range 60m; Salvo 2; Brutal, Rapid Fire [2])
Value: 7 (Very Rare)
Keywords: Bolt, Imperium, Adeptus Astartes, Primaris

Heavy Bolt Pistol

Crafted with a longer barrel to facilitate greater range, heavy bolt pistols are wielded with distinction by Primaris Marines.

Heavy Bolt Pistol (10+1ED; AP -1; Range 24m; Salvo 1; Brutal, Pistol)
Value: 7 (Very Rare)
Keywords: Bolt, Imperium, Adeptus Astartes, Primaris

Heavy Bolter

The largest of the bolt weapons, heavy bolters use specially designed high calibre ammunition to tear through the enemy's defences and leave nothing behind but the acrid stench of chemical accelerants and a streak of gore.

Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 3; Brutal, Heavy [4])
Value: 6 (Uncommon)
Keywords: Bolt, Imperium

Storm Bolter

The twin barrels of a storm bolter flash like the eyes of a wrathful god and bring death just as swiftly. Favoured by Terminator Space Marines and as a pintle-mounted weapon on many Imperial vehicles, the storm bolter is a common sight on battlefields in the 41st Millennium.

Storm Bolter (10+1ED; AP 0; Range 40m; Salvo 4; Brutal, Rapid Fire [2])
Value: 6 (Rare)
Keywords: Bolt, Imperium

Flame Weapons

The fires of war burn bright across the galaxy, and nowhere do they burn brighter than in the sights of a flame weapon.

Flamer

The unwavering pilot light of a flamer is best seen reflected in the watery eyes of a heretic. Larger than the common hand flamer, a flamer comes equipped with a high capacity fuel canister mounted under a barrel just long enough to keep its jetting blaze from blowing back into the face of its wielder when advancing upon the enemy.

Flamer (10+1ED; AP 0; Range 16m; Salvo 1; Assault, Blast [Medium], Blaze, Spread)
Value: 5 (Uncommon)
Keywords: Fire, Imperium

Hand Flamer

Common among acolytes of the Inquisition and Redemptionist adherents, the hand flamer finds wide use across the Imperium. Despite its shallow fuel reservoir, this simple weapon can reduce a rampaging Ork to cinders in the hand of a skilled arsonist.

Hand Flamer (7+1ED; AP 0; Range 12m; Salvo 1; Blast [Small], Blaze, Pistol, Spread)
Value: 5 (Rare)
Keywords: Fire, Imperium

Heavy Flamer

In the hands of the Adepta Sororitas, the white-hot promethium flames of a heavy flamer can burn away the weed of heresy down to the root or sterilise the corridors of a space hulk of the most virulent xenos taint.

Heavy Flamer (12+2ED; AP -1; Range 16m; Salvo 2; Blast [Large], Blaze, Heavy [6], Spread)
Value: 5 (Rare)
Keywords: Fire, Imperium

Las Weapons

Based upon design templates dating back to the Dark Age of Technology, las weapons fire beams of tightly focused coherent light. Las weapons have proved so reliable and easy to reproduce they are found within all Imperial institutions.

Duelling Laspistol

Preferred by many jaded Imperial nobles and underhive scum alike, the duelling laspistol has a heavy-duty capacitor and fires substantially stronger shots than a typical personal las-weapon. The duelling laspistol lacks the safeguards and reliability of other las weapons, however, due to the strain the enhanced capacitor places on the weapon. Additionally, duelling laspistols are intended for short-term conflicts, not extended firefights, and therefore typically possess far less ammunition per charging pack.

Duelling Laspistol (10+1ED; AP 0; Range 24m; Salvo 1; Pistol)
Value: 6 (Very Rare)
Keywords: Las, Imperium

Hot-shot Lasgun

Also known as hellguns, hot-shot lasguns produce more intense beams of coherent light than common lasguns. The increased destructive potential of hot-shot lasguns necessitates large power cells housed in a backpack and wired directly into the weapon by heavily insulated cables.

Hot-Shot Lasgun (7+1ED; AP: -2; Range: 36m; Salvo: 2; Rapid Fire [1], Steadfast)
Value: 6 (Very Rare)
Keywords: Las, Imperium, Astra Militarum

Hot-shot Laspistol

A hot-shot laspistol (or hellpistol) possesses a powerful laser generation system that delivers high-intensity lasfire on target. The power output requires superior quality power cells or the use of a separate backpack power supply. Typically, hot-shot lasweapons sacrifice range for firepower, melting through enemy armour in close-range firefights.

Hot-Shot Laspistol (7+1ED; AP -2; Range 12m; Salvo 1; Pistol, Steadfast)
Value: 6 (Vary Rare)
Keywords: Las, Imperium, Astra Militarum

Hot-shot Volley Gun

A hot-shot volley gun is a high-powered lasweapon capable of firing multiple shots very rapidly. It requires an external backpack to contain its power source. Truly a fearsome firearm, these weapons incorporate penitent-class heat sink arrays to maintain a punishing rate of fire.

Hot-Shot Volley Gun (10+1ED; AP -2; Range 48m; Salvo 4; Heavy [4], Steadfast)
Value: 6 (Very Rare)
Keywords: Las, Imperium, Astra Militarum

Lascannon

Deployed on the front lines of the Imperium's endless wars, lascannons make short work of infantry and armoured vehicles alike. Generally, lascannons require a two-man heavy weapon teams; however, daring Space Marines are known wield lascannons single-handed.

Lascannon (18+3ED; AP -3; Range 150m; Salvo 1; Heavy [8], Steadfast)
Value: 9 (Uncommon)
Keywords: Las, Imperium

Lasgun

Also known as lasrifles, lasguns are the standard antipersonnel weapons issued to infantry throughout the Astra Militarum. Easily maintained and rugged enough for use in any theatre of war, many a Departmento Munitorum supply officer has sardonically noted that lasguns often have longer service records than the guardsmen to which they are issued. Lasguns possess a bayonet lug.

Lasgun (7+1ED; AP 0; Range 48m; Salvo 2; Rapid Fire [1], Steadfast)
Value: 3 (Common)
Keywords: Las, Imperium

Laspistol

A favoured sidearm in the Imperium for millennia before the opening of the Great Rift, the humble laspistol serves Mankind in the hands of Imperial Guard officers, Sanctioned Psykers, Tech Priests, and more. The laspistol is so ubiquitous it is just as often found in the weapon

caches of Chaos cultists, Genestealer hybrids, and innumerable criminal societies.

Laspistol (7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Steadfast)
Value: 3 (Common)
Keywords: Las, Imperium

Long Las

Wielded with distinction by Cadian Snipers, the long las is found wherever Imperial snipers ply their clandestine trade.

Long Las (10+1ED; AP 0; Range 140m; Salvo 0; Sniper [1], Steadfast)
Value: 6 (Uncommon)
Keywords: Las, Imperium, Astra Militarum

Melta Weapons

The thermal reactions that empower melta weapons release heat so intense it rivals the surface of a star. Of limited range, a melta weapon can reduce a tank to molten slag in one barrage.

Inferno Pistol

The archeotech pattern of the inferno pistol is thought lost to time, making these compact meltas exceptionally prized. Most are heirlooms passed down through generations.

Inferno Pistol (16+1ED; AP -4; Range 12m; Salvo 1; Melta, Pistol)
Value: 6 (Very Rare)
Keywords: Melta, Imperium, Adepta Sororitas, Adeptus Astartes

Meltagun

The common meltagun is prized for its destructive power, whether used against infantry, vehicles, or fortifications.

Meltagun (16+2ED; AP -4; Range 24m; Salvo 1; Assault, Melta)
Value: 6 (Uncommon)
Keywords: Melta, Imperium

Multi-Melta

Multi-Meltas are the largest man-portable class of meltas, using double barrels to focus two beams of heat on a single spot.

Multi-Melta (16+3ED; AP -4; Range 48m; Salvo 1; Heavy [8], Melta)
Value: 7 (Rare)
Keywords: Melta, Imperium

Plasma Weapons

Even the augmented minds of the Adeptus Mechanicus barely understand the technology empowering plasma weapons. In the hands of the foolhardy, the unstable core of a plasma weapon quickly proves a means of expedient self-destruction.

Plasma Cannon

The largest man-portable class of plasma weapons, the plasma cannon stretches the limits of man-portable weaponry. Each shot from a plasma cannon burns bright enough to blind the unprepared and starts small blazes along the line of fire.

Plasma Cannon (15+2ED; AP -3; Range 72m; Salvo 3; Heavy [8], Supercharge)
Value: 7 (Very Rare)
Keywords: Plasma, Imperium

Plasma Gun

Uncommon and difficult to manufacture, the plasma gun is a weapon favoured by eccentrics. Most plasma guns are well-maintained relics with centuries of history, and many a story to tell.

Plasma Gun (15+1ED; AP -3; Range 48m; Salvo 2; Rapid Fire [1], Supercharge)
Value: 6 (Rare)
Keywords: Plasma, Imperium

Plasma Pistol

For those with enough mettle to bear the risk, plasma pistols are the ideal means of dispatching an opponent at close quarters.

Plasma Pistol (15+1ED; AP -3; Range 24m; Salvo 1; Pistol, Supercharge)
Value: 6 (Rare)
Keywords: Plasma, Imperium

Projectile Weapons

Primitive in design and principle, slug-throwers predate the Dark Age of Technology. Using chemical accelerants to fire simple metallic slugs, solid projectile weapons are nevertheless brutally effective implements of destruction.

Assault Cannon

Most commonly seen fielded by the Adeptus Astartes, the assault cannon is a devastating anti-infantry weapon. Its rate of fire is extremely high, though this can lead to the weapon jamming at inopportune times.

Assault Cannon (14+2ED; AP -1; Range 48m; Salvo 6; Heavy [8])
Value: 6 (Uncommon)
Keywords: Projectile, Imperium, Adeptus Astartes

Astartes Shotgun

A weapon issued to many Space Marine Scouts, this heavy and sturdy shotgun provides excellent close-range firepower.

Astartes Shotgun (10+1ED; AP 0; Range 24m; Salvo 2; Assault, Spread, Steadfast)
Value: 7 (Rare)
Keywords: Projectile, Imperium, Adeptus Astartes

Astartes Sniper Rifle

Perfect for the tactical role of a Space Marine Scout, this rifle fires a small dart made from a deadly neuro-toxin chemical. The liquid chemical is frozen into a dart or sliver within the gun before it is fired. Unerring accuracy is afforded by a low power beam of invisible laser-light which drives and guides the chemical dart to its target. If the target is armoured, the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.

Astartes Sniper Rifle (10+1ED; AP 0; Range 150m; Salvo 0; Sniper [2])
Value: 6 (Uncommon)
Keywords: Projectile, Imperium, Adeptus Astartes

Autocannon

The autocannon is a widely-used heavy weapon, often pressed into service for anti-infantry or anti-aircraft purposes. Its heavy shells, long range, and high rate of fire make it a versatile weapon in conflicts across the galaxy.

Autocannon (16+1ED; AP -1; Range 96m; Salvo 3; Heavy [8])
Value: 5 (Common)
Keywords: Projectile, Imperium

Autogun

The autogun has been adopted as the weapon of choice on many primitive worlds by virtue of its easily-implemented design pattern. Its cheap ammunition makes it an attractive armament for hive gangs and scavengers of the ash wastes who delight in slinging hot lead.

Autogun (7+1ED; AP 0; Range 48m; Salvo 3; Rapid Fire [1])
Value: 3 (Common)
Keywords: Projectile, Imperium, Scum

Autopistol

Petty criminals across the Imperium have made this rapid firing pistol their weapon of choice.

Autopistol (7+1ED; AP 0; Range 20m; Salvo 2; Pistol)
Value: 3 (Common)
Keywords: Projectile, Imperium, Scum

Combat Shotgun

Self-loading or automatic shotguns are sometimes called combat shotguns. More advanced versions of the typical shotgun, these weapons are constructed to higher standards and can lay down a storm of fire.

Combat Shotgun (9+1ED; AP 0; Range 24m; Salvo 2; Assault, Rapid-Fire [1], Spread)
Value: 3 (Uncommon)
Keywords: Projectile, Imperium

Hand Cannon

Various patterns for heavy, high-calibre pistols exist throughout the Imperium. Many underhivers and scum refer to such weapons as "hand cannons," due to the loud report these pistols make when firing.

Hand Cannon (9+1ED; AP 0; Range 20m; Salvo 1; Pistol)
Value: 4 (Common)
Keywords: Projectile, Imperium, Scum

Heavy Stubber

This large, belt-fed slug-thrower is equally capable of laying down suppressive fire and cutting through ranks of infantry.

Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 3; Heavy [4])
Value: 5 (Uncommon)
Keywords: Projectile, Imperium, Scum

Shotgun

Primitive even by the standard set by other slug-throwers, shotguns pack significant damage into a short range.

Shotgun (8+1ED; AP 0; Range 20m; Salvo 1; Assault, Spread)
Value: 3 (Common)
Keywords: Projectile, Imperium

Stubber

Also called a "stub gun," these crude weapons resemble oversized revolvers. Dangerous and easy to acquire, stubbers are quite common on many Imperial Hive worlds.

Stubber (7+1ED; AP 0; Range 20m; Salvo 1; Pistol)
Value: 2 (Common)
Keywords: Projectile, Imperium, Scum

Stubcannon

A larger, rifle-sized version of the stubber, these weapons fire correspondingly heavier shots.

Stubcannon (9+1ED; AP 0; Range 30m; Salvo 1; Brutal)
Value: 3 (Common)
Keywords: Projectile, Imperium, Scum

Missiles and Missile Launchers

Cyclone Missile Launcher

Equipped with fast-loading twin ammunition racks, this devastating missile launcher was designed in ages past specifically for the use of Space Marines clad in Tactical Dreadnaught Armour.

Cyclone Missile Launcher (Damage by missile type; AP by missile type; Range 150m; Salvo 1 [Special]; Heavy [8])
Value: 11 (Very Rare)
Keywords: Explosive, Imperium, Adeptus Astartes
Special: In addition to the normal benefits, spending a Reload to Salvo with a Cyclone Missile Launcher allows the wielder to attack a specific enemy with two missiles. To resolve this, make a single attack and double the missile's damage value and ED, then double the target's Resilience.

Missile Launcher

Simply designed missile launchers are common across the Astra Militarum and the Adeptus Astartes.

Missile Launcher (Damage by missile type; AP by missile type; Range 150m; Salvo –; Heavy [6])
Value: 4 (Common)
Keywords: Explosive, Imperium

Frag Missile

This missile is loaded with an antipersonnel explosive, flinging deadly shrapnel through the air after impact.

Frag Missile (10+2ED; AP 0; Range –; Salvo –; Blast [Large])
Value: 4 (Common)
Keywords: Explosive, Imperium, <Any>

Krak Missile

These missiles are loaded with an anti-vehicle shaped charge, destroying the target with concentrated implosive force.

Krak Missile (16+3ED; AP -2; Range –; Salvo –; Blast [Small])
Value: 6 (Uncommon)
Keywords: Explosive, Imperium

Grenades & Grenade Launchers

Craters left behind by explosive ordnances pockmark the surfaces of numberless worlds. Whether thrown by hand, fired from launchers, or propelled by rockets, grenades wreak unparalleled destruction. Firing a grenade or missile launcher consumes a grenade.

Militarum Tempestus Grenade Launcher

Most often found in Militarum Tempestus Command Squads, this sturdy grenade launcher is just light enough to be fired on the move by an unaugmented human.

Militarum Tempestus Grenade Launcher (Damage by grenade type; AP by grenade type; Range 50m; Salvo 1; Assault)
Value: 6 (Uncommon)
Keywords: Explosive, Imperium, Astra Militarum

Voss Pattern Grenade Launcher

Disparaged because of its short range and inaccuracy, this grenade launcher from the forge world of Voss Prime has nevertheless found wide use among the brave and the foolhardy as its auto loading ammunition drum allows the weapon to unload several volleys in rapid succession.

Voss Pattern Grenade Launcher (Damage by grenade type; AP by grenade type; Range 40m; Salvo 1; Assault)
Value: 5 (Uncommon)
Keywords: Explosive, Imperium, Astra Militarum

Frag Grenade

Compact, easy to manufacture, and so simple even the most backward feral worlder can be instructed in their use; frag grenades are the antipersonnel explosive of choice across the Imperium. Consisting of an explosive core packed with metallic shrapnel, a single frag grenade can shred the flesh off an unwary soldier.

Frag Grenade (10+1ED; AP 0; Range Strength x 4m [T], as launcher [R]; Salvo –; Blast [Medium])
Value: 2 (Common)
Keywords: Explosive, Imperium

Krak Grenade

The shaped charge at the core of a krak grenade is designed to punch through armour with a blast of overwhelming force, making it equally effective against armoured targets, vehicles, and fortifications. Krak grenades are most often affixed to their targets and detonated on a timer or by remote rather than thrown or launched.

Krak Grenade (14+2ED; AP -2; Range Strength x 4m [T], as launcher [R]; Salvo –; Blast [Small])
Value: 4 (Uncommon)
Keywords: Explosive, Imperium

Plasma Grenade

Common amongst the Asuryani Eldar, a plasma grenade is little more than a miniaturised plasma manifold intentionally designed to catastrophically overheat.

Plasma Grenade (10+1ED; AP -1; Range Strength x 4m [T], as launcher [R]; Salvo –; Blast [Medium])
Value: 7 (Very Rare)
Keywords: Explosive, Aeldari

Exotic Ranged Weapons

Some weapons, due to their unorthodox construction and arcane usage, defy easy categorisation.

Arc Pistol

The Skitarii Rangers who favour the arc pistol are said to draw and fire faster than the lightning their pistols discharge.

Arc Pistol (14+1ED; AP -1; Range 24m; Salvo 1; Arc [2], Pistol)
Value: 5 (Rare)
Keywords: Arc, Adeptus Mechanicus

Arc Rifle

Entrusted to the Kataphron Breachers of the Adeptus Mechanicus, arc weapons discharge crackling bolts of electricity to damage flesh, puncture steel, and overload nervous systems.

Arc Rifle (14+1ED; AP -1; Range 48m; Salvo 2; Arc [2], Rapid Fire [1])
Value: 6 (Rare)
Keywords: Arc, Adeptus Mechanicus

Galvanic Rifle

Based upon the design of the earliest firearms manufactures on Mars, galvanic rifles fire servitor-bullets, each projectile endowed with a machine spirit driven to seek out its target's heart and inflict maximum carnage.

Galvanic Rifle (10+1ED; AP 0; Range 60m; Salvo 2; Rapid Fire [1], Penetrating [1])
Value: 5 (Rare)
Keywords: Projectile, Adeptus Mechanicus

Radium Carbine

The sturdy radium carbine carries enough radioactive ammo to slowly poison its master.

Radium Carbine (7+1ED; AP 0; Range 36m; Salvo 3; Assault, Rad [2])
Value: 6 (Very Rare)
Keywords: Projectile, Adeptus Mechanicus

Radium Pistol

The ammunition within a radium weapon releases a steady flow of corrosive radiation that eats through armour and contaminates flesh.

Radium Pistol (7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Rad [2])
Value: 6 (Rare)
Keywords: Projectile, Adeptus Mechanicus

Eldar Ranged Weapons

The Eldar favour lightweight weapons of elegant design, each one a work of art endowed with great destructive potential by inscrutable technology.

Fusion Gun

Empowered by an internal fusion micro-reactor, an Eldar armed with a fusion gun strikes with the power of a solar flare.

Fusion Gun (16+2ED; AP -4; Range 24m; Salvo 1; Assault, Melta)
Value: 6 (Rare)
Keywords: Melta, Aeldari

Lasblaster

Using psychically attuned crystal prisms to focus light with unerring precision, Eldar consider the elegant lasblaster the pinnacle of light-manipulation technology.

Lasblaster (7+1ED; AP 0; Range 48m; Salvo 4; Assault)
Value: 5 (Very Rare)
Keywords: Las, Aeldari

Ranger Long Rifle

Carried to the furthest worlds by trailblazing Eldar Rangers, the Eldar long rifle deals death from distant shadows.

Ranger Long Rifle (10+1ED; AP 0; Range 150m; Salvo 0; Sniper [2])
Value: 7 (Very Rare)
Keywords: Las, Aeldari

Shuriken Catapult

The shuriken catapult is the weapon most closely associated with the Eldar. Propelling micrometre-thin blades deep into the flesh of the enemy, the whirling ammunition of the shuriken catapult cuts so cleanly the slain rarely have time to bleed.

Shuriken Catapult (10+1ED; AP 0; Range 24m; Salvo 3; Assault, Penetrating [3])
Value: 6 (Rare)
Keywords: Shuriken, Aeldari, Asuryani

Shuriken Pistol

More compact than the shuriken catapult, shuriken pistols are favoured by Eldar Corsairs and Asuryani Aspect Warriors.

Shuriken Pistol (10+1ED; AP 0; Range 24m; Salvo 2; Penetrating [3], Pistol)
Value: 6 (Rare)
Keywords: Shuriken, Aeldari, Asuryani

Ork Ranged Weapons

"I like the guns what go BOOM!"
– Warboss Mog Bigdakka of the Lootsmasha Waaagh!

Ork firearms are loud, large, and lacking in subtlety. Bolted together from scrap metal and mad inspiration, no two Ork weapons are truly alike.

Big Shoota

The massive barrel of this firearm belches outsized ammunition like a handheld cannon.

Big Shoota (12+2ED; AP 0; Range 72m; Salvo 3; Assault, Waaagh!)
Value: 5 (Uncommon)
Keywords: Projectile, Ork

Burna

Little more than a fuel tank, a pump, a hose, and an open flame, burnas deliver flaming death with a wild abandon no human arsonist could achieve. The burna may also be used in close combat as a melee weapon with the following profile: (Damage 7+1ED; AP -2; Blaze). However, a burna cannot be used as a melee weapon if it fired during that turn.

Burna (10+1ED; AP 0; Range 16m; Salvo 1; Assault, Blast [Small], Blaze, Spread)
Value: 5 (Uncommon)
Keywords: Fire, Ork

Rokkit Launcha

Rokkit launchas fire crude explosives with wildly inconsistent areas of effect.

Rokkit Launcha (16*; AP -2; Range 48m; Salvo –; Blast [Small])
Value: 7 (Rare)
Keywords: Explosive, Ork
Special: When firing a rokkit launcha, roll 1d3+1 and use that result in extra damage dice.

Shoota

The archetypal Ork firearm, the report of a shoota echoes like a parody of the human boltgun.

Shoota (10+1ED; AP 0; Range 36m; Salvo 2; Assault, Waaagh!)
Value: 4 (Uncommon)
Keywords: Projectile, Ork

Slugga

This simple firearm propels crude slugs at high velocity and is carried into battle by Ork Boyz and Gretchin alike.

Slugga (10+1ED; AP 0; Range 24m; Salvo 1; Pistol, Waaagh!)
Value: 3 (Common)
Keywords: Projectile. Ork

Snazzgun

Kustom weapons created by the image-obsessed Flash Gitz, snazzguns vary more in form and function than all other Ork weaponry.

Snazzgun (12+2ED; AP -2; Range 48m; Salvo 3; Heavy [4], Special)
Value: 8 (Unique)
Keywords: Ork
Special: One additional trait of the creator's choice. If the chosen trait has a numeric value (i.e. Penetrating, Rapid Fire, etc.), roll 1d3 to determine its value.

Stikkbomb

A crude explosive with a convenient handle, Orks overtaken by the desire to close with the enemy are known to use these grenades as clubs.

Stikkbomb (7+1ED; AP 0; Range Strength x 4m [T], as launcher [R]; Salvo –; Blast [Medium])
Value: 2 (Uncommon)
Keywords: Explosive, Ork

Table 6-2: Melee Weapons

Name	Damage	AP	Range	Traits	Value	Keywords
Astartes Combat Knife	3 +1ED	0		Steadfast	3 Uncommon	Blade, Imperium, Adeptus Astartes
Industrial Bludgeon	4 +2ED	0		Brutal, Unwieldy (1)	3 Uncommon	Imperium, Ork, Scum, <Any>
Knife	2 +1ED	0			2 Common	Blade, Imperium, Aeldari, Ork, Scum, <Any>
Mono Knife	3 +2ED	-1		Penetrating (1)	3 Uncommon	Blade, Imperium, Scum
Psykana Mercy Blade	2 +1ED	-1			2 Uncommon	Blade, Imperium, Adeptus Astra Telepathica
Sword	3 +1ED	0		Parry	3 Common	Blade, Imperium, Aeldari, <Any>
Throwing Knife	2 +1ED	0	Strength x4m		2 Common	Blade, Aeldari, Scum, <Any>
Chain Weapons						
Chain Axe	5 +2ED	0		Brutal, Penetrating (1)	5 Rare	Chain, Chaos
Chain Bayonet	4 +1ED	0		Brutal	4 Rare	Chain, Imperium, Chaos
Chain Fist	7 +3ED	-4		Brutal, Unwieldy (3)	10 Very Rare	Chain, Power Field, Imperium, Chaos, Adeptus Astartes
Chain Sword	5 +1ED	0		Brutal, Parry	5 Uncommon	Chain, Aeldari, Imperium, Chaos
Eviscerator	6 +2ED	-4	2m	Brutal, Unwieldy (2)	6 Rare	Chain, Adeptus Ministorum, Adepta Sororitas, Two-Handed
Force Weapons						
Force Axe	5 +2ED	-2		Force	6 Very Rare	Force, Imperium, Inquisition, Adeptus Astartes
Force Hammer	6 +2ED	-3	2m	Force, Unwieldy (2)	7 Very Rare	Force, Imperium, Inquisition, Two-Handed, Adeptus Astartes
Force Rod	4 +1ED	-1	2m	Brutal, Force	6 Uncommon	Force, Imperium, Inquisi-tion, Adeptus Astartes, Adeptus Astra Telepathica, Two-handed
Force Sword	5 +1ED	-3		Force, Parry	6 Rare	Force, Imperium, Inquisition, Adeptus Astartes
Power Weapons						
Death Cult Powerblade	5 +1ED	-2		Parry	6 Very Rare	Power Field, Imperium, Adeptus Ministorum
Omnissian Axe	5 +2ED	-2	2m		6 Very Rare	Power Field, Imperium, Adeptus Mechanicus, Two-Handed
Power Axe	5 +2ED	-2		Penetrating (1)	6 Rare	Power Field, Imperium, Adeptus Astartes, Adeptus Mechanicus, Aeldari

Name	Damage	AP	Range	Traits	Value	Keywords
Power Fist	7 +2ED	-3		Brutal, Unwieldy (2)	8 Very Rare	Power Field, Imperium, Adeptus Astartes
Power Sword	5 +1ED	-3		Parry	6 Rare	Power Field, Imperium, Aeldari
Thunder Hammer	8 +3ED	-3	2m	Brutal, Unwieldy (2)	9 Unique	Power Field, Imperium, Adeptus Astartes, Inquisition, Two-Handed
Void Sabre	5 +1ED	-3		Brutal, Parry	8 Very Rare	Power Field, Aeldari, Anhrathe
Exotic Melee Weapons						
Neural Whip	3 +1ED	-2	4m	Agonizing	5 Rare	Exotic, Chaos, Inquisition
Shock Maul	4 +2ED	-1		Agonizing, Brutal	5 Uncommon	Exotic, Imperium, Adeptus Arbites
Shock Whip	4 +1ED	0	4m	Agonizing, Penetrating (2)	5 Very Rare	Exotic, Scum, <Any>
Whip	1 +1ED	0	4m	Agonizing	2 Common	Primitive, Imperium, Ork
Eldar Melee Weapons						
Singing Spear	6 +3ED	0	2m or Strength x5m	Assault, Force, Warp Weapon	11 Unique	Force, Aeldari, Asuryani
Witchblade	6 +3ED	0		Force, Parry, Warp Weapon	9 Very Rare	Force, Aeldari, Asuryani
Ork Melee Weapons						
Big Choppa	5 +2ED	-1		Waaagh!	4 Rare	Blade, Ork, Two-Handed
Chain Choppa	5 +1ED	0		Brutal, Waaagh!	5 Very Rare	Chain, Ork
Choppa	3 +2ED	0		Steadfast, Waaagh!	2 Common	Blade, Ork
Power Klaw	6 +3ED	-3	2m	Brutal, Unwieldy (3)	8 Very Rare	Power Field, Ork
Weirdboy Staff	4 +1ED	-1	2m	Force, Waaagh!	5 Very Rare	Force, Ork, Two-Handed

"To answer the riddle of steel, look to the blood you spill."
– Death Cult proverb

In the end, the fight must be taken to the enemy and the foe confronted face-to-face. In the hands of the righteous and the damned, swords succeed where las beams fail.

All melee weapons by default have a range of 1 metre (M). Melee weapons with a different range are noted as such in their profile.

Astartes Combat Knife

This large, exceptionally sharp blade is carried by many Space Marines as part of their standard issue armament. Similarly sized to a short sword for a human, this knife has a mono-molecular edge that never dulls. Some Chapters pass on a combat knife from one owner to the next as part of their traditions, whilst others require a Space Marine Scout to forge his own blade as part of the process of becoming a full Space Marine.

Astartes Combat Knife (3+1ED; AP 0; Steadfast)
Value: 3 (Uncommon)
Keywords: Blade, Imperium, Adeptus Astartes

Industrial Bludgeon

These weapons are re-purposed tools more suited for heavy industry such as mining, smelting,

or construction. Examples of these weapons include brutish implements designed to wrench, torque, snap, clamp, or carve. One example is the weaponised omni-tool powered wrench known as a "spud-jacker."

Industrial Bludgeon (4+2ED; AP 0; Brutal, Unwieldy [1])
Value: 3 (Uncommon)
Keywords: Imperium, Ork, Scum, <Any>

Knife

Any number of edged hand weapons qualify as a "knife." This also includes any blades that may be affixed to a weapon as a bayonet.

Knife (2+1ED; AP 0)
Value: 2 (Common)
Keywords: Blade, Imperium, Aeldari, Ork, Scum, <Any>

Mono Knife

This sturdy blade is forged of special materials and honed to a superfine edge.

Mono Knife (3+2ED; AP -1; Penetrating [1])
Value: 3 (Uncommon)
Keywords: Blade, Imperium, Scum

Psykana Mercy Blade

A sharp knife provided by the Adeptus Astra Telepathica to Sanctioned Psykers, this blade is meant for the unfortunate psyker whose powers go out of control. In such a case of imminent daemonic possession, the psyker is meant to take their own life using this weapon.

Psykana Mercy Blade (2+1ED; AP -1)
Value: 2 (Uncommon)
Keywords: Blade, Imperium, Adeptus Astra Telepathica

Sword

An ancient weapon common across all planets and civilisations, the sword kills with savage elegance.

Sword (3+1ED; AP 0; Parry)
Value: 3 (Common)
Keywords: Blade, Imperium, Aeldari, <Any>

Throwing Knife

A well-balanced blade is as deadly as a las beam.

Throwing Knife (2+1ED; AP 0; Range Strength x 4m [T])
Value: 2 (Common)
Keywords: Blade, Aeldari, Scum, <Any>

Chain Weapons

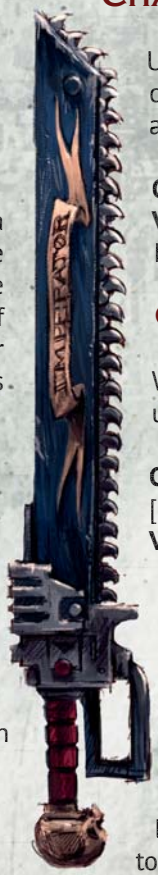
Chain weapons chew through armour and inflict grievous wounds with rotating chains of metal teeth driven by internal high-tension motors.

Chain Axe

Combining the tearing action of a chain sword with the impact of an axe swing, chain axes are never more menacing than in the gauntleted hand of a Champion of Khorne.

Chain Axe (5+2ED; AP 0; Brutal, Penetrating [1])
Value: 5 (Rare)
Keywords: Chain, Chaos

Chain Bayonet



Usually mounted to bolters, chain blades combine the properties of the chain sword and bayonet.

Chain Bayonet (4+1ED; AP 0; Brutal)
Value: 4 (Rare)
Keywords: Chain, Imperium, Chaos

Chainfist

Whirling chain blades extend from the underside of this heavy power fist.

Chainfist (7+3ED; AP -4; Brutal, Unwieldy [3])
Value: 10 (Very Rare)
Keywords: Chain, Power Field, Imperium, Chaos, Adeptus Astartes

Chain Sword

Inquisitors, Rogue Traders, and Commissars throughout the ages have accomplished glorious deeds armed with little more than a chain sword and the will to use it. The Aeldari have their own, more elegant version.

Chain Sword (5+1ED; AP 0; Brutal, Parry)
Value: 5 (Uncommon)
Keywords: Chain, Imperium, Aeldari, Chaos

Eviscerator

Carried into battle by fanatical Redemptionists, an eviscerator is a chain sword writ large; a single swing can cut through entire mobs of the wicked and the damned.

Eviscerator (6+2ED; AP -4; Range 2m (M); Brutal, Unwieldy [2])
Value: 6 (Rare)
Keywords: Chain, Adeptus Ministorum, Adepta Sororitas, Two-Handed

Force Weapons

Force weapons draw upon a psyker's connection to the warp to rend flesh and bone with immaterial energies.

A character must have the Psyker keyword to optimally wield a force weapon. A character who does not possess the Psyker keyword may wield a force weapon, but the weapon's Force Trait does not function, and its damage rating is reduced by 2.

Force Axe

Typically these alloyed axe blades incorporate a pattern that concentrates psychic energy, magnifying the power of its wielder's blows.

Force Axe (5+2ED; AP -2; Force)
Value: 6 (Very Rare)
Keywords: Force, Imperium, Inquisition, Adeptus Astartes

Force Hammer

Sometimes wielded amongst the psychically-gifted Inquisitors of the Ordo Malleus, these slow-but-mighty weapons smite with both physical and psychic energies.

Force Hammer (6+2ED; AP -3; Range 2m [M]; Force, Unwieldy [2])
Value: 7 (Very Rare)
Keywords: Force, Imperium, Inquisition, Two-Handed, Adeptus Astartes

Force Rod

These black rods act as a psychic battery of sorts, storing psychic energy from the wielder to unleash that power upon the foe with every strike.

Force Rod (4+1ED; AP -1; Range 2m [M]; Brutal, Force)
Value: 6 (Uncommon)
Keywords: Force, Imperium, Inquisition, Adeptus Astartes, Adeptus Astra Telepathica, Two-Handed

Force Sword

This weapon's blade concentrates and directs psychic energy in the hands of its wielder. Attuned in the same manner as a force axe, these weapons can cause grievous injuries using psychic energy to power each strike.

Force Sword (5+1ED; AP -3; Force, Parry)
Value: 6 (Rare)
Keywords: Force, Imperium, Inquisition, Adeptus Astartes

Power Weapons

Weapons wreathed in a crackling envelope of disruptive energy, power weapons tear through normal matter with each strike.

Death-Cult Powerblade

Carried by Death-Cult assassins, these elegant power weapons are no less fatal to their enemies.

Death-Cult Powerblade (5+1ED; AP -2; Parry)
Value: 6 (Very Rare)
Keywords: Power Field, Imperium, Adeptus Ministorum

Omnissian Axe

Symbolic of the power of the Machine God, the Omnissian axe is emblazoned with Mechanicus icons and cogwheel iconography.

Omnssian Axe (5+2ED; AP -2; Range 2m [M])
Value: 6 (Very Rare)
Keywords: Power Field, Imperium, Adeptus Mechanicus, Two-Handed

Power Axe

A power axe cuts with the force of a lightning bolt, cleaving through armour and sundering limb from body.

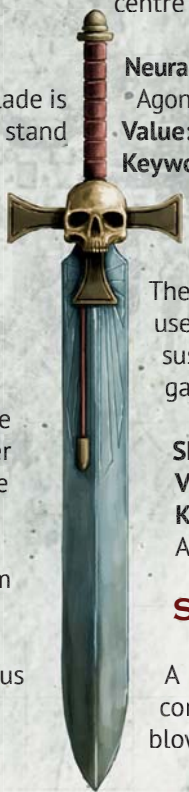
Power Axe (5+2ED; AP -2; Penetrating [1])
Value: 6 (Rare)
Keywords: Power Field, Imperium, Adeptus Astartes, Adeptus Mechanicus, Aeldari

Power Fist

The power field generator within this heavy mechanised gauntlet grants the wearer the tactile sensation of ripping though ceramite and adamantium plate as if they were paper.

Power Fist (7+2ED; AP -3; Brutal, Unwieldy [2])
Value: 8 (Very Rare)
Keywords: Power Field, Imperium, Adeptus Astartes

Power Sword



The energy arcing along the edge of this blade is both a warning and a challenge to all who stand against the bearer of a power sword.

Power Sword (5+1ED; AP -3; Parry)
Value: 6 (Rare)
Keywords: Power Field, Imperium, Aeldari

Thunder Hammer

The supreme close combat weapon of the Adeptus Astartes, the strike of a thunder hammer shatters armour and liquefies the flesh beneath.

Thunder Hammer (8+3ED; AP -3; Range 2m [M]; Brutal, Unwieldy [2])
Value: 9 (Unique)
Keywords: Power Field, Imperium, Adeptus Astartes, Inquisition, Two-Handed

Void Sabre

Crafted from twisted and tainted spars of wraithbone, either plucked from the carcass of a fallen craftworld or stolen from one that yet endures, these blades project a cutting field of compacted anguish that carves apart plasteel with ease. Amongst the more brutal Corsair bands, the wielder of such an accursed weapon is held in great esteem, but forever damned in the eyes of their craftworld kin.

Possessing one of these blades makes the wielder suffer a +4DN penalty to any non-hostile Interaction skill tests involving Asuryani.

Void Sabre (5+1ED; AP -3, Brutal, Parry)
Value: 8 (Very Rare)
Keywords: Power Field, Aeldari, Anhrathe

Exotic Melee Weapons

Some weapons, esoteric in form and difficult to master, defy categorisation.

Neural Whip

Miniature neural inducers run down the length of this microfiber whip. Every lash sends neuronic feedback scorching through the pain centre of the brain.

Neural Whip (3+1ED; AP -2; Range 4m [M]; Agonizing)
Value: 5 (Rare)
Keywords: Exotic, Chaos, Inquisition

Shock Maul

The judges and enforcers of the Adeptus Arbites use these electrified truncheons to render suspects unconscious and break up unlawful gatherings.

Shock Maul (4+2ED; AP -1; Agonizing, Brutal)
Value: 5 (Uncommon)
Keywords: Exotic, Imperium, Adeptus Arbites

Shock Whip

A rare and unusual weapon, the shock whip conducts painful electric bolts with each blow.

Shock Whip (5 +1ED; AP 0; Range 4m [M]; Agonizing, Penetrating [2])
Value: 5 (Very Rare)
Keywords: Exotic, Scum, <Any>

Whip

Made from woven lengths of cured hide, this instrument of grim discipline is a painful reminder of the limitations of flesh.

Whip (1+1ED; AP 0; Range 4m [M]; Agonizing)
Value: 2 (Common)
Keywords: Primitive, Imperium, Ork

Eldar Melee Weapons

"I will bleed many times in service to my temple. You will bleed but once."
– Ullian Veyz, Aspect Warrior of Craftworld Iyanden

Light and graceful, in the hands of an Eldar, these weapons strike with astounding precision.

Singing Spear

Singing spears channel psychic might and deliver it directly to where the enemy is most vulnerable.

Singing Spear (6+3ED; AP 0; Range 2m [M], Strength x 5m [T]; Assault, Force, Warp Weapon)
Returning: When an Eldar throws a singing spear, it returns to the thrower's hand. The Singing Spear may not Multi-Attack as a thrown weapon.
Value: 11 (Unique)
Keywords: Force, Aeldari, Asuryani

Witchblade

Carried by Warlocks and Farseers, witchblades focus the psychic emanations of their Eldar wielders to slice through mortal flesh, armour, and the substance of daemons with equal ease.

Witchblade (6+3ED; AP 0; Force, Parry, Warp Weapon)
Value: 9 (Very Rare)
Keywords: Force, Aeldari, Asuryani

Ork Melee Weapons

"Dis is me favourite. It cuts through meat, bone, metal, an' all that. Touch it, and it'll cut through you!"
– Gizbork da Kutta

The chief advantage of Ork melee weapons is the prodigious strength behind each swing.

Big Choppa

The jagged edge of this heavy axe leaves behind nothing but bloody fragments of whatever stood in the Ork's way.

Big Choppa (5+2ED; AP -1; Waaagh!)
Value: 4 (Rare)
Keywords: Blade, Ork, Two-Handed

Chain Choppa

A crude approximation of the Imperial chain axe, chain choppas eat through armour and bone and reduce vehicles to smoking wreckage.

Chain choppa (5+1ED; AP 0; Brutal, Waaagh!)
Value: 5 (Very Rare)
Keywords: Chain, Ork

Choppa

A mob of Boyz armed with these simple, weighty blades reduce enemy infantry to blood and pulp.

Choppa (3+2ED; AP 0; Steadfast, Waaagh!)
Value: 2 (Common)
Keywords: Blade, Ork

Power Klaw

These large, metallic pincers are honed to a razor's edge and augmented by a sizzling power field, rending everything they touch asunder.

Power Klaw (6+3ED; AP -3; Range 2m [M]; Brutal, Unwieldy [3])
Value: 8 (Very Rare)
Keywords: Power Field, Ork

Weirdboy Staff

Strange assemblages of copper pipes, glass bulbs, and jangling fetish objects, Weirdboy staffs grant Ork psykers a modicum of control over their legendarily unpredictable powers.

Weirdboy Staff (4+1ED; AP -1; Range 2m (M); Force, Waaagh!)
Channel: A Weirdboy staff can be used as a psychic focus.
Value: 5 (Very Rare)
Keywords: Force, Ork, Two-Handed

Table 6-3: Weapon Upgrades

Name	Value	Keywords
Weapon Upgrades		
Ammunition Drum	3 Common	Imperium, Scum
Autoloader	5 Rare	Imperium
Bayonet Lug	1 Common	<Any>
Chain Bayonet	4 Rare	Imperium, Chaos
Combi-Weapon	6 Rare	Imperium, Chaos, Scum
Duelling Grip	3 Uncommon	<Any>
Distinction	5 Uncommon	<Any>
Gene-Grip Bio-Veritor	5 Rare	Imperium
Master-Crafted	7 Very Rare	<Any>
Megathoule Accelerator	6 Very Rare	Imperium, Astra Militarum
Monoscope	4 Rare	Imperium, Astra Militarum
Percussive Muzzle Brake	3 Uncommon	Imperium, Scum
Preysense Sight	6 Rare	Imperium, Scum, <Any>
Red-Dot Sight	5 Uncommon	Imperium, Scum
Silencer	3 Uncommon	Imperium, Scum, <Any>
Reloads and Ammunition		
Ammunition Bandolier	2 Common	<Any>
Ammunition Backpack	5 Uncommon	<Any>
Hellfire Bolt Rounds	7 Very Rare	Imperium, Adeptus Astartes
Kraken Bolt Rounds	7 Very Rare	Imperium, Adeptus Astartes
Manstopper Rounds	5 Uncommon	Imperium, Scum
Reloads	2 Common	<Any>
Vengeance Bolt Rounds	7 Very Rare	Imperium, Adeptus Astartes

The galaxy of the 41st Millennium is a dangerous place. War and strife lurk on thousands of worlds, and inimical aliens wait their chance to prey upon the Imperium of Man. Thus, many warriors rely on their wargear, customizing and upgrading their weapons when they can to survive.

Unless otherwise noted, all weapon upgrades only apply to personal weapons. A weapon may have a maximum of three upgrades. Weapon upgrades with similar names and functions (i.e., grips and scopes) are limited to one per weapon, meaning you cannot equip two scopes or two grips on the same item.

Ammunition Drum

Some weapons replace their typical magazine with a drum to carry additional rounds for the conflict.

This weapon upgrade allows a character to carry one additional Reload.

Value: 3 (Common)
Keywords: Imperium, Scum

Autoloader

This attachment features a mechanism that allows the wielder to switch between different ammunition types with a simple flick of an activation rune. Autoloaders make it efficient for the weapon to be reloaded in the heat of combat.

This upgrade allows the weapon to be reloaded as a free action during combat.

Value: 5 (Rare)
Keywords: Imperium

Bayonet Lug

A simple modification, this attachment allows the wielder to mount a knife to the end of their rifle.

This upgrade means the wielder may use the rifle in melee combat using the knife profile (see page 291). The bayonet lug does not count towards the weapon's maximum upgrades.

Value: 1 (Common)
Keywords: <Any>

Chain Bayonet

Space Marines and Chaos Space Marines often attach this chainblade bayonet modification to their bolt rifles.

This upgrade means the wielder may use the rifle in melee combat using the chain bayonet profile (see page 291)

Value: 4 (Rare)
Keywords: Imperium, Chaos

Combi-Weapon

This upgrade combines two weapons into one, allowing the weapon to be fired as either or both of its two components each round. To fire both component weapons of a combi-weapon, treat this as a Multi-Action.

Before taking this upgrade, you must possess both weapons. Also, if one weapon has the Pistol trait, both must have the Pistol trait. Weapons with the Heavy trait cannot take this upgrade.

Value: 6 (Rare)
Keywords: Imperium, Chaos, Scum

Distinction

Some weapons have a history, pedigree, or simply a rather dangerous look. The Orks may paint war glyphs on their weapons, whilst the Eldar may bless their weapon in the temple of Khaine.

A weapon with this upgrade grants a +1d bonus to Intimidation rolls. Distinction does not count towards the weapon's maximum number of upgrades.

Value: 5 (Uncommon)
Keywords: <Any>

Dueling Grip

Customised grips (or stocks) provide for greater accuracy, often for duelling purposes. Customizing a weapon to correspond to a wielder's unique style makes it more effective.

This upgrade grants a +1d to ranged or melee attacks using this weapon. This upgrade may only be applied to pistols and one-handed melee weapons such as swords, axes, and knives.

Value: 3 (Uncommon)
Keywords: <Any>

Gene-Grip Bio-veritor

This upgrade ensures the security of the weapon. It takes a bio-sample of the wielder every time it is gripped and compares that sample to the one of the owner. If the samples match, the weapon functions. If they do not, the weapon locks and will not function.

Value: 5 (Rare)
Keywords: Imperium

Master-Crafted

Some weapons are works of art. Others are brutal examples of raw killing power. Those forged by legendary craftsman or under special circumstances lend the weapon a quality that others lack. The Orks refer to this upgrade as "Kustom."

This upgrade grants the weapon the Steadfast Trait and grants a +2d bonus to any ranged or melee attack rolls using the weapon.

Value: 7 (Very Rare)
Keywords: <Any>

Megathoule Accelerator (Lucius Pattern)

Based on a design used by the Death Korps of Krieg, this upgrade adjusts a las weapon to fire las shots more rapidly. Additional heat-sink rings added to the barrel help prevent overheating. Despite this precaution, las weapons with this upgrade are prone to overtaxing their systems.

Effect: +2 Salvo, weapon loses the Steadfast Trait (if it possessed it)
Value: 6 (Very Rare)
Keywords: Imperium, Astra Militarum

Monoscope

Though it can be used to project a beam of light, the monoscope primarily acts as a visual uploader. Any authorised individual connected to the monoscope's wielder via data-slate command runes can tap into the monoscope and see through the device's lens.

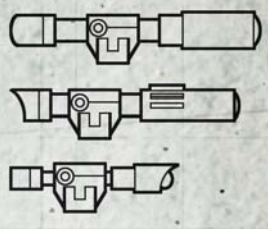
This upgrade reduces range DN penalties by 2.

Value: 4 (Rare)
Keywords: Imperium, Astra Militarum

Percussive Muzzle Brake

This upgrade assists with recoil on projectile weapons, often a custom job done by skilled gunsmiths.

This upgrade can only be applied to projectile weapons that do not possess the heavy keyword. Weapons with this upgrade increase their Salvo rating by 1.



Value: 3 (Uncommon)
Keywords: Imperium, Scum

Preysense Sight

Preysense sights use thermal optics, ignoring any problems raised by fighting in low-light or dark conditions.

This weapon upgrade allows the wielder to see even in pitch-black conditions by tracking ambient heat.

Value: 6 (Rare)
Keywords: Imperium, Scum, <Any>

Red-dot Sight

An integrated emitter illuminates the weapon's target with a tell-tale crimson spot, hence its name.

This upgrade grants a +1d bonus to ranged attacks with the weapon.

Value: 5 (Uncommon)
Keywords: Imperium, Scum

Silencer

This weapon upgrade muffles the sound of gunfire. This upgrade is only available for bolt weapons and projectile weapons, and it is not appropriate for weapons with the Heavy trait.

Weapons with this upgrade are very difficult to hear when they fire. There is a +4DN penalty for any Awareness test to hear the gunshots of a weapon with this upgrade.

Value: 3 (Uncommon)
Keywords: Imperium, Scum, <Any>

Reloads and Ammunition

Reloads

A reload represents an abstract amount of ammunition. A character may carry on their person a number of reloads equal to 3 or their Strength/2, whichever is higher.

Value: 2 (Common)
Keywords: <Any>

Ammunition Backpack

Most often used by the military forces of the Imperium, these armoured packs contain a great deal of ammunition. The Space Marines make great use of such packs, including several with specialised servo-armatures or more bellicose war-spirits, to maximise efficiency. Some packs consist of little more than a sack bulging with shells, whilst others take the form of a personal, portable generatorum humming with power for an energy-based weapon.

This item allows a character to carry ten additional Reloads.

Value: 5 (Uncommon)
Keywords: <Any>

Ammunition Bandolier

This strap worn across the torso carries additional ammunition for use on the battlefield, allowing a character to carry two additional Reloads.

Value: 2 (Common)
Keywords: <Any>

Hellfire Bolt Rounds

These specialised bolt rounds inflict devastating wounds on organic matter. Developed to combat the Tyranid threat, a vial of mutagenic acid replaces the core and tip of these rounds. Thousands of needles fire into the target upon shattering the vial, injecting the acid directly into the foe.

Effect: +2ED, +3ED vs. organic targets
Value: 7 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Kraken Bolt Rounds

Kraken rounds are powerful, armour-piercing bolt shells possessing a solid adamantium core and a heavier main charge. Upon impact, the outer casing peels away, and the high-velocity adamantium penetrator accelerates into the target. Then, the larger charge detonates, sending super-hard shards further into the wound.

Effect: AP -2
Value: 7 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Manstopper Rounds

Commonly used by bounty hunters, enforcers, and hive gangers, these special rounds inflict maximum carnage on the enemy.

These rounds may only be used with weapons that have the Projectile keyword. Weapons with the Heavy keyword may not use this ammunition.

Effect: +1 ED
Value: 5 (Uncommon)
Keywords: Imperium, Scum

Vengeance Bolt Rounds

These hollow-shelled bolt rounds explode in gouts of superheated gas that eliminate the Value of enemy cover. Sternguard squads of Space Marines tasked with destroying enemy infantry formations most often carry this special-issue ammunition.
Effect: Weapon gains the Spread Trait and ignores any cover bonus to the target's Defence.
Value: 7 (Very Rare)
Keywords: Imperium, Adeptus Astartes

"Trust in the Emperor to guard your soul. Trust in your armour to guard your flesh."

–Sergeant Geleer of the 98th Cadian Rifles

Combat in the 41st Millennium is rigorous and devastating, and those who wish to survive and fight another day must withstand physical trauma and grievous injury. Armour is all that stands between a warrior and their own mortality.

Like weapons, all armour has a profile. Armour's vital statistics are as follows:

Armour Rating: A measure of how well the armour protects the wearer. Armour is added to Toughness to determine the wearer's Resistance.

Traits: Like weapons, armour can possess several traits that modify its capabilities and allow for different forms of protection.

Value: The DN for Influence tests made to acquire the armour and the armour's rarity.

Keywords: Descriptive keywords that indicate overall armour type and factions associated with the armour in question.

Armour Traits

An armour's traits expand its capabilities, alter the ways in which it can be used, and afford different forms of protection.

Bulk (X)

Heavy and restrictive armour possesses the Bulk trait. Bulk reduces the Speed of the wearer by a number of metres equal to X.

Cumbersome

Common to the largest suits of powered armour, the Cumbersome trait severely limits the wearer's movement. Characters in Cumbersome armour cannot run or sprint.

'Ere We Go!

Common to Ork armour, an Ork wearing armour with this trait ignores the armour's Bulk and Cumbersome traits when Lightly Wounded or Heavily Wounded.

Force Shield

Wonders of archeotech, personal force shields envelope their user in a protective barrier of energy. A Force Shield's protection allows the wearer to soak mortal wounds. This armour rating is *invulnerable* and may not be reduced by AP.

Powered (X)

Armour designed to augment the strength of the wearer possesses the Powered trait. Powered armour grants a bonus to the wearer's Strength equal to X. A character wearing Powered armour ignores the Heavy weapon trait.

Shield

This type of armour is carried, not worn. Wielded like a defensive weapon, shields turn away blows and incoming fire. A shield adds its Armour Rating to both Resilience and Defence against attacks coming from the front and side of the bearer. The GM has final say on how far around the bearer a shield's protection extends. Some types of shields are *invulnerable* (designated with an asterisk next to the armour rating) and thus may not be reduced by AP.

Layering Protections

Armour does not stack with itself. Instead, only the highest armour rating applies. Traits from multiple sources apply, but do not stack. Multiple traits with a numerical value simply use the highest and add 1 for every additional instance of that trait.
The Shield Trait is an exception to this rule.

Examples: *Captain Leonid of the Cadian Shock Troops has flak armour (armour rating 3). He then acquires a refractor field (armour rating 3, force shield). Since both armour ratings are the same, he gains no additional armour rating (3 is the highest), but he gains the benefit of the force shield trait of the refractor field.*

Blood-bride Carniata is a Death-Cult Assassin and wears a bodyglove (armour rating 2). She can wear Tempestus Carapace (armour rating 4), but gains no additional benefit for the bodyglove. Only the highest armour rating applies.

Table 6-4: Armour

Name	Armour Rating	Traits	Value	Keywords
Basic Armour				
Bodyglove	2		3 Rare	Light, Imperium, Adeptus Ministorum
Carapace Armour	4	Bulk (1)	5 Uncommon	Imperium, Officio Assassinorum, Astra Militarum
Flak Armour	3		4 Common	Flak, Imperium, Astra Militarum
Flak Coat	3		4 Uncommon	Flak, Imperium, Astra Militarum
Mesh Armour	3		3 Rare	Light, Imperium, <Any>
Primitive Armour	2	Bulk (2)	2 Common	Heavy, Primitive
Skitarii Auto-Cuirass	3		5 Rare	Heavy, Imperium, Adeptus Mechanicu, Skitarii
Tempestus Carapace	4		6 Very Rare	Heavy, Imperium, Astra Militarum, Militarum Tempestus
Powered Armour				
Heavy Power Armour	6	Bulk (1), Cumbersome, Powered (3)	8 Very Rare	Heavy, Powered, Imperium, Inquisition
Ignatus Power Armour	5	Powered (2)	7 Very Rare	Powered, Imperium, Inquisition
Light Power Armour	4	Powered (1)	6 Very Rare	Powered, Imperium
Sororitas Powered Armour	5	Powered (2)	6 Very Rare	Powered, Imperium, Adepta Sororitas
Astartes Armour				
Aquila Mk VII	5	Powered (3)	8 Very Rare	Powered, Imperium, Adeptus Astartes
Scout Armour	4		5 Rare	Imperium, Adeptus Astartes
Tacticus Mk X	5	Powered (4)	9 Very Rare	Powered, Imperium, Adeptus Astartes, Primaris
Terminator Armour	7	Powered (5), Cumbersome	10 Unique	Powered, Imperium, Adeptus Astartes
Force Shields				
Refractor Field	*3	Force Shield	5 Rare	Force Field, Imperium, Astra Militarum
Rosarius	*4	Force Shield	7 Very Rare	Force Field, Imperium, Adeptus Astartes, Adeptus Ministorum
Storm Shield	*2	Bulk (1), Force Shield, Shield	8 Unique	Force Field, Imperium, Adeptus Astartes, Adeptus Ministorum, Inquisition
Eldar Armour				
Corsair Armour	3		3 Rare	Light, Aeldari, Anhrathe
Eldar Mesh Armour	3		4 Very Rare	Light, Aeldari, Asuryani
Heavy Mesh Armour	4		6 Very Rare	Aeldari, Anhrathe

Name	Armour Rating	Traits	Value	Keywords
Shimmershield	*2	Force Shield, Shield	7 Unique	Force Field, Aeldari, Asuryani
Rune Armour	4	Force Shield	6 Unique	Force Field, Aeldari, Asuryani
Voidplate Harness	5	Bulk (2)	7 Rare	Aeldari, Anhrathe
Ork Armour				
'Eavy Armour	4	Ere We Go, Bulk (1)	3 Uncommon	Heavy, Primitive, Ork
Mega Armour	7	Ere We Go, Cumbersome, Powered (4)	9 Very Rare	Powered, Ork
Ork Flak	2		2 Uncommon	Primitive, Ork

Basic Armour

Common throughout the Imperium, basic armour affords protection to both common citizens and their masters.

Bodyglove

Woven from impact-resistant micro fibres, bodygloves offer basic protection and can be worn under heavier armour.

Armour Rating: 2
Value: 3 (Rare)
Keywords: Light, Imperium, Officio Assassinorum

Carapace Armour

Carapace armour is made from layered plates of armaplas, offering excellent protection at the cost of some mobility

Armour Rating: 4; Bulk (1)
Value: 5 (Uncommon)
Keywords: Imperium, Adeptus Astartes, Astra Militarum

Flak Armour

Fabricated from layers of impact-absorbent materials, the ablative surface of flak armour is particularly resilient to shrapnel and blast damage.

Armour Rating: 3
Value: 4 (Common)
Keywords: Flak, Imperium, Astra Militarum

Flak Coat

Commissars and other ranking officers of the Imperial Guard favour these lightweight alternatives to standard flak armour.

Armour Rating: 3
Value: 4 (Uncommon)
Keywords: Flak, Imperium, Astra Militarum

Mesh Armour

Supposedly of alien origin, the mesh pattern consists of microscopic thermaplas cells bonded together, allowing it to react to incoming damage.

Armour Rating: 3
Value: 3 (Rare)
Keywords: Light, Imperium, <Any>

Primitive Armour

No two examples of primitive armour are alike. Made from whatever basic materials are available, primitive armours range from thick beast pelts to scaly xenos leathers to full suits of roughly hammered metal plate.

Armour Rating: 2; Bulk (2)
Value: 2 (Common)
Keywords: Heavy, Primitive

Skitarii Auto-Cuirass

The hardened armour granted to Skitarii Rangers protects against enemy attacks and the corrosive radiation of Skitarii weapons.

Armour Rating: 3
Rad Resistant: Skitarii armour adds its Armour Rating to Toughness rolls made to resist radiation, corrosion, and environmental energy hazards.
Value: 5 (Rare)
Keywords: Heavy, Imperium, Adeptus Mechanicus, Skitarii

Tempestus Carapace

Favoured by the elite soldiers of the Militarum Tempestus, Tempestus carapace is both imposing and highly resistant to damage.

This armour includes a built-in clarion vox array (functions like a vox-bead with a range of 10km, see Vox p. 311), a slate monitron, and an **omnishield helm/respmask array**.

Armour Rating: 4

Omnishield helm/respmask array: When sealed, the omnishield helm allows the Scion to operate in airless conditions for three hours. The respmask protects the scion from the effects of airborne toxins or gases. The helm contains a multi-spectral occulum (that attaches via suction to the wearer's eye sockets) that allow them to see in low-light and occluded conditions with ease.

Value: 6 (Very Rare)
Keywords: Heavy, Imperium, Astra Militarum, Militarum Tempestus

Powered Armour

Heavy armour empowered by servo actuators supports its own prodigious weight and enhances the strength of the wearer. Power armour normally comes with a helm that incorporates a vox-unit (equivalent to a vox-bead), preysense lenses (equivalent to preysense goggles), and a respirator.

Heavy Power Armour

The hissing actuators and thick ceramite plates of this bulky armour makes the wearer a walking tank.

Armour Rating: 6; Bulk (1), Cumbersome, Powered (3)
Value: 8 (Very Rare)
Keywords: Heavy, Powered, Imperium, Inquisition

Ignatus Power Armour

Inquisitors, nobles, and masters of great crusades favour the finely crafted armour whose appearance bespeaks authority.

Armour Rating: 5; Powered (2)
Value: 7 (Very Rare)
Keywords: Powered, Imperium, Inquisition

Light Power Armour

Simple and efficient, light powered armour affords protection and enhanced strength without sacrificing speed or manoeuvrability.

Armour Rating: 4; Powered (1);
Value: 6 (Very Rare)
Keywords: Powered, Imperium

Sororitas Power Armour

Manufactured for the exclusive use of the Sisters of Battle, Sororitas powered armour is rightly feared both for its superior design and the zeal of those who wear it.

Armour Rating: 5; Powered (2)
Value: 6 (Very Rare)
Keywords: Powered, Imperium, Adepta Sororitas

Astartes Armour

Astartes armour is crafted for the exclusive use of Space Marines. So specialised is Astartes armour that it cannot be fully utilised without the enhanced physique and engineered organs of a Space Marine. The armour's size and proportions make it ineffective if worn by a non-Space Marine. Astartes power armour normally comes with a helm that incorporates a vox-unit (equivalent to a vox-bead), preysense lenses (equivalent to preysense goggles), and a respirator.

Aquila mark vii

Mark 7 Aquila Power Armour is the archetypal armour of the Space Marines. Versatile and perfectly fitted to its wearer, Aquila armour proves its worth time and again in this galaxy eternally at war.

Armour Rating: 5; Powered (3)
Value: 8 (Very Rare)
Keywords: Powered, Imperium, Adeptus Astartes

Scout Armour

Advanced armour issued to Scout Marines during their years of training in the field, Scout armour would encumber anything other than the frame of a Space Marine. Thick ceramite plates combine with exceptionally tough carbon-weave fatigues to provide good protection on the battlefield. The suit includes morphic tread combat boots and a short-range tight-beam squad vox-link.

Armour Rating: 4
Value: 5 (Rare)
Keywords: Imperium, Adeptus Astartes

Tacticus Mark X Power Armour

The original innovative design came from Archmagos Dominus Belisarius Cawl. Today, Mark X Tacticus armour maximises the physique of the new Breed of Primaris Space Marines.

Armour Rating: 5; Powered (4)
Value: 9 (Very Rare)
Keywords: Primaris, Powered, Imperium, Adeptus Astartes

Terminator Armour

Also called Tactical Dreadnought Armour, this heavy armour suit is the stuff of legends. These relics from the early centuries of the Imperium consist of thick armour plate and actuators of Terminator armour which raises the already massive Space Marines to giant-like stature.

Armour Rating: 7; Cumbersome, Powered (5)
Crux Terminatus: Terminator armour allows the wearer to attempt to soak Mortal Wounds.
Value: 10 (Unique)
Keywords: Powered, Imperium, Adeptus Astartes

Force Shields

Defensive technology in the grim darkness of the far future is not limited merely to powered armour. Protective fields also exist to withstand the ravening energies and exotic blasts wielded by psykers aliens and the Imperium itself.

Refractor Field

This small, Imperial field emitter generates a protective field around an individual. The refractor field dissipates incoming attacks into bursts of multispectral emissions. These devices are less reliable than a Rosarius and are most often found in the possession of high-ranking Astra Militarum officers.

Armour Rating: *3; Force Shield
Value: 5 (Rare)
Keywords: Force Field, Imperium, Astra Militarum

Rosarius

Both a protective device and a symbol of office for the Adeptus Ministorum and Chaplains of the Space Marines, the Rosarius takes the form of an Imperial Aquila or a gothic cross with a jewel or skull in the centre. The Rosarius houses a powerful conversion field emitter, protecting the wearer from attack by converting the incoming energy (kinetic, physical, or otherwise) into sparkling flashes of light.

Armour Rating: *4; Force Shield
Value: 7 (Very Rare)
Keywords: Force Field, Imperium, Adeptus Ministorum, Adeptus Astartes

Storm Shield

A storm shield is a heavy, slab-like shield augmented by an internal field projector, and most often found in the gauntleted hands of Space Marines prepared for close combat.

Armour Rating: *2; Bulk (1), Force Shield, Shield
Value: 8 (Unique)
Keywords: Force Field, Imperium, Adeptus Astartes, Adeptus Ministorum, Inquisition

Eldar Armour

"Keep me from death. Keep me from the chill of the void. Keep my soul from She Who Thirsts."
–Contested translation of the 73rd stanza of *Reflections of a Clouded Eye*, an epic poem of Aeldari origin

Eldar armour perfectly melds the race's sense of form and function. Fitted to the wearer and allowing for a maximum range of motion, suits of Eldar armour are true works of art.

Corsair Armour

A combination of shimmering mesh and polished wraithbone plate, the cut of this armour is as intimidating and regal as the corsairs who wear it.

Armour Rating: 3
Value: 4 (Very Rare)
Keywords: Light, Aeldari, Anhrathe

Eldar Mesh Armour

Eldar mesh armour, woven from microscopic wraithbone scales, is superior to the crude imitation that is human-made mesh armour.

Armour Rating: 3
Value: 4 (Very Rare)
Keywords: Light, Aeldari, Asuryani

Heavy Mesh Armour

This armour, based on the standard Eldar armour suit, adds stiffened psycho-active plates along vulnerable areas. The resulting armour provides increased protection while only minimally limiting the wearer's agility.

Armour Rating: 4
Value: 6 (Very Rare)
Keywords: Aeldari, Anhrathe

Rune Armour

This breastplate of specially crafted wraithbone psychically moulds itself to Eldar wearers. It draws upon the etheric vibrations of the Eldar to turn away blows before they connect.

Armour Rating: *4; Force Shield
Value: 6 (Unique)
Keywords: Force Field, Aeldari, Asuryani

Shimmershield

A triumph of Eldar craftsmanship, the extended field of a shimmershield protects its wearer and its wearer's allies.

Armour Rating: *2; Force Shield, Shield
Shimmer Field: All allies within 5 metres of the bearer of a shimmershield may attempt to soak Mortal Wounds.
Value: 7 (Unique)
Keywords: Force Field, Aeldari, Asuryani

Voidplate Harness

This enhanced suit of mesh armour features reinforced plating across vulnerable areas, a system of energy fields to screen against harmful radiation and extremes of temperature, and a gravity distortion matrix which allows the wearer to operate efficiently in zero gravity environments. It is most often employed in Corsair boarding actions, but rarely distributed widely due to the complexity of its maintenance.

Armour Rating: 5; Bulk (2)
This armour protects the wearer from hard vacuum.
Gravity Distortion Matrix: The wearer treats all Difficult Terrain as normal terrain.
Value: 7 (Rare)
Keywords: Aeldari, Anhrathe

Ork Armour

"C'mon! Try ta 'urt me! I dares ya! See? I didn't feel nothin'! Try again!"
–final words of Gorbaz Grotstomp, mercenary Warboss of Gorbaz's Gunnas

Heavy, awkward, and seemingly assembled from random scrap, Ork armour somehow compliments the natural strength and resilience of its wearer.

'Eavy Armour

Ork Boyz prize this armour made from metal plates bolted together with straps of leather and chain.

Armour Rating: 4; Bulk (1), 'Ere We Go
Value: 3 (Uncommon)
Keywords: Primitive, Ork

Mega Armour

Worn by Meganobz, Flash Gitz, and Warbosses, mega armour is as loud and fearsome as those who wear it.

Armour Rating: 7; Cumbersome, Ere We Go!, Powered (4)
Value: 9 (Very Rare)
Keywords: Powered, Ork

Ork Flak

Though a crude imitation of Imperial flak, Ork armour makes up for its primitive design with thick slabs of ablative material and heavy leather padding.

Armour Rating: 2
Value: 2 (Uncommon)
Keywords: Primitive, Ork

Tools & Equipment

Table 6-5: Tools and Equipment

Name	Value	Keywords
Imperial Equipment		
9-70 Entrenching Tool	2 Common	Imperium, Astra Militarum
Auspex	5 Rare	Imperium, Adeptus Mechanicus
Auto-Quill	4 Uncommon	Imperium
Ballistic Appeasement Auto-Reliquary	6 Very Rare	Imperium, Adeptus Astartes, Primaris
Clothing	Varies	<Any>
Combi-Tool	3 Uncommon	<Any>
Chameleoline Cloak	5 Rare	<Any>
Chaplet Ecclesiasticus	3 Uncommon	Imperium, Adeptus Ministorum, Adepta Sororitas
Chrono	3 Common	<Any>
Data-Slate	2 Common	Imperium
Diagnostor	5 (Very Rare)	Imperium
Grav-Chute	5 Uncommon	Imperium, Astra Militarum
Munitorum-Issue Mess Kit	2 Common	Imperium, Astra Militarum
Jump Pack	7 Rare	<Any>
Magnoculars	3 Uncommon	<Any>
Medikit	3 Uncommon	<Any>
Chirurgeon's Tools Medkit	5 Rare	Imperium, Adepta Sororitas
Martyr's Gift Variant Medkit	6 Rare	Imperium, Astra Militarum
Missionary Kit	2 Rare	Imperium, Adeptus Ministorum
Periculum Kit	5 Rare	Imperium, <Any>
Preysense Goggles	5 Rare	<Any>
Psychic Focus	3 Rare	<Any>

Name	Value	Keywords
Ration Packs	1 Common	<Any>
Respirator	2 Uncommon	<Any>
Rule of the Sororitas	2 Uncommon	Imperium, Adepta Sororitas
Sacred Machine Oil	3 Uncommon	Imperium, Adeptus Mechanicus
Slate Monitron	5 Rare	Imperium, Astra Militarum
Stimm	4 Uncommon	Imperium, Scum
Survival Kit	3 Uncommon	<Any>
Symbol of Authority	3 (Uncommon)	Imperium
Uplifting Primer	2 Common	Imperium, Astra Militarum
Void Suit	5 Rare	<Any>
Vox	3 Uncommon	<Any>
Writing Kit	2 Common	Imperium
Eldar Equipment		
Bonesinger Shard	6 Rare	Aeldari
Spirit Stone	7 Very Rare	Aeldari
Webway Keystone	7 Unique	Aeldari
Ork Equipment		
Ammo Grot	5 Uncommon	Ork
Dok Bag	5 Very Rare	Ork
Fightin' Juice	4 Rare	Ork
Mek Toolz	5 Uncommon	Ork

"For every task, a tool. For every goal, a gadget. For every desire, a device."

–Fabricator Garamond

When tools and talents combine, worlds move and destiny changes course. With the proper equipment, a hero is prepared for any challenge that lies ahead.

Imperial Equipment

The following devices are found throughout the Imperium of Man. Acquiring any given item requires an Influence test against the item's Value DN. Items with multiple expendable uses can be restocked with an Influence test against half the item's Value.

9-70 Entrenching Tool

More than a simple trowel, the composite edge of this tool breaks up the hardest packed earth. A 9-70 entrenching tool halves the time needed to dig trenches, foxholes, and other earthen fortifications. It also makes for a sturdy improvised weapon, as many a Guardsman can attest.

Value: 2 (Common)
Keywords: Imperium, Astra Militarum

Auspex

An auspex, a versatile handheld scanner, detects energy emissions, motion, and life signs up to a range of 50 metres with a high degree of accuracy. An auspex grants +2 bonus dice to Awareness tests.

Value: 5 (Rare)
Keywords: Imperium, Adeptus Mechanicus

Auto-Quill

The tool of the scribe, the arcane inner workings of an auto-quill can quickly and accurately copy, produce, or forge documents. An auto-quill grants a +2d bonus to tests made to forge or alter documents.

Value: 4 (Uncommon)
Keywords: Imperium

Ballistic Appeasement Auto-reliquary (Absolutis Pattern)

Issued to the Primaris Space Marines, this device contains sophisticated machine-spirits that interface with and enact the Omnissiah's blessings upon a weapon. This auto-reliquary helps restore a jammed weapon to function and appeases the weapon's war-spirit.

A character equipped with this item may clear a jammed weapon as a free action.

Value: 6 (Very Rare)
Keywords: Imperium, Adeptus Astartes, Primaris

Clothing

Various styles and cut of clothing can be found across countless worlds in the 41st Millennium.

Common clothing simply represents typical uniforms or vestments from a culture. Uncommon clothing is more impressive and denotes higher social status. Rare clothing represents extremely rich, elegant, or striking garments that get the wearer noticed.

At the GM's discretion, Uncommon and Rare clothing may grant a situational +1d or +2d bonus to a skill test (such as Cunning, Persuasion, Intimidation) or Influence tests. This bonus should only apply in the appropriate circumstances for the clothing's intended purpose.

Value: 1 (Common), 3 (Uncommon), or 5 (Rare)
Keywords: <Any>

Combi-Tool

Ubiquitous among the Adeptus Mechanicus, these versatile devices are the right tool for virtually every technical job. A Combi-Tool can build, repair, maintain, and sabotage technology.

Value: 3 (Uncommon)
Keywords: <Any>

Cameleoline Cloak

Woven from photo-reactive mimic fibres, the shifting colours of a cameleoline cloak blur the outline of the wearer. A cameleoline cloak grants a +1d bonus to Stealth tests and a +1 bonus to Defence when in shadow or in cover.

Value: 5 (Rare)
Keywords: <Any>

Chaplet Ecclesiasticus

The Adeptus Ministorum hang the emblem upon a cord of adamantine beads. Some orders of the Adepta Sororitas place each bead on the cord as a representation of acts of penance. The chaplet can be used as a garrotte if necessary.

Value: 3: (Uncommon)
Keywords: Imperium, Adeptus Ministorum, Adepta Sororitas

Chrono

This small timepiece can be worn strapped to the wrist or held comfortably in the hand. Settings on the chrono's display allow for the accurate tracking of Imperial standard, shipboard, and local planetary time.

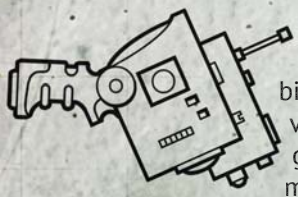
Value: 3 (Common)
Keywords: <Any>

Data-Slate

Common throughout the Imperium, the simple cogitation engine within a data-slate can hold a wealth of information, from personal journals to heretical texts to the collected tech patterns of Archmagos Dominus Belisarius Cawl.

Value: 2 (Common). Data-slates containing classified or coveted information have higher Value DNs in proportion to the Value of the data.
Keywords: Imperium

Diagnostor



This sensitive medical cogitator monitors a patient's health and biorhythms; it also aids in the diagnosis of virtually any physical ailment. Diagnostors grant a +1d bonus to Medicae tests made to detect and diagnose diseases, injuries, and ailments, and to Awareness and Investigation tests made when examining a corpse to determine cause of death.

Value: 5 (Very Rare)
Keywords: Imperium

Grav-Chute

This is a small anti-gravitic device, similar to a backpack, that controls a fall from nearly any height, including sub-orbital altitudes. It allows Imperial troops to float safely to a landing on a column of anti-gravitic force. A grav-chute emits a suspensor field that counters the force of gravity at the particle level, and two small promethium-fuelled thrusters to provide some directional control. A grav-chute can be used to hover for up to one minute at a time. In many ways, a grav-chute is similar to the jump pack, but it only controls a fall rather than lift the wearer into true flight. The grav-chute's solar battery provides enough energy to operate for one standard hour before recharging.

Value: 5 (Uncommon)
Keywords: Imperium, Astra Militarum

Munitorum-Issue Mess Kit

This compact kit unpacks into a bowl, plate, micro-stove, canteen, and full set of utensils, allowing the user to re-heat ration packs or cook simple meals from ingredients scavenged in the field. A mess kit also contains a week's worth of ration packs and water purification tablets. Mess Kits grant a +1d bonus to Survival tests made to find food and water.

Value: 2 (Common)
Keywords: Imperium, Astra Militarum

Jump Pack

The gyro-stabilised rockets of a jump pack blast the user high into the air with enough forward momentum to swoop down upon an unwary target. Instead of a normal movement, a hero wearing a jump pack can attempt a Pilot test to move up to twice their base movement, ignoring all intervening obstacles. On a failed Pilot test, the user's movement deviates like a grenade (see page 286). A complication on the Pilot test indicates a rough landing, inflicting 1d3 shock on the user in addition to other complications.

Value: 7 (Rare)
Keywords: <Any>

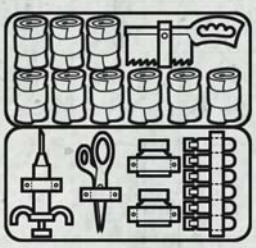
Magnoculars

This advanced arrangement of lenses and prisms functions as both a range finder and visual aid. Awareness tests made with magnoculars suffer no penalties for distance.

Value: 3 (Uncommon)
Keywords: <Any>

Medikit

Packed with an assortment of analgesics, contraseptics, cataplasm patches, and cauterisers, medikits contain just enough medical accoutrements to mean the difference between life and death on the battlefield. A medikit is required to treat battlefield injuries and can be used to perform basic medical procedures in the field.



Value: 3 (Uncommon)
Keywords: <Any>

Chirurgeon's Tools medikit

This device contains sacred unguents, surgical tools, sterilisers, and analgesic alembics. Issued to the Sisters Hospitaller, these tools can mean the difference between life and death for her patients.

This device adds +2d to Medicae tests to stabilise a dying character (see page 228) and provides all the normal benefits of a medikit.

Value: 5 (Rare)
Keywords: Imperium, Adepta Sororitas

Martyr's Gift Variant medikit

The Martyr's Gift medikit is superior to similar kits issued to the Astra Militarum. Loaded with combat-stimms, auto-cauterising thermic gel, and single-use disposable bionics, this medikit ensures that wounded Tempestus Scions rapidly and efficiently get back into the fight. The Martyr's Gift even features a belt of subcutaneous frag charges that can be used to booby-trap a terminally wounded Scion's body.

This medikit grants a +1d bonus to Medicae tests. At the GM's discretion, using this medikit may even provide a character with a temporary replacement for a lost limb or eye (see Defiance Checks on page 228). The subcutaneous frag charge has the same damage profile as a frag missile (see page 285).

Value: 6 (Rare)
Keywords: Imperium, Astra Militarum

Missionary Kit

These travel-ready kits identify the bearer as a member of the Missionaria Galaxia, and contain texts sacred to the Imperial Creed, a holy icon, incense, a portable hymn-caster, and liturgical pamphlets translated into several derivations of Low Gothic. Missionary kits grant a +1d bonus to Persuasion tests made involving converts to the Imperial Creed and those seeking redemption through the grace of the God-Emperor.

Value: 2 (Rare)
Keywords: Imperium, Adeptus Ministorum

Periculum Kit

Assembled by the cautious Rogue Trader Jakel Varonius, these sturdy grox-hide satchels contain useful items for survival in the Dark Imperium. Commonly found only within the Gilead System, those who work to defend this bastion of the Imperium from the dangers of the Great Rift favour these kits.

A periculum kit contains the following items:

- Chrono
- Data-Slate
- Magnoculars
- 2 Ration Packs
- Respirator
- Vox-bead

Value: 5 (Rare)
Keywords: Imperium, <Any>

Preysense Goggles

The thermo-sensitive technology within these goggles grants the wearer the ability to see in the dark. Preysense goggles render the user immune to penalties due to darkness and fog.

Value: 5 (Rare)
Keywords: <Any>

Psychic Focus

These items vary wildly in appearance; some may take the form of a rod or staff, whilst others may simply appear to as a "lucky charm" or a special deck of the Emperor's Tarot. When used as a psy-focus, a psyker gains a +1d bonus to Psychic Mastery tests.

Value: 3 (Rare)
Keywords: <Any>

Ration Packs

Filling if unappetizing, the bars, bricks, powders, and pastes in a standard ration pack contain enough nutriment to feed an adult human for one day.

Value: 1 (Common)
Keywords: <Any>

Respirator

Respirators take many forms: a flexible polyplas hood, a visored helmet, or a sophisticated face-mask. They use replaceable oxygen canisters and internal breath recyclers to protect the wearer from hostile atmospheres and toxic gasses. A respirator renders the wearer immune to breathable poisons, toxic atmospheres, and drowning. One canister contains enough oxygen for two hours of continuous breathing.

Value: 2 (Uncommon)
Keywords: <Any>

Rule of the Sororitas

This small book details the traditions and beliefs of the Adepta Sororitas. Many customise the books to reflect the individual nature of any given Sororitas Order.

Value: 2 (Uncommon)
Keywords: Imperium, Adepta Sororitas

Sacred Machine Oil

Blessed by the Omnissiah, this oil has considerable value to the Adeptus Mechanicus. It is said that this oil has properties to soothe an agitated machine-spirit. A character with this item may ignore the first complication rolled when using a weapon in combat (see Combat Complications on page 232). This only applies to the first complication the character rolls in each combat—all further complications take place as normal.
Value: 3 (Uncommon)
Keywords: Imperium, Adeptus Mechanicus

Slate Monitron

This data-slate is typically built-in to an armoured forearm bracer or gauntlet. It monitors the wearer's vital signs, showing the pulse rate and health matrix of the wearer. The Tempestus Scions often use the Dextera configuration of this device, which allows instant access to the squad leader's command runes and war psalms.

Value: 5 (Rare)
Keywords: Imperium, Astra Militarum

Stimm

A stimm contains a cocktail of combat drugs. On a successful Medicae test, it restores 1d3+6 Shock rather than 1d3+3. A stimm ampoule must be restocked to be used again.

Value: 4 (Uncommon)
Keywords: Imperium, Scum

Survival Kit

Survival kits contain a collection of tools, such as a compass, length of rope, water purification filters, and chemical testing strips. The kit keeps the user alive in a hostile, alien environment. Survival Kits grant a +1d bonus to all Survival skill tests.

Value: 3 (Uncommon)
Keywords: <Any>

Symbol of Authority

Badges, rings, seals, rosettes, amulets—all of these and more indicate a brand of authority. For the Orks, these often take the form of an Ork glyph, pole, or trophy. The Eldar use rune-marked stones, back banners, and intricate jewellery. No matter its form, a symbol of authority conveys that the bearer should be taken seriously by those familiar with the hierarchy of their culture.

This item provides a +1d bonus to Leadership and Intimidation tests vs. appropriate targets.

Value: 3 (Uncommon)
Keywords: <Any>

Uplifting Primer

The full title of this book is "*The Imperial Infantryman's Uplifting Primer.*" This manual's chapters offer useful (and mandatory) information for members of the Astra Militarum. The book covers diverse topics such as basic arms and equipment maintenance, personal hygiene, rules and regulations of the Astra Militarum (and the specific regiment or warzone for which the *Uplifting Primer* was published), and enemy recognition.

Value: 2 (Common)
Keywords: Imperium, Astra Militarum

Void Suit

Found in various styles and states of disrepair within voidship storage compartments, a void suit protects the wearer from the rigors of low atmospheric pressure and hard vacuum. A void suit is equipped with an internal vox and enough oxygen for five hours of continuous use. A salvaged void suit has only 1d3 hours' worth of oxygen left in its reserve.

Value: 5 (Rare)
Keywords: <Any>

Vox

These portable audio communicators range in size from small micro-beads worn in the ear to vox-casters so large they must be carried on the user's back. Vox-beads can be mounted inside the helmet of most kinds of armour.

The larger the vox system, the larger the effective range. Vox-beads can transmit up to 1 km, small vox-units operate up to 10 km, and larger units can operate up to 100 km. Adverse conditions and environment can reduce the range.

Value: 3 (Uncommon for vox-beads, Rare for full vox-casters)
Keywords: <Any>

Writing Kit

This satchel contains inks, quills, parchment, and other tools necessary to craft a missive on scrolls.

Value: 2 (Common)
Keywords: Imperium

Eldar Equipment

Finely crafted and esoteric, the following devices are unique to the Eldar.

Bonesinger Shard

These ivory-coloured shards of pure wraithbone are the foundation of most Eldar technology, functioning as both a living tool and raw material. An Eldar with the proper discipline can psychically "sing" the shard into the desired shape. A Bonesinger shard is required to build or repair any Eldar device.

Value: 6 (Rare)
Keywords: Aeldari

Spirit Stone

These egg-sized psycho-reactive stones are a lynchpin of Elder history and culture. At the moment of death, the stone absorbs the Eldar's psychic essence, which Chaos God Slaanesh would otherwise devour. The spirit within the stone can be tapped for wisdom by an infinity circuit or used to bring life to deadly wraithguard and wraithlord constructs. Spirit stones containing the essence of notable, ancient, or legendary Eldar are uniquely prized and their Value increases accordingly.

Value: 7 (Very Rare)
Keywords: Aeldari

Webway Keystone

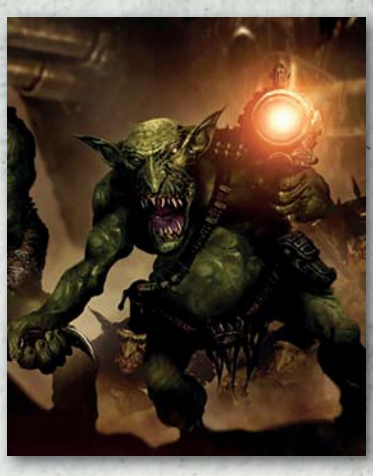
This triangular wraithbone amulet is all too easily mistaken for jewellery by lesser species. The psychic micro circuitry woven into its core allows the wearer to open, close, detect, and track Webway portals with a successful Tech test (DN 5). Particularly large, complex, and well-protected gates have higher test DNs.

Value: 7 (Unique)
Keywords: Aeldari

Ork Equipment

No two Ork devices are alike, but the following patterns appear time and time again wherever greenskins gather enough raw materials.

Ammo Grot



An ammo grot isn't a piece of equipment but rather a snivelling Orkoid lackey that lugs spare ammunition, crafts ammo in its spare time, and reloads its master's firearms in the heat of battle. The Grot has the profile of a Gretchin (see page 435) and follows all the owner's commands more-or-less loyally.

An Ork assisted by an ammo grot ignores all Out of Ammo complications. The ammo grot may carry up to two Reloads for the character.

Value: 5 (Uncommon)
Keywords: Ork

Dok Bag

Little more than a xenohide satchel filled with rusty bone saws, jagged scalpels, and home-brewed painkillers, a dok bag contains everything a Painboy needs to keep his Boyz in the fight and

dabble in some elective surgery on the side. A dok bag serves the same function as a medikit.

Value: 5 (Very Rare)
Keywords: Ork

Fightin' Juice

Painboyz brew this foul concoction of a thick mix of narcotics, stimulants, and highly questionable biochemicals. Administered to an Ork, fightin' juice removes all Shock and grants a +2d bonus to Melee attacks and a +1 bonus to all results of Defiance checks until the end of the scene.

Value: 4 (Rare)
Keywords: Ork

Mek Toolz

The tools favoured by Ork Mekboyz are so heavy and unwieldy they look more like improvised weapons used to smash machinery rather than build it. Nevertheless, in the hands of an Ork, this collection of spanners, hammers, and blowtorches can create crude technological wonders. In addition to aiding in the creation and repair of Ork tech, an Ork can use these tools to dismantle weapons, armour, and other mechanical items and reassemble them into Ork weapons, armour, and items with an equal or lower cost and rarity.

Value: 5 (Uncommon)
Keywords: Ork

Cybernetics

Table 6-6: Cybernetics

Name	Value	Keywords
Bionic Reconstruction	Varies, Common	<Any>
Augmetics		
Augmetic Arms	4 Rare	<Any>
Augmetic Eyes	6 Uncommon	<Any>
Augmetic Legs	4 (Rare)	<Any>
Augmetic Respirator	5 Rare	<Any>
Augmetic Viscera	5 Very Rare	<Any>
Cybernetic Implants		
Augur Array	4 Rare	Imperium, Adeptus Mechanicus
Autodogmatic Cortex	6 Very Rare	Imperium, Adeptus Mechanicus, Adeptus Ministorum
Cardioproxy	6 Unique	<Any>
Cortex Implant	7 Very Rare	<Any>
Mechadendrites	5 Very Rare	Adeptus Mechanicus
Mind Impulse Unit	5 Rare	Imperium, Inquisition, Adeptus Mechanicus
Neuroplastic Psychosectemy	7 Unique	Adeptus Mechanicus
Reflex Catalyst	6 Very Rare	<Any>
Sinew Armature	6 Very Rare	<Any>
Sub-Dermal Armour	4 Rare	<Any>
Weapon Implant	3+ Weapon Value, Rare	<Any>

Name	Value	Keywords
Ork Bioniks		
Iron Gob	3 Rare	Ork
Iron Gutz	5 Very Rare	Ork
Rebuilt Cranium	6 Unique	Ork
Eldar Cybernetics		
Eyes of the Crone	5 Very Rare	Aeldari
Heart of Vaul	7 Unique	Aeldari

"With every pound of flesh we shed, with every length of cable we attach, we grow closer to the divine."

–Enginseer Falovas Rell

The mortal races of the galaxy long ago realised flesh is weak. In attempting to overcome this weakness, Humanity, Aeldari, and Ork developed unique cybernetic technologies to repair, restore, and enhance their living frames.

Installation & Removal

The surgery required to implant a cybernetic device, augmetic enhancement, or perform a bionic reconstruction, requires time and precision. It takes a number of hours equal to the implant's Resource cost to implant a device or upgrade. Removing an implant safely takes half this time.

Note that cybernetics, while possessing Value and Rarity like other items in this chapter, are not normally available for purchase in the same way as other gear. This is because of two reasons. First, cybernetics directly enhance the character's abilities (often important attributes or derived attributes) in ways that other wargear typically does not. Secondly, the time, expense, and specialised technology involved in implanting a character with a cybernetic or bionic item means that these devices are more difficult to obtain, and are only typically available at the GM's discretion. A character that wishes to acquire a cybernetic or bionic implant should take the Augmetic Talent (see page 171).

Bionic Reconstruction

Among the hive, forge, and civilised planets of the Imperium, bionic reconstruction is common. Cybernetics stave off infirmity and death by replacing atrophied limbs and failing organs; they also rebuild the shattered bodies of heroic warriors and exceptional leaders pulled bleeding from distant war zones. The tell-tale cables and graft sutures of a bionically extended life are a common sight in the higher echelons of Imperial society.

Bionic reconstruction can correct any long-term injury resulting from a failed Defiance test, and from memorable injuries to maiming injuries. Undergoing a successful procedure corrects the injury, restores missing appendages, and removes all penalties and restrictions the injury caused. The cost and difficulty of bionic reconstruction procedures are found on the table below.

Bionic reconstruction only restores previous function to the body, it does not inherently enhance it. The details of each reconstruction are left to the player and GM, and can include anything from simple cybernetic prosthesis to vat-grown tissue grafts. Bionic reconstruction is not subtle and a reconstructed eye or limb is obvious for all the worlds to see.

Table 6-7: Bionic Reconstruction Procedures

Injury Type	Difficulty/Value
Memorable Injury	2
Escalated Injury	4
Maiming Injury	5
Difficulty Modifiers	
Sub-standard Materials	+1/–1
Field Surgery	+2/–1

Augmetics

There are those who are not content to merely restore the human form. For many, the true purpose of cybernetics is enhancement. As the Adeptus Mechanics knows all too well, flesh is weak but steel is strong. Augmetic implants bless the recipient with enhanced physical abilities only technology may grant.

Augmetic legs are acquired as a pair using a single purchase. All other augmetics, including arms and eyes, are bought individually.

Augmetic Arms

An augmented arm replaces joints and muscles with flexible cables and servomotors, making the new limb both faster and stronger than the limb it replaces.

An augmetic arm increases the Strength attribute bonus to melee weapon damage by 1. A character with a pair of augmetic arms can stack the bonus to Strength when wielding a melee weapon with both hands.

Value: 4 (Rare)
Keywords: <Any>

Augmetic Eyes

Replaced eyes (one or both) vastly expand the recipient's perceptions. Several patters of augmetic eye are available, and the recipient needs only one to receive its benefit. A recipient may have two eyes of different types, gaining the benefits of both, or two identical eyes that provide cumulative benefits.

Available patterns include:
Auger Eye: Recipient gains a +1d bonus to Awareness tests based on sight.
Night's Eye: Recipient gains the benefit of Preysense goggles (see page 309).
Pict Recorder: Records visual data as pictures or one hour of video.
Reticule Eye: Recipient gains a +1d bonus to Ballistic Skill tests.
Telescopic: Recipient takes no penalties to Awareness tests based on distance.
Value: 6 (Uncommon)
Keywords: <Any>

Augmetic Legs

Replacing muscle and bone with metal supports and hydraulic actuators, augmetic legs increase the speed and stability of the recipient; however, they must be installed in pairs to be truly effective. Augmetic legs increase the recipient's speed and jumping distance by 2 m.

Value: 4 (Rare)
Keywords: <Any>

Augmetic Respirator

Oxygen pumps, molecular gas filters, and rebreathing ducts replace the fleshy bellows of the recipient's lungs. The recipient gains a +1d bonus to Toughness tests made to resist toxic gasses and airborne poisons and diseases. The recipient can hold their breath for twice as long as normal. Combined with respirators and void suits, a respirator effectively doubles the equipment's use to twice the listed amount of breathable air.

Value: 5 (Rare)
Keywords: <Any>

Augmetic Viscera

Known as a gut job in underhive slang, this implant improves upon the inefficient arrangement of organs provided by human evolution. Augmented viscera can reroute blood vessels, bypass lymph ducts, and replace assorted tissues with vat-grown substitutes and mechanical proxies, granting the recipient an additional Wound and increasing the Toughness attribute by 1.

Value: 5 (Very Rare)
Keywords: <Any>

Cybernetic Implants

The supremely logical minds of the Adeptus Mechanicus look beyond the limitations of the human form, crafting cybernetic technology that goes far beyond enhancement and grants new senses and capabilities unknown to beings of crude flesh. Unless otherwise noted, an individual cybernetic implant can be taken only once.

Auger Array

A collection of sub-dermal micro-cogitators and protruding sensory clusters wired directly into the recipient's visual cortex grant the recipient a sixth sense. This implant takes the form of an internal auspex or diagnostor (see page 306 and 308), chosen when the implant is acquired. An individual may have two auger arrays implanted, one of each type.

Value: 4 (Rare)
Keywords: Imperium, Adeptus Mechanicus

Autodogmatic Cortex

This small cogitator is mounted to the inside of the skull where it feeds a constant torrent of hymns, prayers, and catechisms directly into the recipient's brain to bolster faith and strengthen resolve. The recipient's Willpower attribute increases by 1.

Value: 6 (Very Rare)
Keywords: Imperium, Adeptus Mechanicus, Adeptus Ministorum

Cardioproxy

A biorhythmic pump and meters of sanguinary tubing replace most of the recipient's circulatory system. The recipient's Toughness attribute increases by 1. The recipient also gains a +1 bonus to Defiance tests.

Value: 6 (Unique)
Keywords: <Any>

Cortex Implant

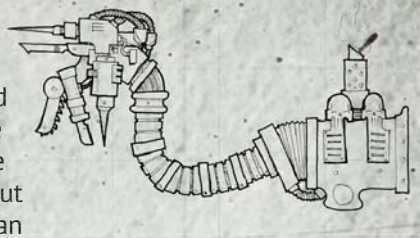
A network of micro-cogitators and neural catalysts replaces a portion of the recipient's brain, correcting brain damage and refining thought processes. The recipient's Intellect attribute increases by 1.

Value: 7 (Very Rare)
Keywords: <Any>

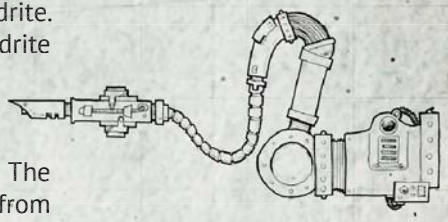
Mechadendrites

Synonymous with the Tech Priests of the Adeptus Mechanicus, mechadendrites are massive artificial limbs protruding from a mount grafted to the recipient's spine. Each mechadendrite ends in an array of tools allowing the recipient to function as both virtuoso and instrument.

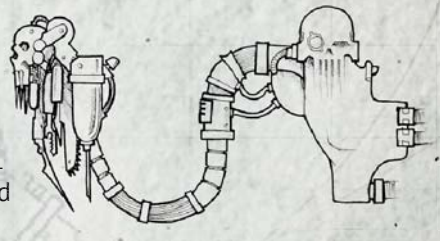
While it is possible to possess several mechadendrites, it takes decades of discipline and conditioning to coordinate the actions of multiple mechadendrites at once. Without special training, a character can only possess one mechadendrite. Available mechadendrite patterns include:



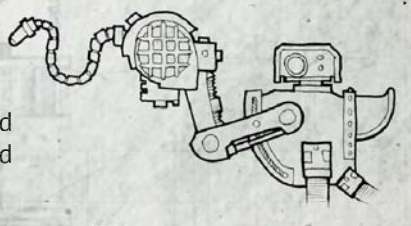
Ballistic Mechadendrite: Functions as a laspistol. The weapon array draws power from the recipient, so it cannot run out of ammunition.



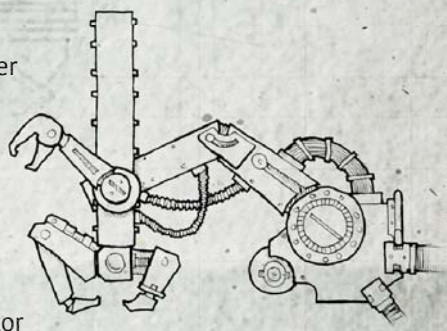
Exploration Mechadendrite: Functions as an auspex. Grants a +1d bonus to Survival tests made to navigate and track.



Medicae Mechadendrites: Functions as both a medikit and diagnostor. Grants a +1d bonus to Medicae Tests and can inject toxins, sedatives, and stimulants in combat.



Optical Mechadendrite: Functions as a pict recorder and magnoculars. Grants a +1 bonus to Perception tests. A recipient can use it to examine objects and materials in microscopic detail.



Servo-Arm: Also known as a manipulator mechadendrite, this device possesses a massive claw designed for heavy lifting. The wielder's Strength attribute receives a +4d bonus for tests involving raw physical strength. In combat, the claw can clamp on to a support or other study anchor point, preventing the recipient from being knocked prone. The wielder may brace as a free action.

In melee combat, a Servo-Arm has the following profile:

Damage Rating: 6+2ED; AP -3; Range 1m (M); Unwieldy (2)

Utility Mechadendrite: Functions as a combi-tool. Grants a +1d bonus to Tech tests.

Value: 5 (Very Rare)
Keywords: Adeptus Mechanicus

Mind Impulse Unit

At once a means of divine communion for adherents of the Machine Cult and an implement of sabotage in countless sordid underhives, Mind Impulse Units (MIUs) allow human minds to interface directly with the machine spirits that give life and purpose to Mankind's technology. Interfacing with a machine is an action and may require a Tech test if the machine is protected, damaged, or its spirit unwilling. The MIU grants a +1d bonus to all skill tests made to operate the machine once the interface is established.

Value: 5 (Rare)
Keywords: Imperium, Inquisition, Adeptus Mechanicus

Neuroplastic Psychosectemy

The task of performing a neuroplastic psychosectemy is equal parts surgery and sacred ritual. The implant excises the emotional and illogical parts of the recipient's brain, and replaces them with cogitators hardwired into the reasoning areas of cerebral cortex. A complex implant rare even among the Tech Priests who espouse it, a neuroplastic psychosectemy increases the recipient's Intellect and Willpower Attributes by 1, while their Fellowship attribute decreases by 2.

Value: 7 (Unique)
Keywords: Adeptus Mechanicus

Reflex Catalyst

A reflex catalyst augments the autonomic nervous system with highly conductive cables and synaptic triggers which grant enhanced speed and coordination. The recipient's Initiative increases by 1.

Value: 6 (Very Rare)
Keywords: <Any>

Sinew Armature

Replacing joints and major muscle groups with actuators, tensor cables, and vat-grown muscle tissue, this implant vastly improves the recipient's physical prowess. The recipient's Strength attribute increases by 1.

Value: 6 (Very Rare)
Keywords: <Any>

Sub-Dermal Armour

The rigid metal plates and impact resistant fibre weaves of this implant distort the recipient's skin. The recipient gains a +1 bonus to armour. This bonus stacks with worn armour.

Value: 4 (Rare)
Keywords: <Any>

Weapon Implant

Virtually any weapon can be incorporated into an augmetic arm, increasing the DN of the implantation procedure by +1 for pistols, +2 for rifles and melee weapons, and +4 for heavy weapons. In most cases, the recipient can extend or retract the integrated weapon as an action, allowing the arm to function normally when they do not use the weapon. However, implanted weapons with the Heavy trait replace the limb entirely and the recipient requires bionic reconstruction of a Maiming Injury (see Table 6-7 on page 313) to survive the procedure. As a result, heavy weapon implants are typically limited to combat servitors, underhive gladiators, and Ork Warbosses. An implanted weapon cannot be dropped or disarmed.

Value: 3 + weapon Value (Rare or weapon rarity, whichever is higher).
Keywords: <Any>

Ork Bioniks

"Oi, boss! Wake up! I done fixed yer stump up a treat! Now you can punch, shoot, chop, and burn all at once!"

–Dok Gurk Bludstitch

By all appearances, Ork cybernetics—or "bioniks"—are rough affairs of beaten metal and sparking wires. However, Mekboyz and mad doks create bionik enhancements as potent in action as they are crude in appearance. Orks do not bother with bionic reconstruction, instead mad instinct drives them to replace every missing limb with something bigger, badder, and deadlier.

In many cases, bionik implantation is involuntary. Many a Nob has gone under a Painboy's bone saw to replace a missing leg only to awaken with a chain axe for an arm and a promethium-powered cogitation engine wired into his brain. Such are the whims of overzealous Ork surgeons.

There is a bionik equivalent to virtually every cybernetic implant available to humans. Implants unique to Ork's include:

Iron Gob

The iron gob—a curved slab of jagged ceramite crudely bolted to an Ork's jaw—is a fearsome symbol of the recipient's dedication to violence.

The recipient receives +1 Armour (this bonus stacks with worn armour), a +1d bonus to Intimidation tests, and a melee bite attack with a Damage Rating of 6+2ED.

Value: 3 (Rare)
Keywords: Ork

Iron Gutz

Orks are not known to be picky eaters, but some have appetites best described as suicidal. This implant replaces most of the recipient's digestive system with industrial tubing and linked chemical reaction chambers. Once installed, the recipient can eat virtually anything, deriving sustenance from tainted xenos meat, toxic runoff, and the flesh of daemons.

The recipient gains a +2d bonus to resist ingested poisons and automatically passes Survival tests to find food and water, though what they find is unlikely to be appetizing or edible to anyone without iron gutz.

Value: 5 (Very Rare)
Keywords: Ork

Rebuilt Cranium

Rebuilt craniums replace an Ork's skull with adamantine plates and portions of brain with assorted wires, gears, and blinking circuits, and the effects are impossible to predict.

A rebuilt cranium modifies the recipient's Intellect. The character must roll 1d3 at the beginning of each game session, increasing the character's

intellect by the result. The player may spend a point of Wrath to re-roll the 1d3 result at any time. At the GM's discretion, Shock, stress, or a called shot to the head can force a re-roll of the 1d3 result.

Value: 6 (Very Rare)
Keywords: Ork

Eldar Cybernetics

"Your body is as crude as your attempts to improve upon it. I would not dare complicate my symmetry with such unsightly angles."
– Corsair Tir-Hoval, captain of the *Threefold Talon*

Cybernetics are rare among the Eldar. While the short-lived human and Ork races use implantation as a shortcut to physical enhancement, the Eldar prefer to develop their bodies and minds through centuries of discipline. As a result, Eldar typically limit cybernetics to bionic reconstruction, replacing damaged flesh with wraithbone prosthetics of unparalleled sophistication and beauty psychically attuned to their bearer. However, there are some exceptions.

Eyes of the Crone

These complex augmetic eyes provide greater versatility than those of human manufacture. A single eye of the crone performs the function of two different augmetic eye implants (see page 314).

Value: 5 (Very Rare)
Keywords: Aeldari

Heart of Vaul

Implanted just over the heart, this device projects a subtle refractive field perfectly contoured to the recipient's body. The recipient gains a +1 bonus to Defence and Armour (this bonus stacks with worn armour).

Value: 7 (Unique)
Keywords: Aeldari

Table 6-8: Vehicles

Name	Crew	Cruising Speed	Defence	Wounds	Resilience	Traits	Weapons	Value	Keywords
Imperial Vehicles									
Goliath Truck	1 Pilot, 2 Gunners, 10 Passengers	12m	3	15	13	Open Top	Heavy Stubber, Twin Autocannon	10 Uncommon	Imperium
Land Raider	1 Commander, 1 Pilot, 12 Passengers	20m	3	25	19	Sealed, Tracked	Twin Heavy Bolter, 2x Twin Lascannons	15 Very Rare	Imperium, Adeptus Astartes
Land Speeder	1 Pilot, 1 Co-Pilot/Gunner	32m	5	12	14	Hover, Open Top, Gyro-stabilised	Heavy Bolter	13 Very Rare	Imperium, Adeptus Astartes
Leman Russ Battle Tank	1 Pilot, 1 Commander, 1 Main Gunner, 1 Loader	20m	4	18	18	Sealed, Tracked	Battle Cannon, la-scannon	18 Uncommon	Imperium, Astra Militarum
Rhino Armour Transport	1 Pilot, 1 Gunner, 10 Passengers	24m	3	15	15	Sealed, Tracked, Crash Webbing	Storm Bolter	10 Uncommon	Imperium, Adepta Sororitas, Adeptus Astartes
Scout Sentinel	1 Pilot	18m	4	10	14	Open Top, Walker	Multi-laser	8 Uncommon	Imperium, Astra Militarum
Space Marine Bike	1 Pilot, 1 Passenger	28m	5	8	14	Open Top	Twin Boltgun	9 Very Rare	Imperium, Adeptus Astartes
Storm-raven Gunship	1 Pilot, 1 Co-Pilot, 1 Gunner, 12 Passengers (+1 Dreadnought)	40m	5	20	17	Hover, Vacuum Hardened	Twin Assault Cannon, Twin Heavy Bolter, 2x Stormstrike Missile Launchers	18 Very Rare	Imperium, Adeptus Astartes
Valkyrie	1 Pilot, 1 Navigator, 2 Gunners, 12 Passengers	45m	5	15	14	Hover, Sealed	Twin Multi-laser, 2x Hellstrike Missile Launchers	12 Rare	Imperium, Imperial Navy, Astra Militarum
Ork Vehicles									
Deffkopta	1 Pilot	40m	5	10	13	Hover, Open Top	Kopta Rokkits	8 Rare	Ork

Name	Crew	Cruising Speed	Defence	Wounds	Resilience	Traits	Weapons	Value	Keywords
Trukk	1 Pilot, 1 Gunner, 12 Passengers	24m	3	14	14	Open Top, Poor Handling	Big Shoota	11 Uncommon	Ork
Warbike	1 Pilot, 1 Passenger	28m	4	12	13	Open Top	Twin Dakkagun	10 Uncommon	Ork
Eldar Vehicles									
Falcon Grav Tank	1 Pilot, 1 Gunner, 6 Passengers	50m	7	16	16	Vacuum Hardened, Hover, Gyro-Stabilised	Pulse Laser, Shuriken Cannon, Twin Shuriken Catapults	17 Very Rare	Aeldari, Asuryani
Jetbike	1 Pilot, 1 Passenger	32m	6	8	12	Hover, Gyro-Stabilised	Twin Shuriken Catapults	10 Rare	Aeldari, Asuryani
War Walker	1 Pilot	20m	5	10	14	Walker, Gyro-Stabilised	2x Shuriken Cannons	9 Rare	Aeldari, Asuryani

"Run 'em down! Run 'em over! I wants to see their skulls in me skid marks!"

–Warbiker of the Kult of Speed

Vehicles are more than a means of transportation. In the war zones of the 41st Millennium, each vehicle is a weapon in its own right. In ***Wrath & Glory***, vehicles are represented with the following vital statistics:

Crew: This includes the number of people required to operate and fully crew vehicle—and their roles—as well as the number of passengers a vehicle can support. Passengers wearing armour with the Cumbersome Trait count as two passengers.

Cruising Speed: This is the ideal speed for a vehicle in combat. A vehicle's maximum speed is twice its Cruising Speed. A vehicle travelling above Cruising Speed is difficult to control and rough on passengers, increasing the difficulty of all skill tests aboard the vehicle by 2 until the start of the pilot's next turn.

Defence: A measure of how hard a vehicle is to hit with an attack when in motion. A vehicle at a dead stop has a Defence of 1. A vehicle travelling above Cruising Speed gains a +2 bonus to Defence until the start of the pilot's next turn.

Wounds: A measure of how difficult a vehicle is to destroy. In combat, vehicular wounds function like a character's Wounds.

Resilience: Like characters, vehicles have resilience representing their ability to withstand damage. For a vehicle, its armour value and its Resilience are indistinguishable; any effect that ignores a certain value of armour ignores the same value of a vehicle's Resilience.

Traits: Like weapons and armour, vehicles have traits that grant special abilities, benefits, and penalties.

Weapons: Most vehicles are equipped with weapons mounted to turrets, pivots, and hard-points. When mounted in a twin array, weapons double their normal Salvo rating.

Value: The Influence test DN to acquire the vehicle and the vehicle's rarity.

Vehicle Traits

The following traits modify a vehicle's capabilities.

Crash Webbing

Shock absorbers and safety harnesses protect occupants from severe impacts and rough stunts. Occupants strapped into a vehicle with crash webbing are immune to Shock caused by impacts, Blast weapons, and System Shock. Getting into or out of crash webbing is an action.

Gyro-Stabilised

Heightened shock absorption and balanced design imparts superior handling. A Gyro-Stabilised vehicle grants a +1d bonus to Pilot tests.

Hover

Hover vehicles skim over the ground, suspended by aerodynamic forces or gravitic technology. Hover vehicles ignore all penalties from rough terrain, pass over obstacles and obstructions, and can lift 10m off the ground as part of its movement.

Open Top

An open top vehicle leaves its crew and passengers exposed to the elements and enemy attacks, but leaves passengers and crew free to attack from the vehicle without penalty (see Attacking from Vehicles on page 235). Attacking an occupant of an open top vehicle does not require a called shot.

Poor Handling

Due to a heavy chassis or wide turning radius, a vehicle with this trait is difficult to steer and slow to respond the pilot's commands. A vehicle with Poor Handling imposes a +2DN penalty to all Piloting tests. A vehicle cannot possess both the Gyro-Stabilised and Poor Handling traits.

Sealed

A sealed vehicle has airtight doors and hatches. Occupants of a sealed vehicle are immune to toxic gasses and airborne diseases while all hatches are closed. The occupants of a Sealed vehicle cannot be targeted by called shots. A vehicle cannot possess both the Open Top and Sealed traits.

Tracked

Tracked vehicles are equipped with caterpillar treads that chew through rough ground. A tracked vehicle takes no penalty from rough terrain when moving up to its Cruising Speed.

Vacuum Hardened

Vacuum Hardened craft can function in absolute vacuum and are equipped with life support capabilities. Vacuum Hardened vehicles have all the benefits of the Sealed trait. Flying vehicles with the Vacuum Hardened trait are space worthy and capable of surface to orbit flight.

Walker

Walkers use articulated legs to traverse rough terrain. A walker takes no penalty from rough terrain when moving up to half its Cruising Speed, can ascend sharp inclines, and can perform a ram stunt without moving against targets within 1m by "stomping" them.

Imperial Vehicles

"Listen to that thunder, recruit. That's the rumble of a Leman Russ battle tank. In time, you'll learn to love that sound like your mother's own voice."

–Senior Gunnery Officer Alicette Krul of the Seventh Armageddon Heavy Artillery Battalion

The Imperial war machine makes use of a wide variety of vehicles, from rumbling ranks to repurposed industrial transports.

Goliath Truck

A common sight on hive worlds, industrial zones, and mining outposts, goliaths are sturdy, utilitarian vehicles easily repurposed for war.

Crew: 1 Pilot, 2 Gunners. **Passengers:** 10
Cruising Speed 12m; **Defence** 3; **Wounds** 15; **Resilience** 13; Open Top
Weapons: Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 3; Heavy [4])
Twin Autocannon (16+2ED; AP -1; Range 96m; Salvo 6; Heavy [8])
Value: 10 (Uncommon)
Keywords: Imperium

Land Raider

Land raiders— impenetrable moving fortresses of ceramite and adamantium—earned their reputation as the most destructive vehicles in the arsenal of the Adeptus Astartes.

Crew: 1 Commander, 1 Pilot. **Passengers:** 12
Cruising Speed 20m; **Defence** 3; **Wounds** 25; **Resilience** 19; Sealed, Tracked
Weapons: Twin Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6])
2x Twin Lascannons (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast)
Value: 15 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Land Speeder

Land speeders employs a pair of roaring engines and is held aloft by a special crafted repulsion plate. These are the true chariots of the God-Emperor's avenging angels.

Crew: 1 Pilot, 1 Co-pilot/Gunner
Cruising Speed 32m; **Defence** 5; **Wounds** 12; **Resilience** 14; Hover, Gyro-Stabilised, Open Top
Weapons: Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 3; Brutal, Heavy [4])
Value: 13 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Leman Russ Battle Tank

Named for the Primarch of the Space Wolves in honour of his matchless ferocity on the battlefield, the Leman Russ Battle Tank is a versatile and reliable vehicle widely deployed tank in the Astra Militarum.

Crew: 1 Pilot, 1 Commander, 1 Main Gunner, 1 Loader
Cruising Speed 20m; **Defence** 4; **Wounds** 18; **Resilience** 18; Sealed, Tracked
Weapons: Battle Cannon (16+3ED; Range 140m; Salvo –; Blast [Large])
Lascannon (18+3ED; AP -3; Range 150m; Salvo 1; Heavy [8], Steadfast)
Value: 18 (Uncommon)
Keywords: Imperium, Astra Militarum

Rhino Armour Transport

Since the dark days of the Great Crusade, the rhino armour transport remains a reliable transport for the Imperium of Man.

Crew: 1 Pilot, 1 Gunner. Passengers: 10
Cruising Speed 24m; **Defence** 3; **Wounds** 15; **Resilience** 15; Crash-Webbing, Sealed, Tracked
Weapons: Storm Bolter (10+1ED; AP 0; Range 40m; Salvo 4; Brutal, Rapid Fire [2])
Value: 10 (Uncommon)
Keywords: Imperium, Adepta Sororitas, Adeptus Astartes

Scout Sentinel

Sentinel walkers stride with ease through blasted wastelands, toxic jungles, and urban war zones as their pilots patrol contested territory and gather vital intelligence.

Crew: 1 Pilot
Cruising Speed 18m; **Defence** 4; **Wounds** 10; **Resilience** 14; Open Top, Walker
Weapons: Multi-laser (14+2ED; AP 0; Range 70m; Salvo 3; Steadfast)
Value: 8 (Uncommon)
Keywords: Imperium, Astra Militarum

Space Marine Bike

Riding upon heavy treaded tires, Space Marine attack bikes tear through the battlefield delivering their riders into the heart of the fray.

Crew: 1 Pilot. **Passengers:** 1
Cruising Speed 28m; **Defence** 5; **Wounds** 8; **Resilience** 14; Open Top
Weapons: Twin Boltgun (10+1ED; AP 0; Range 40m; Salvo 4; Brutal, Rapid Fire [2])
Value: 9 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Stormraven Gunship

Adeptus Astartes use this versatile craft as an attack vessel and troop transport all in one.

Crew: 1 Pilot, 1 Co-pilot, 1 Gunner. **Passengers:** 12 + 1 Dreadnought
Cruising Speed 40m; **Defence** 5; **Wounds** 20; **Resilience** 17; Hover, Vacuum Hardened
Weapons: Twin Assault Cannon (14+2ED; AP -1; Range 48m; Salvo 6; Heavy [8])
Twin Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6])
Stormstrike Missile Launcher x2 (16+3ED; AP -3; Range 140m; Salvo 3; Blast [Large])
Value: 18 (Very Rare)
Keywords: Imperium, Adeptus Astartes

Valkyrie

The Imperial Guard prefers the Valkyrie airborne assault carriers because of their ability to vertically take-off and land.

Crew: 1 Pilot, 1 Navigator, 2 Gunners. **Passengers:** 12
Cruising Speed 45m; Defence 5; Wounds 15; Resilience 14; Hover, Sealed
Weapons: Twin Multi-Laser (14+2ED; AP 0; Range 70m; Salvo 6; Steadfast)
Hellstrike Missile Launcher x2 (16+2ED; AP -2; Range 100m; Blast [Large], Brutal)
Value: 12 (Rare)
Keywords: Imperium, Imperial Navy, Astra Militarum

Ork Vehicles

Ork vehicles are built for speed, not safety. Only the hardest and most cunning Ork pilots live through the drive to the front.

Deffkopta

Belching smoke and held improbably aloft by rotating blades of jagged metal, a deffkopta, even if shot down multiple times, only rises again like a phoenix of screaming metal.

Crew: 1 Pilot
Cruising Speed 40m; **Defence** 5; **Wounds** 10; **Resilience** 13; Hover, Open Top
Weapons: Kopta Rokkits (11+2ED; AP -2; Range 48m; Salvo 2; Blast [4])
Value: 8 (Rare)
Keywords: Ork

Trukk

The only thing louder than the rumbling engines of an Ork war trukk is the frenzied chanting of the Boyz it carries to the front.

Crew: 1 Pilot, 1 Gunner. **Passengers:** 12
Cruising Speed 24m; **Defence** 3; **Wounds** 14; **Resilience** 14; Open Top, Poor Handling
Weapons: Big Shoota (12+2ED; AP 0; Range 72m; Salvo 3; Assault, Waaagh!)
Value: 11 (Uncommon)
Keywords: Ork

Warbike

The Warboss who wants to ride in style and the mad fanatics of the Kult of Speed choose warbikes. These are the embodiment of reckless pursuit.

Crew: 1 Pilot. **Passengers:** 1
Cruising Speed 28m; **Defence** 4; **Wounds** 12; **Resilience** 13; Open Top
Weapons: Twin Dakkagun (12+2ED; AP 0; Range 72m; Salvo 6; Assault, Waaagh!)
Value: 10 (Uncommon)
Keywords: Ork

Eldar Vehicles

Eldar vehicles are as elegant and swift as their pilots, drawing upon sophisticated aerodynamic shapes and potent anti-gravitic technology to enter the fray, strike, and escape in the blink of an eye.

Falcon Grav tank

The Falcon, an agile Aeldari grav-tank, carries squads of Eldar warriors into battle.

Crew: 1 Pilot, 1 Gunner. **Passengers:** 6
Cruising Speed 50m; **Defence** 7; **Wounds** 16; **Resilience** 16; Gyro-Stabilised, Hover, Vacuum Hardened
Weapons: Pulse Laser (16+3ED; AP -3; Range 100m; Salvo 2; Heavy [8])
Shuriken Cannon (14+2ED; AP 0; Range 48m; Salvo 3; Heavy [6], Penetrating [3])
Twin Shuriken Catapults (10+1ED; AP 0; Range 24m; Salvo 6; Assault, Penetrating [3])
Value: 17 (Very Rare)
Keywords: Aeldari, Asuryani

Jetbike

The thin whistle of air swirling around a jetbike's streamlined fuselage is often the last thing the pilot's target hears.

Crew: 1 Pilot. **Passengers:** 1
Cruising Speed 32m; **Defence** 6; **Wounds** 8; **Resilience** 12; Gyro-Stabilised, Hover
Weapons: Twin Shuriken Catapults (10+1ED; AP 0; Range 24m; Salvo 6; Assault, Penetrating [3])
Value: 10 (Rare)
Keywords: Aeldari, Asuryani

War Walker

With the deft hands of an Eldar at the controls, war walkers step lightly through the field of battle with a smooth, organic grace.

Crew: 1 Pilot
Cruising Speed 20m; **Defence** 5; **Wounds** 10; **Resilience** 14; Gyro-Stabilised, Walker
Weapons: Shuriken Cannon x 2 (14+2ED; AP 0; Range 48m; Salvo 3; Heavy [6], Penetrating [3])
Value: 9 (Rare)
Keywords: Aeldari, Asuryani

VOIDSHIPS

Table 6-9: Voidships

Name	Cruising Speed	Defence	Wounds	Resilience	Systems	Weapons	Keywords
Imperial Frigate	6km	6	9	8 (9)	Augur Array, Hangar Bay, Supply Vault, Void Shields (1)	Prow Lance Battery, Dorsal Light Macrocannon	Imperium, Imperial Navy
Eldar Frigate	8km	7 (9)	6	6	Auger Array, Holo-Fields (2), Etheric Tines	Prow Quasar Lance Battery, Keel Voidcluster Macrocannon	Aeldari, Anhrathe
Ork Rok	2+ 1d6km	4	12	10 (11)	Auger Array, Supply Vault x2, Void Shield (1), Mekboy Lab	Prow Big Zappa, Broadside 'eavy Kannons, Dorsal Kustom Gunz	Ork

"Any fool with a sturdy ship and a star to guide them can find their destiny. It takes an iron will and a loaded macrocannon to seize it!"
– Lord Captain Cumberland Graymaine, commander of the heavy cruiser *Final Interdiction*

Empires rise and fall by the strength of their navies, and a conqueror's rule extends only so far as their ships can travel. As the heroes of ***Wrath & Glory*** grow in power and their exploits alter the fate of additional worlds, it is only a matter of time before they acquire a ship to command and take to the void.

Like vehicles, all voidships have several vital statistics. A voidship's profile is formatted as follows:

Cruising Speed: The medium speed in kilometres of a voidship in combat. A voidship's maximum speed in combat is twice its Cruising Speed. The sheer mass of a voidship makes it difficult to bring a voidship it to a dead stop. As a result, a voidship's minimum speed is half its Cruising Speed.

Defence: How hard it is to hit a voidship in combat. A voidship's defence may change from moment to moment based on the strength of its void shields.

Wounds: A measure of a voidship's structural integrity. A voidship's wounds function like a character's Wounds.

Resilience: The strength of a voidship's hull and its ability to withstand damage. Like vehicles, a voidship's armour rating and its Resilience are the same.

Systems: Various systems are dispersed through a voidship's superstructure. These systems grant

the vessel special capabilities and allow its officers to execute system actions in combat. Some voidships possess multiple instances of the same system. Unless otherwise noted, the benefits of multiple systems stack.

Weapons: All voidships are equipped with weapons arrays, from point defence cannons meant to deflect orbital debris to lance batteries capable of reducing hostile voidships and even planetary fortifications to slag.

Voidships & Scale

Voidships operate on a scale several orders of magnitude removed from that of individual heroes. Massive, ponderous, and unimaginably complex, there are several realities to consider when it comes to the operation of voidships and their systems.

- *Voidships are massive*. Even the smallest frigate is just shy of a full kilometre in length. Likewise, all measurements in voidship combat, from movement to weapons ranges, are measured in kilometres. A shot from a handheld weapon, no matter how well placed, cannot hope to damage a voidship. Likewise, a hero cannot hope to withstand a strike from a voidship weapon.

- *Voidships are ponderous*. The simple act of changing a vessel's heading and bringing weapons to bear can take several minutes to an hour. Even then, a voidship's weapons can only hope to accurately hit a sizable target, be it another voidship or a stationary fortification on a planet's surface. As tempting as it is to call down an orbital barrage against a single foe, the odds against hitting such a target are astronomical, and the damage so indiscriminate that even if the attack were to find its mark, allies and enemies alike would be reduced to atoms along with whatever they were fighting over.

- *Voidships are complex*. Operating a voidship system or firing one of its weapons is not a matter of sitting at a bridge console and pressing the right keys. All voidship actions entail leading a team of subordinates in a coordinated effort deep in the bowels of the ship. Even something as basic as firing a macrocannon requires hundreds of hands operating countless sub-systems. It takes a crew of thousands to operate a voidship effectively, and each vessel is a nation unto itself owing fealty to its commanding officer, and through its commanding officer owing fealty to greater powers, be they the Lord Admiral of the Imperial Navy, a Warboss, or a Daemon Prince.

Voidship Systems

Below, each voidship entry lists the systems it possesses.

Auger Array

An auger array is comprised of a complex network of signal towers, ray casters, and wave emitters that provide detailed analysis of objects in space which allow it to survey a planet's surface from orbit to size up another vessel before raid. In combat, an auger array has a range of 10 kilometres. This range increases by 5 for every additional array.

System Action: Deep Scan – Attempt a Tech test against the defence of a voidship within range. On a successful test, learn the Cruising Speed, wounds, and weapon systems of the target vessel. Shifts from this test can

be used to learn about additional systems and capabilities. Deep Scan may also be used to assist any other test by another character during the round as a combined action (see page 50).

Hangar Bay

Large airtight vaults containing fighter craft, shuttles, cargo loaders, and the command and control facilities needed to coordinate their operations can be found in a hangar bay.

System Action: Sortie – Launch a wing of small craft to harry an enemy vessel. When used to make a sortie system action, a hangar bay functions as a weapon with the following profile (Damage Rating: 5, Range 10km, –). It covers all arcs of fire and uses the attacker's Pilot skill instead of Ballistic Skill for the attack roll.

Supply Vaults

Interconnected cargo holds, provision silos, and stasis crypts weave their way through the vessel's hull. A voidship can operate continuously without resupplying for an additional three months per supply vault.

System Action: Provision – Release additional supplies and ammunition from the vaults. When used to make a provision system action, the character must make a Leadership test to organise the efforts. If successful, this system action grants a +1d bonus to Tech tests made to repair the ship this round or allows the next weapon fired to make a Salvo attack. Any shifts either add more bonus dice (one per shift) for repairing the ship this round, or increase the chosen weapon's Salvo value by one per shift.

Holo-Fields

Eldar vessels have a unique protective system known as a holo-field. The voidship appears to shift its position from moment to moment, shrouded from augur sensors, rendering most readings into flickering uncertainty.

Active holo-fields increase the vessel's Defence by the listed rating.

Teleportarium

The arcane mechanisms within this vast chamber defy the laws of time and space, tearing pinholes in reality just wide enough to transport people and cargo instantaneously to and from its confines.

System Action: Deep Assault – Teleport a strike team into the heart of an enemy vessel to wreak havoc before returning. A deep assault requires a Tech test against the target vessel's Defence. On a successful test, the target vessel suffers a Mortal Wound. Exalted Icons from a successful test can be shifted to inflict additional wounds or disable specific weapons or systems. A voidship with functioning shields is immune to deep assaults.

Void Shield

Wonders of the Dark Age of Technology, this array of massive field projectors envelopes the voidship in a protective barrier. Each functioning void shield increases a vessel's Resilience by the listed rating.

System Action: Harden Shields – Attempt a Tech test (DN 7) to reinforce the vessel's shields in anticipation of incoming attacks. On a successful test, increase the Defence or Resilience bonus granted by the void shield by 1 against the next attack made against the vessel. Shifted Icons can provide additional protection to both Defence and Resilience.

Example Voidships

"The curve of her prow, the glimmer of starlight on her hull. Who wouldn't leave their homeworld for a ship like that?"

– Arch-Lieutenant Zenobia Quall
of the light cruiser *Venture Royal*

The following are a selection of voidships that one can encounter in the bloodstained stars of the 41st Millennium.

Imperial Frigate

Imperial frigates are swift, flexible craft at home in any theatre of war, including keeping watch over crucial warp routes, patrolling the edges of Imperium space, and scouting beyond the fringe of Mankind's hard-won territory,

Cruising Speed 6km; **Defence** 6; **Wounds** 9; **Resilience** 8 (9)

Systems: Auger Array, Hangar Bay, Supply Vault, Void Shield (1)
Weapons: Prow Lance Battery (5+1ED; AP -1; Range 8km, Salvo 2; Penetrating [2])
Dorsal Light Macrocannon (7+2ED, AP 0; Range 4km, Salvo 3; Brutal)
Keyword: Imperium, Imperial Navy

Eldar Frigate

Favoured by Eldar Corsairs and protectors of Webway gates, light cruisers are surprisingly manoeuvrable for their size and capable of making lightning-fast assaults before vanishing into the void like a phantom.

Cruising Speed 8km; Defence 7 (9); Wounds 6; Resilience 6
Systems: Auger Array, Holo-Fields (2), Etheric Tines*
Weapons: Prow Quasar Lance Battery (5+1ED; AP 0; Range 10km, Salvo 3; Penetrating [3])
Keel Voidcluster Macrocannon (6+2ED; AP 0; Range 6km; Salvo 2; Brutal)
***Etheric Tines:** Projecting wraithbone spines harmonise with the fabric of space. The vessel may turn up to 90 degrees at the beginning of its movement instead of after moving half its Cruising Speed.
System Action: Hard Reverse – The vessel moves backwards up to half its Cruising Speed.
Keywords: Aeldari, Anhrathe

Ork Rok

Many mistake an Ork Rok for a mined-out asteroid or a cluster of space debris. However. this shoddy appearance of Ork Roks conceals the threat they pose to the systems they wander through.

Cruising Speed 2+1d6 km (roll at the start of each turn); **Defence** 4; **Wounds** 12; **Resilience** 10 (11)
Systems: Auger Array, Supply Vault x2, Void Shield (1), Mekboy Lab*
Weapons: Prow Big Zappa (4+2ED; AP 0; Range 5km; Salvo 1; Penetrating [1])
Broadside 'Eavy Kannons (8+3ED; AP 0; Range 5km; Salvo 2; Brutal)
Dorsal Kustom Gunz (6+2ED; AP 0; Range 4km; Salvo 1d3; Supercharge)
***Mekboy Lab:** Frenzied Mekboyz tinker with their vessel, reconfiguring entire systems on the fly with unpredictable results. The presence of a functioning Mekboy Lab grants a 1d bonus to all Tech tests made aboard the vessel.
System Action: Kitbash—Mekboyz reassemble their lab into another system, which can be used to immediately make a system action. Roll 1d3 to determine the new configuration: 1) Void Shield, 2) Hangar Bay, 3) Teleportarium. After combat, the system reverts to a Mekboy Lab.
Keywords: Ork

The Long Voyage

Though indispensable to warfare, exploration, and the exploitation of deep space resources, the primary function of voidships is transportation. Voidships ferry goods between worlds, transport colonists to the fringes of charted space, or deploy soldiers to countless warzones; a voidship is nothing unless it's on the move.

Voidship travel is complex and lengthy, even when making simple jaunts between planets within one solar system. Warp travel only compounds these complications, for though the warp allows ships to cross light years in a matter of days, the ever-changing nature of the warp means even a short voyage requires multiple stops along the way to test bearings and make course corrections.

Use the chart below to calculate travel times for interplanetary voyages. First, determine the distance between the vessel's point of origin and its destination. Second, have the vessel's helmsman make a Pilot test at the listed DN. Voyages beyond a solar system require warp travel; therefore, only Navigators of the Navis Nobilite may attempt this test. Look for further rules for Navigators in future ***Wrath & Glory*** supplements. For now, assume all voidships have an NPC Navigator with a Pilot test dice pool equal to the commanding officer's Influence.

Finally, roll to determine the length of the voyage. If the Pilot test fails, add 1d6 to the travel time. If the test succeeds, subtract 1d6 from the travel time. Exalted Icons from this test can be shifted to reduce the travel time by an additional 1d6 (to a minimum of 1d6) or restore lost Influence thanks to a swift, relatively uncomplicated voyage. On a Complication, the vessel drifts off course, arriving at a destination chosen by the GM.

Table 6-10: Travel Time

Distance	Base Travel Time	Pilot Test DN
Within a Solar System	3d6 Hours	3
Within a Sub-Sector	3d6 Days	5
Within a Sector	3d6 Weeks	7
Within a Segmentum	3d6 Months	9
Within the Galaxy without crossing the Great Rift	4d6 Years	11

In the Imperium Nihilus, the blessed light of the Astronomican is glimpsed only briefly when it is seen at all. Increase the DN for all Pilot tests by 3 and all base travel times by 2d6 when travelling in the Dark Imperium. Likewise, crossing the Great Rift is virtually impossible and any attempt is costly, perilous, and an epic endeavour in its own right. As a result, the GM determines the time, difficulty, and details of crossing the Great Rift.

TRINKETS & CHARMS

"In all the years I've known you, not once have you turned down an opportunity to boast about your collection. Just between the two of us, how did you acquire an Æonic Orb?"

--Isembard Shoal, undercover acolyte of the Inquisition

Not everything a character possesses has a clear purpose, and the value of many objects is purely sentimental. Roll on the tables below to provide a character with a flavourful item. Items include good luck charms, trophies, clues to the character's destiny, or seemingly harmless curiosities pocketed on a past adventure. Roll 1d3 on **Table 6-11** to select a trinket table, then make a d66 roll on the appropriate sub-table.

Table 6-11: Trinket Table

1d3 Roll	Result
1	Trinket Subtable 1
2	Trinket Subtable 2
3	Trinket Subtable 3

Table 6-12: Trinket Subtable 1

d66 Roll	Result
11	An Ork tooth. A string of numbers is etched into the enamel.
12	A phial of soil from your homeworld.
13	A bent spanner from a hive world manufactorum.
14	A small effigy of a Jokaero made from spare parts.
15	A book of ribald poetry bound into the cover of a chronicle of an Imperial Saint.
16	Three pieces of dried alien fruit wrapped in wax paper.
21	The hilt of a Guard combat knife, the blade dissolved by acid.
22	A canteen of rotgut brewed from corpse starches and thruster coolant.
23	An icon of Saint Celestine covering her face as if weeping.
24	A shard of wraithbone. When unobserved, the shard orients itself to point galactic west.
25	The milky eye of an Astropath suspended in a vial of preservative fluid.
26	A power cell incompatible with all known Imperium technology.
31	A pack of thick Astra Militarum issue socks, never opened.
32	A bottle of finest amasec brewed on a world lost on the far side of the Great Rift.
33	A leather pouch containing 1d6 seeds from a jungle world.
34	A book of confounding riddles with a blue and yellow cover and 99 pages.
35	A boot polish tin containing 1d6 lho sticks.
36	A necklace made of five regicide playing pieces on a silver chain.
41	A doll in the form of a Space Marine made from an old shirt.
42	A small plastic cube with arrows on four sides and reticules on two.
43	A data slate containing fragmentary maps of an ancient vessel lost in the warp.
44	A thick tome of the Imperial Creed, its cover sealed closed by an archaic lock.
45	The ident tags of a long-dead soldier of the Imperial Guard.
46	A counterfeit Administratum notary seal carved from a starchy tuber.
51	A bucket of foul smelling red paint that cannot be washed off.
52	A sheaf of Imperial Guard enlistment papers, never filled out.
53	The severed finger of a Space Marine power fist, its markings inconsistent with any known Chapter.
54	An ornate child's puzzle box. When solved, the box exposes a disquieting symbol.
55	A pict of a distant relation. Their face shows signs of subtle mutation.
56	An Explorator's journal, strange plant clippings and insects pressed between the pages.
61	A single card of the Emperor's Tarot baring a name hastily written in blood.
62	A magnetised piece of scrap metal showing an Ork glyph. It takes great force to remove the chit once attached.
63	A copy of the *Imperial Infantryman's Uplifting Primer*. The book is bloodstained and charred from the impact of an energy weapon.
64	An unread message from someone important on your homeworld.
65	A fur hat made from the tufted crest of an Eldar Exarch's helmet.
66	A pilgrim's token from Holy Terra.

Table 6-13: Trinket Subtable 2

d66 Roll	Result
11	A cheap copy of a Ministorum seal made from moulded resin covered in a patina of metal.
12	A polymorphine ampoule jury-rigged to hold a preserved blood sample.
13	The dedication plaque of a Dauntless-class Light Cruiser thought lost during a crusade.
14	A faint vox-recording of a parent's last words.
15	A page torn from a sacred text of the Imperial Creed bearing a black smudge in the centre.
16	A diadem from a feudal world, its perimeter decorated with xenos claws.
21	An antique chrono that always runs fifteen minutes fast.
22	A jawbone, supposedly from a saint, with High Gothic script worked into its surface in delicate scrimshaw.
23	An unfired bolt round, initials carved into its surface.
24	A necklace of Imperial coins from various worlds strung on silver wire. The coins are worth just enough to pay for a funeral.
25	A wind instrument made from meteoric iron that requires six fingers on each hand to play properly.
26	A purity seal stamped with a grinning skull.
31	A book of dirty limericks and bawdy verse written in Low Gothic.
32	A box containing a set of tiny icons of various warriors. The box includes a set of knucklebones.
33	A tiny servitor made from the remains of an avian believed native to Holy Terra. It sings sweetly, never repeating a tune.
34	A gauzy crimson sash woven from mono-fibre once used to garrotte a treasonous Sub-Sector governor.
35	A marble hand broken off an Imperial monument, its surface stained with Ork blood.
36	Three corroded, magnetised ball bearings. Each is engraved with markings mimicking the continents of alien worlds.
41	A lighter in the shape of a compact laspistol. Pulling the trigger produces a tiny, steady chemical flame from the barrel.
42	A sheaf of grave rubbings taken from multiple headstones bearing the same name but different dates of birth and death.
43	A shard of stained glass from a fallen cathedral.
44	The spent power cell of a Tau pulse pistol modified to fit a standard laspistol.
45	The command codes for a highly specific class of Cherub servitors.

d66 Roll	Result
46	A signet ring bearing the seal of a Questor Imperialis unheard of since the opening of the Great Rift.
51	A battered Astra Militarum survival kit. Its contents spent except for three water purification tablets.
52	A crystal bottle of intoxicating perfume made from gyrinx musk glands.
53	A tattered flag showing an Ork emblem of an infamous Freebooter Kaptin.
54	A sealed bottle of red corrective ink baring the label of the Adeptus Administratum.
55	A braided lock of synthetic hair.
56	A signed second volume of the memoirs of an Imperial hero.
61	A burned-out memetic coil from a servitor skull.
62	Sealed orders meant for a long-dead Lord Marshal of the Imperial Guard.
63	A battle damaged ID chip from a Tau Fire Warrior.
64	A stale wafer of hard tack from a Militarum commissary, hard and thick enough to stop a slug round.
65	A diamantine tuning fork engraved with the seal of a Quire Master of the Adeptus Ministorum.
66	A deck of playing cards. Each card bares the image of an enemy of the Imperium.

Table 6-14: Trinket Subtable 3

d66 Roll	Result
11	A vox recording of haunting xenos music from a species long thought extinct.
12	A death mask in the image of a Canoness of the Adepta Sororitas.
13	A reliquary containing a shard of gleaming ice. The ice never melts.
14	A wafer-thin sheet of wraithbone covered in interconnected Eldar glyphs.
15	An improvised pendulum made from a length of optic cable and an autogun slug.
16	A portable autoquill modified to print Ork glyphs.
21	A shrill whistle carved from the preserved horn of a daemon.
22	An Imperial noble's commissioning scroll, signed and notarised, dated three standard years in the future.
23	A rockcrete brick pried from the defensive wall of a fallen Imperial bastion.
24	A forged promissory note from an upstanding Guild on a nearby hive world.
25	A ring of keys, each one encoded to a stasis vault on a different world.
26	A list of seemingly unrelated machine components written in blocky, crabbed handwriting.
31	An ornate silver snuffbox. The snuff within is fortified with trace amounts of xenos pollen.
32	A fetish carved from volcanic glass depicting a skull-faced god sitting on a gothic throne.
33	A ticket stub for a performance of an opera proscribed by the Ecclesiarchy.
34	A dog-eared, lavishly illustrated children's primer of Imperial history.
35	A classified document, redacted so that every word is blacked out except for "crucible."
36	Coded data-slate of a significant human bloodline showing possible mutation and xenos gene-grafting.
41	A five-minute sand timer filled with the ruddy sand of Mars.
42	Half of a shattered mask depicting a face distorted with fear.
43	A smooth river stone with an Aeldari glyph carved into its surface.
44	An eight-spoked cogwheel.

d66 Roll	Result
45	A small triptych of the God-Emperor ascendant, martyred, and interred upon the Golden Throne. The hinges are rusted shut.
46	The remote detonator to a Penal Legionnaire's explosive collar.
51	A xenohide pouch containing the mummified heart of an unknown organism.
52	A radiation-damaged design template for a plasma reactor with a single fatal design flaw.
53	An exhaustive phrase book translating common phrases between multiple dialects of Low Gothic.
54	The knob from the end of a weirdboy's channelling rod.
55	A clockwork replica of an attack bike that sparks and runs in circles when wound.

d66 Roll	Result
56	A sash made from the interlocking scales of a Maiden World reptile.
61	An illuminated book of hours. Many of the prayers within are edited in red ink.
62	A prism-like mirror shard. Staring at one's own reflection in the shard causes vivid hallucinations.
63	A piece of ceramite marked with the emblem of a Space Marine Chapter.
64	Several lengths of ribbed cable meant to be worn around the head and neck, giving the wearer the appearance of possessing several high-quality augmetic implants.
65	A bottle of sacramental wine blessed by an Arch-Deacon of the Adeptus Ministorum.
66	A cheap replica of an Arbitrator's badge of office.

Psychic Powers

"Burn the witch."

–Fastiemus Tyraen, speaking on the matter of the Nightmare Uprising

Magic, sorcery, the raw power of a disciplined mind—psychic power is known by many names, ideas and concepts the galaxy-wide. But no matter what it is called, psychic power is essentially always the same. Psychic powers allow living beings to channel the raw energies of another dimension that borders closely upon the galaxy—the warp—to manifest wondrous and seemingly impossible tasks or abilities. And as man spread across the stars, they came to know that it is far more commonplace than their upstart race ever suspected. Even worse, they also learned that the practice is fraught with terrible danger—for there are malignant and ravenous things that dwell in that realm of unknowable energy ... and they lust for entry into realspace.

Throughout the galaxy, numerous creatures possess of the ability to wield psychic powers; however, many were stamped out during mankind's conquest of the stars and the ascendency of the Imperium of Mankind during the Ages of Technology and Strife. Even so, many sentient races among said stars still use such powers freely, having built the very foundations of their civilizations upon the use of psychic power. Orks, Tyranids, and many lesser alien races all possess formidable psychic power, although the most powerful of the galaxy's races are species such as the Aeldari and Humanity itself, both of which depend upon psychic power to travel the stars in one form or another. Of the two races, the Aeldari mastered such powers to a far more disciplined and honed art form, having had aeons to practice, refine and learn from their mistakes. Despite this, Humanity seems to possess the most potential.

Though poorly understood, even by the best minds in the Imperium, Humanity has developed as a psychic race at an exponential rate for the better part of the last 20,000 years. The number of psykers that seemingly spontaneously manifest among the human population grows at a rate far outstripping any natural law of known evolution, and the rate of increase is apparently still growing. Unknown to the populace at large, humans are on the cusp of becoming a truly psychic race, perhaps eclipsing even the Aeldari, but the growing pains of this evolution also threaten to destroy them. The Emperor recognised this for what it was even before He launched the Great Crusade, and knew the grave danger it represented. For perhaps more than anyone, He knew and understood the dangerous dimension from whence this power flows, and the malignant entities that dwell therein.

And so, the Emperor of Mankind imposed a multitude of draconian measures upon psykers and their place in the Imperium. All those with psychic abilities were to be identified, collected, processed and ultimately controlled by being assigned to tasks best suited to serve mankind with their given psychic ability. The Adeptus Astra Telepathica, the Adeptus Astronomica, the Navis Nobilite, all serve the Imperium. These organisations, and the psykers that serve them, are the bedrock of the Imperium. So it was when the Emperor first founded the glorious Imperium of Mankind, and so it is now—though the Adeptus Terra added an additional purpose to psykers deemed unfit for the various government agencies. Those found wanting are granted the Emperor's Mercy, and are used to sate the Emperor's psychic hunger and continue His enthroned existence.

THE COMING OF THE CICATRIX MALEDICTUM

For more than 10,000 years, the Imperium of Mankind struggled to maintain the empire that the Emperor built, to hold together the galactic order that He mandated and to restrain the growing menace of the psyker. But the enemies of mankind are all too plentiful, and no enemy is greater than Time itself. All things change with time, and not even the monstrous and

oppressive grip of the monolithic Imperium can halt the wheel of evolution forever. All it takes is one catastrophic event, one slip up, and the wheel starts turning again. And so, it was with the Cicatrix Maledictum.

One moment of horror, one triumph of Humanity's greatest enemy and a cosmic shift changed everything forever. The galaxy has been torn asunder, divided by a warp anomaly from end-to-end. Daemons walk the planets of realspace with impunity, warp storms well up to close off star systems with growing frequency, and half the Imperium finds itself cut off from the light of the Emperor. And unnoticed by most, the wheel has begun to turn. Many of the safeguards the Emperor set in place to control psykers have begun to lapse, particularly in the Imperium Nihilus. The power and influence of psykers in the human population is now waxing, and who can say what such unchecked evolution will bring?

USING PSYCHIC POWERS

In ***Wrath & Glory*** the use of psychic powers is governed by the psyker keyword. Characters with the psyker keyword are known as psykers and use the Psychic Mastery skill to activate their psychic powers in much the same way as all characters use any other skill. A character without the psyker keyword cannot activate psychic powers and, indeed, is not a psyker at all.

Steps to Activating a Psychic Power

When a character wishes to use a psychic power, the character goes through the following steps:

Step 1: Declare

The player declares what psychic power they wish to activate, how they wish to use the power—Bound, Unbound or Transcendent—and any bonus dice that they plan to use (such as special abilities of the archetype), as well as the target or targets.

Step 2: Assemble Dice Pool

The player assembles a dice pool for a Psychic test by combining their Psychic Mastery skill and Willpower, and any applicable bonus dice from the character's wargear or other sources. In addition, the number of Wrath Dice allowed for such a test is not fixed at one as it is for other skills. When a psyker uses more power, they gain additional Wrath Dice. These Wrath Dice do not replace dice in the original pool, they add to it—see **Table 7-1: Drawing on the Warp** for more details.

TABLE 7-1: DRAWING ON THE WARP

Mastery Test	Bonus Wrath Dice	Description
Bound	0	This is the baseline Psychic test required to use a psychic power, and like any other skill test, it uses only one Wrath Dice. Minor Psychic Powers can only be activated Bound*.
Unbound**	1	Powerful psykers can unshackle the natural barriers in their minds, drawing upon more warp energy to generate their powers. When a psyker chooses to use the warp to generate their powers in this way, they gain one bonus Wrath Dice to their pool when making a Psychic test.
Transcendent***	2+	More powerful psykers may choose to open their minds fully, surrendering themselves to the energies and channelling the raw power of the warp, despite the ex-treme risks. When opening themselves up in this way, a psyker may choose to include up to a number of bonus Wrath Dice equal to the game's current Tier or their Rank Bonus, whichever is greater.

*Though Minor Psychic Powers can only be activated using a Bound Psychic test, other effects may add further Wrath Dice to such tests, such as a psyker that attains a certain threshold of Corruption (see Corruption on page 364), rare relics or equipment (see page 267) and/or certain results on the **Table 7-2: Perils of the Warp.**

**Once a psyker opens themselves to the warp in this way, it is very difficult to reign the energies back in. They cannot choose to make a Psychic test using less Wrath Dice until the end of the current Scene.

***In addition, once the power is completed (or at the end of the round in the case of sustained powers), the psyker suffers a number of Shock damage equal to the number of bonus Wrath Dice they use for merely attempting such a Psychic test.

Step 3: Roll to Test

- The player rolls their dice pool, counting their Icons as normal, and compares the result to the psychic power's DN. If the number of Icons equals or exceeds the psychic power's DN, they successfully activate the power.
- Exalted Icons may be shifted (if the test is still successful without them) to enhance the power's effects—see the Potency addendum attached to the description of each psychic power.
- If any Wrath Dice result in a complication, then the psyker unleashes the dangers of the warp and must roll on **Table 7-2: Perils of the Warp** (see Dangers of the Warp on page 337).
- Wrath dice involved in a Psychic Mastery test do not generate Glory on a result of a , nor do they inflict any critical hits.

Step 4: Activate the Psychic Power

If the player rolls enough Icons to meet the power's DN, the character successfully activates the psychic power and utilises its effects—see the specific entry for the psychic power in question later in this chapter for details.

Psykers and the League of Black Ships

Of all the strange mutations and afflictions that can imperil one's body or soul, none are feared or misunderstood more than the gift—or curse—of the psyker. By some strange, poorly understood quirk of genetics, some among humanity can reach out into the realm of Chaos and shape the energies there, using warpcraft and witchery to enact corresponding changes in the material universe. Although this power is rarely found in individuals, given the teeming masses of the mankind, psykers nevertheless emerge with frequency on near every world of the Imperium. This power shines out like a beacon in the Warp, attracting the attention of Daemons and other denizens of the Warp who seek to corrupt or possess any psyker they find. The results, should the psyker fail to resist them, are catastrophic. Daemonic possession can spell the end of a city, or the rise of a heretical movement, while the Warp-dwelling Enslavers have claimed whole worlds once they have a psyker to use as a gate. For this reason, many psykers are killed as soon as they are discovered, out of fear and desperation by those around them.

For all that psykers are despised and feared, they are also invaluable to the Imperium's survival. Some things the Imperium needs are impossible without the talents of psykers, such as the astro-telepathy that allows for communication between distant worlds. In other cases, a psyker can accomplish what ten ordinary humans might not, such as strategic divination or manifesting powerful energies to rend entire opposing squads.

To collect the psykers the Imperium needs, and to remove them from the general populace that they endanger and that endangers them in turn, the Adeptus Astra Telepathica operates the League of Black Ships to scour the galaxy for nascent psykers. No world may refuse a visit from a Black Ship, and it is among the most binding laws in all of the Imperium to turn over any psykers to their attentions. When a Black Ship arrives in system, it gathers every psyker its augurs can detect, then departs for Terra.

On board the ships, psykers are bound in warded cells as they travel, constrained physically and mentally until they arrive at their destination.

Unlike the pilgrims who make the journey to Terra, psykers visits are no joyous occasion. Rigorous tests of body and soul await them, and the slightest hint of weakness condemns any psyker to death. Yet even there, their powers and talents are not wasted, for the manner of their execution is to be bound into the Astronomican choir, there to fuel its prodigious psychic energies to assist the Emperor in projecting his light across the galaxy.

Psykers strong enough to pass the tests on Terra meet one of two fates. Those who are strong enough to serve, but too weak to do so independently are brought before the Golden Throne, where they undergo a process called Soul-Binding, imbuing them with a miniscule fraction of the Emperor's light to protect them. Even this sliver of power causes unimaginable pain, and inevitably blinds them to the material world. Soul-bound psykers are then trained as astropaths, gathered in choirs to serve as the voices of the Imperium across the vast boundaries of space.

The strongest of psykers are granted primaris classification, and trained in more diverse arts. Some are attached to noble houses and planetary governors, others to various military bodies such as the Astra Militarum or even the Adeptus Astartes. Whatever their final destination, they are forever watched, guarded at all times against their own potential weakness, and the terrible consequences thereof.

DANGERS OF THE WARP

The warp is not a tame energy source that man can simply depend upon to follow a set of specific principles or laws. Nor is the use of psychic power a science. A psyker's innate ability to draw upon the warp and the ways in which they learn to tease out specific reality-altering displays compares more to an art. But unlike an artist, the psyker is prone to far greater dangers than just a mundane tendency towards the morose or chemical dependency, though psykers experience these as well. The warp is rightly feared, for every time a psyker taps into it, the potential for the energies to overwhelm their mind exists, and they may lose control of the powers. Even worse, their tampering with such other-worldly energy may draw the attention of the malignant things that dwell in the Immaterium. Either way, the potential for terrible consequences to realspace is dire indeed.

As noted earlier, if the player rolls any complications on the Wrath Dice while making a Psychic test to activate a psychic power, the character loses control of the energies they tapped into and must roll on **Table 7-2: Perils of the Warp**. The potential severity of the dangers unleashed depends upon how many 1s the player rolls on the Wrath Dice. A single result on the Wrath Dice means the player simply rolls a d66 and consults **Perils of the Warp** for the results.

Example: *While battling Aeldari Corsairs, Angel's sanctioned psyker makes a Psychic test to activate Forewarning (DN 4). Angel assembles a dice pool equal to his character's Willpower + Psychic Mastery (a total of 6 dice). He chooses to activate the power at the Bound level, meaning he adds no additional Wrath Dice. Angel rolls the test, gaining the following result:* , , , , , . *Unfortunately, this is only three Icons, so the Psychic test fails and the power does not activate. Even worse, Angel rolls the on the Wrath Dice, so his character suffers an adverse effect. Angel rolls a d66 and gets a 62. Consulting the* **Table 7-2: Perils of the Warp**, *Angel gets* The Veil Grows Thin *result. In addition to thinning the very atmosphere locally and causing everyone therein to suffer penalties to their actions, this result also means that any character attempting to activate a psychic power in the vicinity must add an additional Wrath Dice to their Psychic test for the remainder of the scene.*

While many of the results on the **Table 7-2: Perils of the Warp** are dangerous, for those who tap deeper into the warp, the potential peril is even greater. For each additional rolled on the Wrath Dice beyond the first, the player must add a +1 bonus to the first digit of the d66 roll before consulting the **Perils of the Warp** for the results. This means that even though the table uses a d66 roll, it contains entries even greater than this and these results grow more dangerous the higher they increase.

Example: *The battle having gone poorly, Angel's sanctioned psyker finds himself fleeing the Corsairs. He pauses to makes a Psychic test to activate Disembodied Voices (DN 3) to use as a distraction to his pursuers. Angel assembles a dice pool equal to his character's Willpower + Psychic Mastery (a total of 6 dice). This being a Minor Psychic Power, he must attempt to activate the power Bound, but this time he needs to add a bonus Wrath Dice due to his earlier* The Veil Grows Thin *result, increasing the total dice pool to 7 dice. He rolls the test, gaining the following result:* , , , , , , . *This is four Icons, so the Psychic test succeeds and the power is activated. Unfortunately, Angel rolls 1s on both of the Wrath Dice, so his character suffers. When he rolls on* **Table 7-2: Perils of the Warp**, *he adds +1 to the tens digit of the roll. Angel rolls a d66 and gets a 56, which when the +1 is applied, results in a 66. Consulting the* Perils of the Warp, *Angel sees that this is the* Surging Warp Energies *result. Things just got much nastier for the protagonists, and perhaps for their Corsair pursuers as well.*

Using the Perils of the Warp Deck

If you wish, you may use the Perils of the Warp deck instead of the chart. When drawing cards from the Perils of the Warp Deck, seperate the deck by the number of and shuffle each sub-deck. Once you have determined how many are involved in the Psychic Mastery test, draw a card from the appropriate sub-deck.

The **Table 7-2: Perils of the Warp** does not represent everything that can happen to a psyker in ***Wrath & Glory***. There are far more horrific fates that can occur. The attention of a warp entity leads nightmarish results. The insectile psychneuein lay their loathsome eggs in the brains of incautious psykers from the warp. The inhuman menace of the Enslavers transforms a psyker into a grotesque living warp gate through which they emerge to prey upon mankind. Of course, there are many tales of daemonic incursions, emerging from a psyker's tormented mind, to overrun entire worlds. The outcomes listed in the Perils of the Warp table represent some of the more common ways that the warp manifests when psychic abilities rage out of control.

TABLE 7-2: Perils of the Warp

Roll	Result
11–12	**Flickering Lights:** For a brief moment, all light sources within 25 metres of the psyker flicker and go out (if outside during the day or in a similar environment, this light source too seems to flicker for a moment).

13–14 **Touch of Hoarfrost:** The temperature instantly drops 20 degrees, and all surfaces within 25 metres of the psyker become coated with a thin rime of frost. The temperature gradually returns to normal over the course of the next ten minutes, but for the next minute, any action attempted that interacts with the slippery surfaces has its DN increased by 2.

15–16 **Roiling Mist:** A clammy mist roils up from the ground, surrounding the psyker for a radius of 25 metres. The mist obscures vision and distorts sounds with weird echoes. All targets inside the mist add 2 to their Defence against ranged attacks, and any Cunning or Deception tests utilizing sound made inside the mist add +2d to the roll. The mist persists for 1 round.

21–22 **Whispers in the Dark:** All light sources within 25 metres of the psyker grow dim and shadows pool thickly. Sinister whispers can be heard stirring in the dark, and all sentient creatures within range must make a successful Corruption test (DN 3). Any who fail the Corruption test are vulnerable [2] for 1 round.

23–24 **Ghostly Apparitions:** For a brief time (roughly a minute), ethereal images of strange creatures move in and out of existence within 25 metres of the psyker. These apparitions move awkwardly, passing through objects and the living alike without seeming to be aware of the real world. All animals immediately flee the area, and any sentient being that witnesses the apparitions must make a Fear test (DN 3).

25–26 **Tears of the Martyrs:** All paintings, statues, or equivalent effigies within 25 metres of the psyker begin to weep blood. If no such features exist in range, then walls or similar surfaces begin to drip with blood. This bleeding persists for 1 minute. All sentient creatures that witness this event must make a Fear test (DN 3). Any who fail the Fear test increase the DN of any Interaction skill test by 2 for the next round.

31–32 **Mocking Laughter:** A sinister chorus or low laughter swirls around the psyker and those around them. All sentient creatures within 25 metres must make a successful Willpower test (DN 3) or are shaken by the experience and are *hindered* (1) for one round. The GM gains 1 Ruin.

33–34 **The Watching:** An overwhelming paranoia of something watching creeps over everyone within 20 metres of the psyker, including the psyker themselves. Lesser creatures and animals cower in fear, while sentient creatures must make a successful Willpower test (DN 4) or suffer from an uncontrollable compunction to second-guess all their own actions—they are *hindered* (2). This effect lasts for the remainder of the scene.

35–36 **Miasma of Decay:** The stench of rotting meat and decaying flesh seems to rise from the ground within 25 metres of the psyker. All creatures within range must make a Toughness test (DN 3), including those protected by technological breathing apparatus. Those who fail suffer 1 Shock.

41–42 **Sonic Concussion:** A mighty roar akin to a sonic boom crashes from the psyker. Lesser animal lifeforms (insects, rodents, avian, etc.) within 25 metres are instantly killed and all others suffer 1d3 Shock and must make a successful Toughness test (DN 3) or are *staggered*.

43–44 **Bloodlust:** All creatures within 15 metres of the psyker begin to suffer from a ringing in their ears and taste the bitterness of iron on their tongues. For the next round, all melee attacks made by such creatures add +1 ED to their damage.

45–46 **Tremor:** The ground within 50 metres of the psyker is jolted by a sudden but brief earthquake. The tremor causes no real damage, but all creatures in range must make a successful Agility test (DN 3) or be thrown *prone* and suffer 1 Shock.

51–52 **Life Drain:** A numbing cold washes out from the psyker, leeching the very life essence of those nearby. Every living creature within 25 metres immediately suffers 1d3 Shock and all lesser lifeforms (plants, avian, insects, etc.) wither and die.

53–54 **Visions of the Possibilities:** An awful droning buzz surrounds the psyker, drowning out all speech save shouting. The drone seems to penetrate the mind. All creatures with the psyker keyword within 10 metres must make an Intellect test (DN 4). Those who fail are staggered and suffer 1d3 Shock. Those who succeed gain 1 Wrath.

55–56 **Psychic Backlash:** Lurid pink warp lightning dances across the psyker's flesh. They suffer 1d3+2 Shock.

61–62 **The Veil Grows Thin:** The air within 25 metres of the psyker grows thin, causing living creatures to suffer shortness of breath and dizziness. All creatures without artificial breathing apparatus are *hindered* (2) for 1 minute. In addition, 1 bonus Wrath Dice must be added to all Psychic Mastery tests for the remainder of the scene.

63–64 **The Witching Hour:** The mystical energies of the warp wash over the psyker and infuse the landscape for 25 metres in every direction. All creatures in the area suffer 1d3 Shock. In addition, the invisible energies flowing through this area greatly increase the potency of psychic phenomena—1 Wrath Dice must be added to all Psychic tests. These effects last for the remainder of the Scene.

65–66 **Surging Warp Energies:** The air seems to shimmer and distort. All creatures within 25 metres of the psyker suffer 1d6 Shock and the GM gains 1 Ruin. For the remainder of the scene, all Wrath Dice rolled as part of a Psychic Mastery test that do result in a 1 or a 6 must be re-rolled.

71–72 **Unnatural Urges:** The psyker is overcome with terrible and unwholesome desires—craving the flesh of insects or vermin, thirsting for blood, cutting living flesh, etc. The psyker suffers 1d3+1 Shock and must make a successful Conviction test (DN 5), or they immediately give in to the desire and gain 1 point of Corruption (along with whatever immediate consequences the urge may produce—the Player and GM should work together to shape the event).

73–74 **The Crawling:** The psyker is overcome with the sensation of tiny creatures moving just under their skin. They immediately suffer 1d6+1 Shock and must increase the DN of all actions they attempt by 2 for the remainder of the scene.

75–76 **Twisted Flesh:** The energies of the warp unleash a corruptive force on the physical form of the psyker and all creatures within 10 metres. All affected characters must make a Corruption test (DN 7). Those who fail gain 1d3 Corruption and suffer 1 Mortal Wound.

81–82 **Flash-Freeze:** The environment around the psyker grows numbingly cold, a supernatural chill suffusing every surface with glistening ice. The psyker and every creature within 50 metres suffers a -1 to Agility and Strength for the rest of the scene. In addition, all affected creatures must make a successful Toughness test (DN 5) or suffer 1 Mortal Wound.

83–84 **The Summoning:** A portal is torn open between the Materium and the warp. A Daemon appears within 25 metres of the psyker. The exact location and nature of this daemon is at the GM's discretion (see Daemons on pages 421-428). The daemonic entity immediately attacks the nearest target. The daemon returns to the warp after 3 rounds or when it has been destroyed, whichever comes first. The GM may spend a point of Ruin to place the daemon closest to the psyker.

85–86	**Voices from Beyond:** All creatures within 25 metres of the psyker hear harsh, guttural voices close to their ear, though their words are seemingly gibberish. All characters within 10 metres must make a Fear test (DN 5). All sentient characters in range are staggered until the end of the scene.
91–92	**Daemonic Possession:** The psyker's mind is forcibly invaded and possessed by a daemonic entity. The psyker loses control of their body—they immediately fall under the control of the GM. Typically this means that they immediately attack or otherwise act against fellow heroes, but ultimately this is up to the GM. The GM may wish to allow the player normal control under most circumstances, or may otherwise prefer to lay the groundwork for a longer story arc regarding this possession. Regardless, the first time the possessed character takes any damage or is foiled in some fashion (GM's prerogative) and is not destroyed, the psyker can make a Willpower test (DN 5). If they succeed, they mentally force the daemon out—they regain control of their body, retain any damage done to the body to this point, and suffer 1d3 points of Corruption. If they fail the test, the daemonic entity retains and strengthens its hold on the psyker's body—the GM gains 1 Ruin.
93–94	**Writhing Disfigurement:** The psyker is wracked with pain, collapsing to the ground. They suffer 1d6 Shock and gains 1d3+1 Corruption points. In addition, the psyker permanently gains a minor disfigurement or mutation chosen by the GM. Examples include one eye changes colour, a small branding mark appears on the body, etc.
95–96	**Cackling Whirlwinds:** Swirling vortexes of misty, inhuman faces sweep past the psyker and spin away in all directions. The distorted images cackle in maniacal glee, and all mortals who hear them struggle to keep order to their thoughts. All living creatures within 25 metres of the psyker must make a successful Fear test (DN 7).
101–102	**Eye of the Gods:** The psyker's mind draws the gaze of one of the Ruinous Powers themselves, if ever so fleetingly. All sentient creatures within 20 metres of the psyker (including the psyker) must make a Corruption test (DN 7). Those who succeed gain 1 Wrath instead.
103–104	**Blood Rain:** A hot and sticky blood rain begins to fall within an 8-metre radius centered on the psyker. The supernatural storm starts slowly, but quickly builds to a torrent lasting only minutes. Any creature whose flesh is touched by this blood must make a successful Willpower test (DN 7) or become *frenzied* (see page 230). Affected creatures lapse into a temporary homicidal madness—they immediately attempt to kill the closest being, using melee attacks if possible. This madness lasts for 3 rounds.
105–106	**Psychic Overload:** Streaming warp energy bursts from the psyker's eyes and mouth, flashing in all directions and penetrating all living creatures surrounding them. The psyker suffers 2d6 Mortal Wounds and gains 1d3 points of Corruption. All other creatures within 10 metres suffer 1d3 Mortal Wounds and must make a successful Toughness test (DN 7) or are blinded for 1 round.

Optional: Horrific Results

If desired, the Game Master may elect that Troop-threat NPCs and bystanders always fail any specific Ability Test required by a result on **Table 7-2: Perils of the Warp**. This option makes psykers that much more dangerous and frightening—grotesque consequences lie in wait for any common being who lingers too close to a psyker opening themselves to the warp.

DAEMONIC POSSESSION

Daemonic possession is one of the Iconic penalties for trafficking with the powers of the warp. No set of warp effect rules would be satisfactory for the ***Warhammer 40,000*** setting without including such a potentially dark fate. Nevertheless, possession is a difficult consequence to visit upon a player character, and it certainly carries with it the possibility of destroying any ***Wrath & Glory*** campaign where it occurs. Gamemasters are encouraged to give such a potential situation some thought beforehand.

Some possible methods to deal with such a result include the following:

- The possession takes place, but is very subtle at first. This could be a slow and insidious invasion of the psyker's identity, allowing the GM to create something more overt for a future session, and possibly even recruiting the player themselves to further the story.
- The possession seems to fail. Unnoticed, the psyker's soul is twisted by a daemonic entity; this malefic influence manifests at a later date, possibly when the initial incident has been long-forgotten.
- The psyker is possessed, but the possession is only evident when the character is asleep, alone, or otherwise incapacitated.
- The possession results in the character becoming an NPC under the GM's control—ideally occurring at the end of a game session. The player must create a new character, and the possessed NPC now becomes a foil, an enemy, or possibly even a dangerous ally of the protagonists.

All are valid options, and sometimes it's good to keep the players guessing—even if they've read this sidebar.

SELECTING POWERS

Table 7-3: Psychic Powers

Name	Point Cost	DN	Activation	Duration	Range	Multi-Target	Keywords	Effect
Minor Psychic Powers								
Chameleon	8	4	Action	Sustained	Self	No	Psychic	Conceals the psyker
Compel	10	5	2 Simple Actions	1 Round	5 Metres	No	Psychic	Command a target to perform a short, simple act
Conceal Phenomena	5	3	Full Action	Sustained	Self	No	Psychic	Hides the presence of a psychic power
Create Flame	10	4	Move Action	Sustained	Self	No	Fire, Psychic	Outline a part of your body in fire
Dull Pain	8	4	Move Action	1 Round	5 Metres	Yes	Psychic	Reduce incoming Shock damage
Flash Bang	8	4	Action	Instant	5 Metres	Yes	Auditory, Light, Psychic	Potentially blind enemies and cause Shock damage
Fortune	10	4	2 Simple Actions	1 Round	Self	No	Psychic	Adds bonus dice to one test

Name	Point Cost	DN	Activation	Duration	Range	Multi-Target	Keywords	Effect
Inflict Pain	8	4	Action	Sustained	5 Metres	Yes	Psychic	Potentially stagger enemies and cause Shock damage
Jam Mechanism	10	4	Action	Instant	25 Metres	Yes	Kinetic, Psychic	Render a machine inoperable
Levitation	7	4	Simple Action	Sustained	Self	No	Psychic	Float up or down, or arrest a fall
Orb	5	2	Simple Action	Sustained	5 Metres	No	Electric, Psychic	Creates an orb to shed light
Phantom Grip	8	4	Full Action	Sustained	10 Metres	No	Kinetic, Psychic	Manipulate objects with your mind
Psyni-science	5	2	Full Action	Sustained	100 metres	No	Psychic	Detects psychic powers and pheneomena
Shove	8	3	Action	Instant	15 Metres	No	Kinetic, Psychic	Shove an enemy and potentially knock them prone
Voices	5	3	Action	Sustained	25 Metres	No	Auditory, Psychic	Creates ghostly voices
Universal Psychic Disciplines								
Smite	N/A	Target's Defence	Action	Instant	35 Metres	Yes	Psychic	Inflict 1d3 Mortal Wounds
Biomancy Discipline								
Enfeeble	15	Target's Defence	Action	Sustained	10 Metres	Yes	Psychic	Reduce enemy's Strength and inflict Shock
Life Leech	15	Target's Defence	Action	Instant	5 Metres	No	Psychic	Damage enemy and heal yourself
Living Lightning	15	7	Action	Sustained	Self	No	Psychic	The psyker moves faster and may take a bonus Action
Phantom Form	15	7	Action	Sustained	Self	No	Psychic	Pass through solid objects
Regenerate	15	8	Action	Sustained	Self	No	Psychic	Heal your injuries and regenerate lost body parts
Divination Discipline								
Fore-warning	15	6	Full Action	1 Combat	Self	No	Psychic	Gain bonus Defence and may Seize the Initiative
Glimpse the Future	15	7	30 Minutes	1 Scene	Self	No	Psychic	See glimpses of possible outcomes, gain an additional Campaign Card
Prophetic Visions	5	10	20 Minutes	Instant	Self	No	Psychic	Gain insightful visions and bonus Wrath
Scry	5	6	Full Action	Sustained	5 Kilometres	No	Psychic	Remotely view events or places

Name	Point Cost	DN	Activation	Duration	Range	Multi-Target	Keywords	Effect
Omens of Doom	15	Target's Defence	Full Action	Sustained	30 Metres	Yes	Psychic	Use a foretelling to make an opponent hindered and vulnerable
Pyromancy Discipline								
Fiery Form	15	7	Action	Sustained	Self	No	Fire, Psychic	Surround your body with flames and become immune to fire or melta damage
Gout of Flame	5	5	Action	Action	30 Metres	No	Fire, Psychic	Hit an area with a blast of flame
Molten Beam	20	Target's Defence	Action	Instant	10 Metres	No	Fire, Psychic	Create a beam of energy that melts through targets
Spontaneous Cumbustion	10	Target's Defence	Action	Instant	20 Metres	Yes	Fire, Psychic	Enemies burst into flames
Wall of Flame	15	7	Action	Sustained	20 Metres	No	Fire, Psychic	Create a blazing wall of fire
Telekinesis Discipline								
Assail	10	Target's Defence	Action	Instant	20 Metres	Yes	Kinetic, Psychic	Fling objects at opponents
Crush	10	Target's Defence	Action	Instant	20 Metres	Yes	Kinetic, Psychic	Restrain and damage targets
Flight	8	5	Action	Sustained	Self	No	Kinetic, Psychic	Telekinetically fly through the air
Force Field	15	5	Full Action	Sustained	Self	No	Kinetic, Psychic	Create a protective field around yourself
Shockwave	15	7	Action	Instant	5 Metres	No	Kinetic, Psychic	Unleash a blast of mental force around you
Telepathy Discipline								
Fog the Mind	15	4	Full Action	Sustained	10 Metres	No	Telepathy, Psychic	Potentially hinder and stagger all enemies within range
Mind Probe	15	Target's Willpower (Opposed)	Full Action	Sustained	30 Metres	No	Telepathy, Psychic	Invade another's mind to discover answers
Psychic Shriek	10	Target's Willpower	Action	Instant	50 Metres	Yes	Psychic	Potentially stagger enemies and cause Shock damage to their mind
Telepathy	5	3	Action	Sustained	100 Metres	Yes	Telepathy, Psychic	Mentally communicate with others
Terrify	15	5	Full Action	Instant	10 Metres	No	Telepathy, Psychic	Overcome enemies within range with psychic fear

Name	Point Cost	DN	Activation	Duration	Range	Multi-Target	Keywords	Effect
Maleficarum Discipline								
Boil Blood	15	7	Action	Instant	20 Metres	No	Chaos, Psychic	Inflict Shock and Mortal Wounds on enemies in an area
Puppet Master	20	Target's Will-power (Opposed)	Full Action	Sustained	30 Metres	No	Chaos, Psychic	Control another's mind
Soul Shrivel	20	Target's Defence	Action	Instant	20 Metres	Yes	Chaos, Psychic	Corrupt your enemies and inflict Mortal Wounds
Touch of Corruption	15	Target's Defence	Action	Sustained	Touch	Yes	Chaos, Psychic	Inflict Shock, Corruption, and potentially mutate enemies
Waking Nightmare	10	Target's Will-power	Action	Sustained	25 Metres	Yes	Chaos, Psychic	Force another to experience horrific hallucinations
Runes of Battle Discipline								
Conceal/ Reveal	20	5	Action	Sustained	25 Metres	No	Aeldari, Psychic	Hide or expose beings in an area
Embolden/ Horrify	20	5	Action	Sustained	25 Metres	No	Aeldari, Psychic	Make allies braver or enemies more fearful
Empower/ Enervate	30	7	Action	Sustained	25 Metres	No	Aeldari, Psychic	Make allies do more damage or make enemies inflict less
Enhance/ Drain	20	5	Action	Sustained	25 Metres	No	Aeldari, Psychic	Make allies better in melee or enemies struggle
Protect/Jinx	20	5	Action	Sustained	25 Metres	No	Aeldari, Psychic	Make alies tougher to hurt or enemies easier
Quicken/ Delay	20	5	Action	Sustained	25 Meters	No	Aeldari, Psychic	Twists time itself, briefly altering its flow for a select few

All psykers begin their careers knowing at least one psychic power. Players can purchase additional psychic powers, subject to the Tier maximums (see **Table 7-4: Psychic Powers By Tier**). All races and archetypes with access to the Psychic Mastery skill have access to Minor Psychic Powers, but access to the various Psychic Disciplines (see later in this Chapter) is determined by both race and character archetype (see pages 85-153).

Initial Psychic Powers

Most psychic characters possess the *smite* power (see page 352).

A psychic character may purchase up to 2 Minor Psychic Powers and (Tier–1, to a minimum of 1) Discipline Powers chosen from an appropriate psychic discipline. Note that Species and Archetype abilities may alter Tier limits.

Table 7-4: Psychic Powers by Tier

Tier	Maximum Minor Psychic Powers	Maximum Discipline Powers	Max Psychic Powers
1	1	1	4
2	2	1	5
3	3	2	6
4	4	3	7
5	5	4	8

Psychic Powers

Psychic powers break down into two broad categories—Minor Psychic Powers and the various Psychic Disciplines. Minor Psychic Powers are much less defined and significantly less powerful than the Disciplines. As for the Disciplines, there are multitudes practiced throughout the galaxy, though only the small sampling of those most commonly used by the masses of Humanity and the Aeldari are presented here.

Regardless of the category a psychic power falls into, they all share many varying qualities that as defined below.

Definitions

Point Cost: This reflects the number of build points required to purchase the psychic power.

DN: This is the bare minimum result required when making a Psychic Test to activate the psychic power.

Activation: This is the action required to activate a given psychic power. A psyker may not use more than one psychic power per round.

Duration: This is how long the power lasts. Powers with a duration of "instant" last only for a moment and end after the effects are completed. A duration of sustained means that the psyker must concentrate to maintain it.

Effect: This section describes what the psychic power does. Some psychic powers are relatively straightforward (such as *flight*), whilst others have more complex effects (such as *telepathy*). Psychic Powers that inflict damage list the damage value and any extra damage dice (abbreviated as + ED) suffered by the victim. Unless otherwise noted, psychic powers that inflict damage do so like all other damaging effects (see Damage on page 226).

Range: This is the maximum distance from themselves that the psyker may choose to activate the effects of the psychic power. Some powers affect all targets within this distance—these are detailed in the text of the psychic power in question. A range of "Self" means that the activating psyker is the only being affected by the power. A range of "touch" means that the psyker must physically touch their target. In cases of an unwilling target, this requires a successful melee attack.

Multi-target: This specifies whether the psyker may use the psychic power to target multiple targets. If so, and the psyker chooses to do so, then the DN to activate the power is increased by 2 for each additional target beyond the first. When using a psychic power in this way, only one Psychic test is made (using the adjusted DN for additional targets), and it either succeeds against all targets or the power is not activated at all.

Keywords: Every psychic power has certain traits that it shares with other powers, energy sources, etc. These common features, expressed as Keywords, identify the power's intrinsic nature. In addition, such Keywords determine what can amplify, or protect against, the effects of the given power (see page 48).

Potency: This presents enhanced effects of the psychic power and their cost. Each effect requires the use of a set number of shifts from Exalted results, presented in the bracketed number before a description of the effect. Potency options (unless otherwise marked with an asterisk) may be selected more than once and provide bonuses that stack if the character has enough shifts to pay for them. Some powers add extra damage dice (abbreviated as + ED) to the damage inflicted. Potency options marked with an asterisk may only be selected once per use of the power.

Prerequisites: Only select powers have this entry listed. If they do, the character must meet these prior to purchasing the power. Prerequisites may include other powers, talents, abilities, or keywords.

Example: *Caeden makes a Psychic test to activate the* flight *power (DN 5) to allow his Rogue Psyker to scout ahead. Caeden assembles a dice pool equal to his character's Willpower + Psychic Mastery (a total of 8 dice). Caeden decides to have his character activate the power Unbound as well, adding a bonus Wrath Dice for a total dice pool of 9 dice. He rolls the test, gaining the following result:* ⚀, ⚁, ⚂, ⚃, ⚄, ⚅, ⚄, ⚅, ⚅. *Fortunately, the 1 was not on either Wrath Dice, so he does not suffer a* Perils of the Warp. *Caeden has three Icons and three Exalted Icons. Success requires five Icons, so Caeden must keep one of the Exalted Icons to activate the power. He may use the other two to activate effects.*

The flight *power has the following potency options:*

[1] Flying Speed increases by 5 metres.

[2] +1 Strength for determining what the psyker may carry while flying.

Given these options and his test results, Caeden decides to shift the other two Exalted Icons to enhance the power with the Potency options. He has enough shifts to activate either option, but not both. Caeden opts to use two shifts to increase his character's flying speed by 10 metres.

Many of the Potency options offer a simple stackable benefit, or even penalty, but other stackable effects follow logical progressions. For example, a simple Potency option that increases a quality by a factor of one means it is doubled. Increasing by a factor of two triples, and so on. Still other progressions depend upon other factors, and though still stackable, they have a finite progression. For example, if a power's Potency option indicates that it reduces the Activation Time from Full Action to just an Action, then selecting it again further drops it to a Simple Action, and then again to finally be a Free Action. Since there are no action types quicker than a Free Action, stacking more than three time does not change it any further.

Aside from being able to stack Potency options, a player may also select more than one. Potency options are not mutually exclusive—meaning that if a player rolls enough shifts on a given Psychic test to activate the power, they may utilise more than one option to enhance that power (if they have enough shifts to do so).

Example: *While carrying an ally to safety, Caeden again decides to have his Rogue Psyker activate* flight. *This time he chooses to have his character activate the power Transcendent, adding two bonus Wrath Dice for a total dice pool of 10 dice. He rolls the test, gaining the following result:* , , , , , , , , , , . *Caeden has four Icons and four Exalted Icon. Since five Icons are required to make the test successful, Caeden can still activate the power and shift all four Exalted Icons. He chooses to use both of the power's Potency options, increasing his character's Strength by +1 for carrying things while flying (two shifts) and increasing his flying speed by 10 metres (two shifts).*

Sustaining Psychic Powers

Sustaining a psychic power is inherently strenuous. A psyker sustaining a power must increase the DN of all tests by 2. The DN penalty increases by 2 for each additional power sustained. If the psyker takes any damage from an external source, such as an attack or environmental conditions, they must make an immediate Willpower test (DN equals the total Wounds and Shock suffered). If they fail, the power immediately ends.

Some powers are particularly difficult to keep active and inflict Shock damage every round they are sustained. If a power states that it inflicts Shock with (Sustained) in parenthesis, it means that the Shock damage inflicted by sustaining the power does not provoke a Willpower test as outlined above, even if psyker sustains more than one power.

Deny the Witch

Psykers can unravel the manipulations of another psyker's attempt to manipulate the warp. This is a special ability that is common to all psykers, and is not in itself considered to be a psychic power.

The specifics of Deny the Witch are listed below:

Activation: Action
Duration: Instant
Range: 50m
Multi-target: No
Keywords: Psychic
Effect: All characters with the Psyker keyword can attempt to interfere with the activation of a psychic power within range. The character must be aware of the power being used in order to use *deny the witch*. Often, it is recommended that a character who intends to use deny the witch to use the hold action option (see page 222).

To do so, the denying character must generate a number of icons on their Psychic Mastery test equal to the DN of the power +2, or +3 if the activating character shifted dice for potency.

If the denying character succeeds, the power fails to activate or immediately stops working.

Minor Psychic Powers

"When anyone comes looking for me I just go down-stack and find the darkest corner I can find. I stand there and wait for the hammers to come by and I just... think at them to not see me. I don't know why it works."
–Phin, underhive scum

Psychic powers rarely develop in an individual as full-fledged, earth-shattering powers. Instead, most psykers begin to develop their powers slowly, incrementally and at a young age. This varies from species to species, but among humans, these powers usually begin to manifest themselves in an individual's teenage years, and most powers are of lesser strength or intensity. Simpler psychic abilities include conjuring flame or motes of light, sending a telepathic suggestion,

or having extraordinary luck. Some individuals don't even recognise these as psychic powers as they develop. Collectively, such lesser powers are known as Minor Psychic Powers.

Among individuals that are destined to be powerful psykers, the development of Minor Psychic Powers commonly heralds the individual's maturation into a psychic being. But for most, the development of such powers is the full extent of that creature's potential. This is especially true among humans. Should they survive this initial period of development—an uncertain prospect upon any world of the Imperium, where psykers are often persecuted as witches, mutants or even monsters—they will be identified and collected for the tithe to the Black Ships. Such developing powers go unnoticed by Imperial society, and the untrained and undisciplined minds of such psykers do not fall prey to the entities drawn to them from the warp. Minor Psychic Powers are the extent of most psyker's abilities; however, a rare few do develop and manifest the more powerful Psychic Disciplines.

Unlike the psychic powers described from the various Disciplines later in this chapter, Minor Psychic Powers are very limited in their potential Potency. When a psyker chooses to try to activate a Minor Psychic Power, they may only ever attempt a Bound Psychic test. This means that for most such Psychic tests, the player only has 1 Wrath Dice—other game circumstances may still increase this, such as Chaos relics or regions of realspace where the borders between reality and the warp are weakened. But even in such cases, a Minor Psychic Power may never have more than 3 Wrath Dice when the psyker makes their Psychic test to attempt to activate it.

Chameleon

Point Cost: 8
DN: 4
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker uses the energies of the warp to bend reality just enough to cause their own image to blend with their surroundings. While this power remains in effect, the psyker gains a +1d to any Stealth tests they make (but only those that pertain to visual senses). In addition, the psyker receives a +1 bonus to their Defence against ranged attacks.

Potency: [1] Stealth bonus increased by +1ED.
[3] Additional +1 bonus to Defence.

Compel

Point Cost: 10
DN: 5
Activation: 2 Simple Actions
Duration: 1 Round
Range: 5 metres
Multi-target: No
Keywords: Psychic

Effect: The psyker implants a simple command in the mind of a nearby creature. This command must be short (consisting of a single action), simple and obvious, but can otherwise overcome the given creature's own interests or base instincts. Example commands include: "drop the weapon," "open the door" or "push him." Suggestions cannot make a creature perform an action that they are simply incapable of performing—a psyker cannot make a cyber mastiff work a door handle for example. The target creature must successfully pass a Willpower test (DN 4) or is compelled to obey the *Compel*.

Potency: [1] +1DN to the Willpower test to resist.

Conceal Phenomena

Point Cost: 5
DN: 3
Activation: Full Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic

Effect: By concentrating, the psyker can draw the dark energies of the warp about their mind, cloaking their presence against those who may attempt to detect them via psychic means. If successful, the psyker can resist attempts to locate them, or indeed identify them as a psyker, via psychic powers such as *Psyniscience* or similar powers/abilities. Any attempt to detect the psyker with such a power must make a successful Psychic test (DN 4).

Potency: [1] +1 to the DN for detection attempts.

Create Flame

Point Cost: 10
DN: 4
Activation: Move Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Fire, Psychic

Effect: The psyker conjures a simple flame from some portion of their bare skin, usually a hand or fingertip. This flame can vary in size, from as small as a match to as large as a crackling torch. This flame behaves in every way as real fire and can be used to ignite combustible materials in the same fashion. While the flame exists, the psyker is immune to its effects, though they are not immune to the effects of fire from any other source (nor is their clothing or any items they are holding). When making a melee attack, this flame can be used as a weapon inflicting 8+1ED damage.

Potency: [1] May generate flame from an additional portion of the body.
[2] +1ED damage.

Dull Pain

Point Cost: 8
DN: 4
Activation: Move Action
Duration: 1 Round
Range: 5 metres
Multi-target: Yes
Keywords: Psychic

Effect: The psyker can use their force of will to desensitise others (or themselves) to pain. While this power remains in effect, the target takes 1 point less of Shock from all sources.

Potency: [1] Shock reduced by a further 1 point from all sources.
[3] Target takes 1 less point of Wounds from all sources.

Flash Bang

Point Cost: 8
DN: 4
Activation: Action
Duration: Instant
Range: 5 metres
Multi-target: Yes
Keywords: Auditory, Light, Psychic

Effect: The psyker mentally snaps warp energy like a whip, creating a bright flash and a sharp crack of sound. Everyone within range must make a successful Toughness test (DN 3) or take 1 Shock and be *blinded* for 1 round.

Potency: [1] Additional +1 Shock.
[2] Range increased by 5 metres.

Fortune

Point Cost: 10
DN: 4
Activation: 2 Simple Actions
Duration: 1 Round
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker leads a charmed existence, manipulating the energies of the warp, perhaps without even consciously doing it, to make sure probabilities just always seem to favour them. The psyker may choose to add one bonus dice to one test they make during the power's duration.

Potency: [1] The psyker gains +1d to the chosen test.

Inflict Pain

Point Cost: 8
DN: 4
Activation: Action
Duration: Sustained
Range: 5 metres
Multi-target: Yes
Keywords: Psychic

Effect: The psyker draws upon the swirling energies of the warp and then pours them into the mind of their enemy, wracking them with debilitating pain. The psyker chooses a target within visual range and that enemy immediately takes 1d3 Shock and must make a successful Willpower test (DN 3) or is *staggered*. As long as the psyker sustains this power, the target must test again at the beginning of each of their rounds or be dealt another point of Shock and remain *staggered*.

Inflict Pain has no affect against targets that aren't truly alive (such as Daemons, plants, etc.)—the GM is the ultimate arbiter of which creatures this power affects.

Potency: [1] Additional +1 Shock damage.

Jam Mechanism

Point Cost: 10
DN: 4
Activation: Action
Duration: Instant
Range: 25 metres
Multi-target: No
Keywords: Kinetic, Psychic

Effect: The psyker reaches into a specific machine or mechanism with their mind and causes it to temporarily cease to function. A mechanism jammed with this power remains inoperable for one minute. The mechanism can be cleared and made operational during this time with a successful Tech test (DN 3).

Typical machines the psyker might jam include weapons, data-slates, and locks.

Potency: [1] Range increased by 25 metres.
[1] Tech test DN increased by +1.

Levitation

Point Cost: 7
DN: 4
Activation: Simple Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker uses their force of will to unshackle their body from the constraints of gravity. The psyker can float freely, hovering or moving slowly up or down (1/2 Speed). They are not able to truly fly, however, so must use some other means to move otherwise.

This power may be used to attempt to negate a fall.

Potency: *[1] May move at normal Speed up or down.
[2] May target a friendly creature within 5 metres.

Orb

Point Cost: 5
DN: 2
Activation: Simple Action
Duration: Sustained
Range: 5 metres
Multi-target: No
Keywords: Electrical, Psychic

Effect: The psyker conjures a floating orb of glowing light. Though typically equal in intensity to a common lumen torch, by concentrating, the psyker can darken it to as dim as a single candle or brighten it to as intense as a flare. The orb typically floats in the air beside the psyker, but with a mental command it can be given simple instructions such as to follow the psyker, orbit their head or to remain stationary at a specific location. The orb may move up to the psyker's Speed, but instantly dissipates if it passes out of range.

Potency: [1] Range is increased by 5 metres.
[2] May create an additional orb.

Phantom Grip

Point Cost: 8
DN: 4
Activation: Full Action
Duration: Sustained
Range: 10 metres
Multi-target: No
Keywords: Kinetic, Psychic

Effect: The psyker manifests an invisible set of phantom hands within range. By expending an action, the psyker can use these hands to perform any number of tasks that they might do—push a button, open/close a door, pull the pin from a grenade, etc., though they must be able to see the object/target to be manipulated. For the purposes of these tasks, the *Phantom Grip* have a Strength and Agility equal to the psyker's Willpower. Though *Phantom Grip* cannot be used to make an actual attack against a creature, it can be used to trip up, confuse or distract them—GM must adjudicate each such instance on a case by case basis.

Potency: *[1] Time to Activate reduced to an Action.
[1] Range increased by 10 metres.

Psyniscience

Point Cost: 5
DN: 2
Activation: Full Action
Duration: Sustained
Range: 100 metres
Multi-target: No
Keywords: Psychic

Effect: By concentrating and probing the warp with their mind, the psyker can detect the presence of psychic phenomena, including other psykers, objects imbued with psychic power and similar features. If successful, the psyker can detect and point out such phenomena within sight. If such phenomena are not in line of sight, but are still

within range, the psyker instinctually knows in which direction they lie and can follow them to their source if this power is sustained.

Potency: [1] Range is increased by 50 metres.

Shove

Point Cost: 8
DN: 3
Activation: Action
Duration: Instant
Range: 15 metres
Multi-target: No
Keywords: Kinetic, Psychic

Effect: Through sheer willpower, the psyker summons an invisible mental force and uses it to shove a target in line-of-sight. The target must immediately make a successful Agility test (DN 4) or is knocked *prone*, possibly incurring additional consequences depending upon their situation at the time—i.e. walking a narrow ledge, perched on the lowered door of an assault aircraft, etc.

Potency: [1] Range is increased by 15 metres.
[2] Agility test DN increased by 1.

Voices

Point Cost: 5
DN: 3
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Auditory, Psychic

Effect: The psyker moulds the cacophonous sounds of the warp into a tool for their purposes, causing ghostly voices or other sounds to appear from places or objects within line-of-sight and in range. These voices or sounds have an echoing, otherworldly quality to them, and cannot rise in volume above a typical conversational tone. These sounds are usually used to unnerve or distract others, but they can also be used to convey information to distant targets (though such communication is one-way in nature).

Potency: [1] Range is increased by 25 metres.
*[2] Volume of voices and sounds increased to level of a shout.

Universal Psychic Disciplines

Psychic powers take a myriad of forms throughout the galaxy and with near endless variation. Secret organisations, conclaves of like-minded psykers, and even whole branches of the Imperium have come together to practice similar powers. Many xenos races also adhere to a set of standards, or Psychic Disciplines, completely unique to them. Often this is dictated by the way that a race or group of psykers thinks, or even how they experience the warp. Despite this wild array of different powers, many psychic abilities share a common, universal theme. Such psychic powers have over time been amalgamated into the five Universal Psychic Disciplines. Though practiced by many xenos races across the galaxy in one form or another, it is in the Imperium where they are most universally accepted. Over the millennia since Humanity first began to exhibit such powers, these five Disciplines became the most refined and stable, supported by rigours set forth by Imperial organisations such as Adeptus Astra Telepathica and the Inquisition.

Most characters with the psyker keyword possess the *smite* power.

Smite

Point Cost: 0 (10 if buying this power separately)
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 35 metres
Multi-target: Yes
Keywords: Psychic

Effect: The psyker concentrates destructive power through the lens of their will, summoning lethal bolts of raw psychic energy that blast their enemies into ash. The psyker targets one enemy with a psychic ranged attack. If hit, the target suffers 1d3 Mortal Wounds.

Potency: [3] +1 Mortal Wound.

Biomancy Discipline

Enfeeble

Point Cost: 15
DN: Target's Defence
Activation: Action
Duration: Sustained

Range: 10 metres
Multi-target: Yes
Keywords: Psychic
Effect: The air grows thick and sticky as the psyker opens a slight tear in the fabric of reality to drain away the life of their enemies. The psyker targets one enemy with a psychic ranged attack. If hit, that target's Strength is reduced by 1 and they suffer 1 Shock each round at the beginning of their turn while the power is sustained (regained once the power ceases).
Potency: [1] +1 Strength reduction.
[3] +1 Shock damage per round.

Life Leech

Point Cost: 15
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 5 metres
Multi-target: No
Keywords: Psychic
Effect: The air chills around the psyker as they draw the life from their enemy in ephemeral wisps. The psyker targets one enemy with a psychic ranged attack. If hit, that target suffers 1d6 Shock and 1d3 Wounds. They heal half the Shock and Wounds (rounded up) inflicted on the target.
Potency: [1] +1 Shock.
[2] +1 Wound.
*[3] Damage is Mortal Wounds.

Living Lightning

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic
Effect: The psyker's form begins to distort and grow fuzzy as they draw energy from the warp and transfer it straight into their own limbs. While affected by this power, the psyker doubles their speed, may take one additional action per round at no penalty, gains +1 to their Defence, and MUST act first in each of their side's combat rounds.
Living lightning taxes the psyker physically, so they suffer 1d3+1 Shock (sustained) for every round they sustain the power.
Potency: *[1] Suffer 1 less Shock.
[2] +1 bonus to Defence.

Phantom Form

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic
Effect: The light surrounding the psyker grows dim and then so does their form, their body transformed into a wispy phantom. While they sustain the power, the psyker can pass freely through solid objects of all sorts—walls, bulkheads, vehicles and even living creatures, though their Speed is reduced by 1/2. In effect, the psyker becomes a phantom, a being out of phase with reality. As such, though they can freely move where they will, and both see in and be seen by the real world, they cannot interact with it. They cannot physically attack, manipulate or otherwise touch creatures or objects, nor can other objects, creatures, or environmental conditions harm them.
Phantom form is extremely taxing to the psyker's spirit, and they suffer 1 Shock for every round they sustain the power. Should the psyker

revert to their true form while passing through hazardous conditions, they immediately suffer the consequences of those conditions, whatever they may be.

Potency: *[1] Movement increased to normal speed.
*[1] May make speech heard.
*[3] May manipulate or touch objects with a Full Action.

Regenerate

Point Cost: 15
DN: 8
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker does not distinguish their body from the warp itself—to them they are one and the same, and they are master of both. Once activated, this power not only allows the psyker to heal injuries at a phenomenal rate, but can, in time, even regrow lost limbs or body parts. While this power is sustained, the psyker heals 1 Wound per round, and then once fully healed, 1 Shock per round. Once completely healed, they may regenerate whole body parts, though this process is much slower. A smaller body part, such as a finger or eye, can be regenerated in an hour, but regenerating a whole limb takes an entire day.

Potency: [1] +1 Shock healed per round.
[2] +1 Wound healed per round.

Divination Discipline

Forewarning

Point Cost: 15
DN: 6
Activation: Full Action
Duration: 1 Combat
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker falls into a brief reverie, peering into the immediate future to see how events of a specific combat will unfold. They pay heed to how their enemies fight and what actions they will take, so that armed with this knowledge, they may better protect against the attacks. Once activated, *Forewarning* grants the psyker the option to Seize the Initiative (without paying a Glory to do so) once per combat and a +1 bonus to their Defence for one combat they participate in (either one they are already engaged in or the very next one they become involved with).

Potency: *[1] Time to Activate reduced to an Action.
[2] +1 bonus to Defence.

Glimpse the Future

Point Cost: 15
DN: 7
Activation: 30 minutes
Duration: 1 Scene
Range: Self
Multi-target: No
Keywords: Psychic
Prerequisite: At least one other Divination Power.

Effect: The psyker peers into the depths of the warp and sees past the glimmering possibilities rippling on the surface. Past the glamours and misleading promises of what might be, they catch glimpses and images of what really will be—at least in the near future. Once activated, *Glimpse the Future* allows the psyker to re-roll one dice (not the Wrath Dice) in any and all tests they are required to make for the remainder of the current scene. In addition, the psyker immediately draws two Campaign Cards and may keep one of their choice (the other is discarded). This allows the player to play one additional Campaign Card during the game session.

The Immaterium, and those entities that dwell in it that concern themselves with the vagaries of time as it pertains to the mortal realms, are loathe to surrender this sort of detail regarding the future. The psyker risks much in prying in this manner—when making the Psychic test for this power, the roll automatically counts as if one 1 had been rolled (i.e. meaning that were no 1s rolled on the Psychic test, it would still count as one 1 rolled and require a roll on the **Table 7-2: Perils of the Warp**, etc.). In addition, the psyker may not use *Glimpse the Future* more than once regarding any specific scene.

Potency: [1] Time to Activate reduced by 5 minutes (minimum 5).
*[2] May draw an additional Campaign Card, but still discards down to one.

Omens of Doom

Point Cost: 15
DN: Target's Defence
Activation: Full Action
Duration: Sustained
Range: 30 metres
Multi-target: Yes
Keywords: Psychic

Effect: The psyker falls into a brief reverie, peering into the immediate future of a specific enemy, and then manipulating the threads of that future so that the most awful outcomes prevail. Once they activate the power, the psyker targets one enemy with a psychic ranged attack. If hit, the target immediately becomes *vulnerable* (1) and *hindered* (1) for as long as the power is sustained.

Omens of Doom is mentally draining to the psyker, so they suffer 1 Shock for every minute they sustain the power (this requires a test to sustain).

Potency: *[1] Time to Activate reduced to an Action.
[2] Additional –1 penalty to Defence.
[2] +1DN to ability tests.

Prophetic Visions

Point Cost: 5
DN: 10
Activation: 20 minutes
Duration: Instant
Range: Self
Multi-target: No
Keywords: Psychic

Effect: The psyker focusses on their inner self, unshackling their mind and letting it float free on the currents of the warp. In their trance, they examine the various threads of possibilities that make up the endless weave of the near future, searching for clues to inform themselves of what is to come. Once activated, the psyker gains insights via visions of what is to be, and is granted one extra Wrath at the beginning of the next scene. In addition, at the GM's discretion, specific clues regarding upcoming adventures or campaigns may be presented to the player when this power is used. The future is notoriously unstable and mutable, and the warp itself can be a fickle thing. The psyker may not use *Prophetic Visions* more than once regarding any specific Scene, nor may they use it more than once a day regardless.

Potency: [1] Time to Activate reduced by 5 minutes (minimum 5).
*[2] +1 Wrath.

Scry

Point Cost: 5
DN: 6
Activation: Full Action
Duration: Sustained
Range: 5 kilometres
Multi-target: No
Keywords: Psychic

Effect: The psyker projects their mind remotely to view events occurring in another place within range. They must be aware of the location to be viewed and must have at least a general idea of where it is in relation to themselves. If they are not exactly aware of these conditions, they must spend 10 minutes to hone in on the location. Once activated, the psyker can sustain it to keep viewing the targeted location, but while doing so, they cannot move or perform any other actions and are completely oblivious to their own surroundings.

Scry taxes to the psyker mentally, so they suffer 1 Shock for every 10 minutes they sustain the power (this requires a test to sustain). They may not recover Shock while sustaining this power.

Potency: [1] Range increased by a factor of 10.

Pyromancy Discipline

Fiery Form

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Fire, Psychic
Effect: The psyker bursts into flame, their body engulfed in a roaring inferno. These flames cause no harm to the psyker or their possessions. While this power is sustained, all creatures within 2 metres immediately take 10+1ED damage (and again at the end of their own turn if they remain in range). In addition, while this power is sustained, the psyker receives a +1 bonus to their Defence and is immune to all damage or effects with the Fire or Melta keywords.
Potency: [2] +1ED damage.
[3] +1 Defence.

Gout of Flame

Point Cost: 5
DN: 5
Activation: Action
Duration: Instant
Range: 30 metres
Multi-target: No
Keywords: Fire, Psychic
Effect: The psyker launches a gout of fire towards their foes. Anything in the affected area (Medium Blast) immediately takes 14 +2ED damage and is *burning*.
Potency: [2] +1ED damage.
[2] Affected area is a Large Blast.

Molten Beam

Point Cost: 20
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 10 metres
Multi-target: No
Keywords: Fire, Psychic
Effect: The psyker stretches forth their open hand and releases a beam of blindingly bright energy at their foes—they choose a direction and the beam instantly passes along that line for 10 metres. This extremely hot beam of raw power melts even the hardest metals to slag, and the air within 2 metres of the beam's passage catches fire. Creatures struck by the beam suffer 18+2ED damage and must pass an Agility test (DN 4) or be set *burning*.
Potency: [2] +1ED damage.
[1] +10 metres range.

Spontaneous Combustion

Point Cost: 10
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 metres
Multi-target: Yes
Keywords: Fire, Psychic
Effect: The psyker focuses all their rage, their eyes glowing with warpfire, until their enemies literally burst into flame. They target one enemy with a psychic ranged attack. If hit, the target suffers 12 +1ED damage and must make a successful Agility test (DN 4) or is now *burning*.
Potency: [2] +1ED damage.
[1] +10 metres range.

Wall of Flame

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: 20 metres
Multi-target: No
Keywords: Fire, Psychic
Effect: The psyker throws their arms wide and channels the seething energies of the warp, conjuring a wall of flames. Initially, the psyker may freely shape this fiery wall as they please, though its dimensions have limits—up to 3 metres wide, 20 metres long and 10 metres high. Once the wall has been summoned, its dimensions cannot be altered, and it burns without fuel for as long as the psyker sustains it. They can summon the *Wall of Flame* anywhere within range and line-of-sight, including in the very space occupied by living creatures.
Creatures that attempt to pass through the *Wall of Flame* or that are caught inside it when it is summoned, immediately take 12 +1ED damage and are *burning*. Creatures within 2 metres immediately take 10 +1ED damage once (and again at the end of their own turn while they remain within 2 metres).

Potency: [2] +1ED damage.
*[2] May spend a Move Action to reshape the *wall of flame* once while it is sustained.
[1] +1 metre in height or length.

Telekinesis Discipline

Assail

Point Cost: 10
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 metres
Multi-target: Yes
Keywords: Kinetic, Psychic
Effect: Eyes blazing with inner light, the psyker uses nothing more than the power of their will to uproot a boulder, tree or similarly large object in the vicinity, and smite their enemy with it. They target one enemy with a ranged attack (attack roll DN equal to the psyker's total Psychic test)—if hit, that creature takes 10 +1ED damage.
Potency: [1] +1ED damage.
[2] +10 metres range.

Crush

Point Cost: 10
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 metres
Multi-target: Yes
Keywords: Kinetic, Psychic
Effect: The psyker clamps an invisible force around their enemy, and then tightens it to crush away their life. They target one enemy with a psychic ranged attack. If hit, that creature takes 10 +1ED damage and must make a successful Strength or Willpower test (DN 5) or is *restrained*. While *restrained*, the target can do nothing except try to break free by again making another Strength or Willpower test. If the victim does not escape, they take an additional 10 +1ED at the beginning of the psyker's turn for as long as the power is sustained.
Potency: [3] +1ED damage.
[2] +1DN to the Strength or Willpower test.

Flight

Point Cost: 8
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Kinetic, Psychic
Effect: Throwing their arms wide, the psyker's hair and garments are blown fiercely by ethereal forces and they rise off the ground. While they sustain this power, the psyker can fly freely, moving at speeds equivalent to their normal Speed.
Flight taxes the psyker mentally, so they suffer 1 Shock for every hour they sustain the power (this requires a test to sustain).
Potency: [1] Flying Speed increases by 5 metres.
[2] +1 Strength for determining what the psyker may carry while flying.

Force Field

Point Cost: 15
DN: 5
Activation: Full Action
Duration: Sustained
Range: Self
Multi-target: No
Keywords: Kinetic, Psychic
Prerequisite: At least one other Telekinesis Power
Effect: The psyker draw the inert energies floating all around them, and fashions an invisible barrier of force to protect themselves from harm. While this power is sustained, the psyker gains +2 Resilience and may soak Mortal Wounds.
Force Field taxes the psyker mentally, so they suffer 1 Shock for every minute they sustain the power (and requires a test to sustain).
Potency: *[2] Increase range to +Rank metres, and all beings in range gain the same protection.
[2] Increase bonus to Resilience by +1.

Shock Wave

Point Cost: 15
DN: 7
Activation: Action
Duration: Instant
Range: 5 metres
Multi-target: No
Keywords: Kinetic, Psychic
Effect: With a mighty thrust of their fist, the psyker unleashes a burst of mental force that blasts from them in all directions. All creatures within range, friend or foe, take 12 +1ED damage from this blast and must make a successful Agility test (DN 5) or be thrown to the ground *prone*.
Potency: [1] Range is increased by 5 metres.
[2] +1ED damage.

Telepathy Discipline

Fog the Mind

Point Cost: 15
DN: 4
Activation: Full Action
Duration: Sustained
Range: 10 metres
Multi-target: No
Keywords: Telepathy, Psychic

Effect: The psyker reaches out to their enemies with their mind and clouds the enemy's thoughts, slowing their cognitive processes and dulling their wits. A sense of haziness and confusion overcomes all enemies within range, and they must make a successful Willpower test (DN 6) or immediately be both *hindered* (2) and *staggered*.

Fog the Mind mentally drains to the psyker, so they suffer 1 Shock for every round they sustain the power (this requires a test to sustain).

Potency: [1] Range increased by a factor of 1.
*[2] Time to Activate reduced to an Action.

Mind Probe

Point Cost: 15
DN: Target's Willpower (Opposed)
Activation: Full Action
Duration: Sustained
Range: 30 metres
Multi-target: No
Keywords: Telepathy, Psychic
Prerequisite: Telepathy

Effect: The psyker envelops a visible target with their mind, imposing their will on the creature and forcibly probing its innermost secrets. They must win at an opposed Willpower test against the target. If the power is successful, the psyker can then probe the target's mind for secrets in subsequent rounds until the power ends or the psyker or the target loses consciousness. They may gain the answer to one question from the target's mind in the form of memories, images, or other experiences from the mental link. For each question answered, the target suffers 1d3 Shock and the psyker extracts the desired information—this is subject to the target's actual knowledge and the ultimate determination of the GM. If the psyker fails the opposed Willpower test, they are expelled from the target's mind and suffer 1d3+3 Shock.

If the psyker is not expelled, and wishes to continue the probe, the above process must be repeated anew each round. They may not recover Shock while sustaining this power.

Potency: [1] The target answers one additional question.
*[2] The target suffers no Shock and is unaware of the psyker's intrusion into their mind.

Psychic Shirek

Point Cost: 10
DN: Target's Willpower
Activation: Action
Duration: Instant
Range: 50 metres
Multi-target: Yes
Keywords: Psychic

Effect: The psyker unleashes a blast of psychic energy to attack the mind of a nearby enemy. They target one enemy with a ranged attack (attack roll DN equal to the psyker's total Psychic test). If hit, that creature immediately takes 1d3+3 Shock and must make a successful Willpower test (DN 5) or be *staggered*.

Potency: [1] +1 Shock.
[2] +1DN to the Willpower test to be *staggered*.

Telepathy

Point Cost: 5
DN: 3
Activation: Action
Duration: Sustained
Range: 100 metres
Multi-target: Yes
Keywords: Telepathy, Psychic

Effect: The psyker reaches out with their mind to link with another and communicate with nothing but thoughts. The psyker need not have line-of-sight to the target, and no obstacles save those designed specifically for warding off psychic intrusion can prevent this communication. Furthermore, they need not know any targets are in range at all, and may simply use *Telepathy* to contact the nearest target. Once they activate the power, communication continues until either the psyker or the target chooses to break it off. If the psyker wishes to maintain the link, such communication can only be terminated via a successful Willpower test (DN 3) by the target.

If the target forcibly breaks telepathic link in this manner, the psyker takes 1d3 Shock.

If they wish, the psyker may use *Telepathy* to eavesdrop on a target instead of communicating, but they may still choose to "speak" at any time using the link. If they choose to use *Telepathy* in this way, the target may still become aware of the psyker's presence and that something is amiss with a successful Awareness test (DN equal to the psyker's total Psychic test). If the target becomes aware of the telepathic communication, it can choose to use the link itself or attempt to terminate the it as above. *Telepathy* only reads active surface thoughts and so cannot pry into another's secrets unless the target is actively thinking about them at the time.

If the psyker chooses to use *Telepathy* to communicate with more than one target, they act as a communication hub and all targets can "hear" one another through them. Using *Telepathy* in this way taxes the psyker mentally, so they suffer 1 Shock for every 20 minutest they sustain the power (this requires a test to sustain). They may not recover Shock while sustaining this power.

Potency: [1] Range is increased by a factor of 10.

Terrify

Point Cost: 15
DN: 5
Activation: Full Action
Duration: Instant
Range: 10 metres
Multi-target: No
Keywords: Telepathy, Psychic

Effect: Reaching out with their mind, the psyker plucks the latent fears of nearby enemies from their subconscious and forces them to the surface. A supernatural dread of the psyker and their allies overcomes all enemies within range; they must make a Fear test (DN 5).

Potency: [2] Fear test DN increased by +1.
*[2] Time to Activate reduced to an Action.
[1] +10 metres range.

The Lure of the Infernal

"Trust not the witch, for their powers are tainted.
Fear the witch, for their souls are corrupt.
Burn the witch, for the fire purifies all."
–Edict of Cardinal Koriv, Arch-Confessor

For some psykers, mastery of the mind and development of their own innate psychic abilities is not enough. Having survived the maturation of their psychic potential and found the inner strength to fend off the whispers and initial probes from the warp, they find they want still more power. Most such people are rogue psykers, individuals who learned to develop their powers beyond the guiding light of the Emperor and their agents. But even those psykers disciplined and trained in the Imperium's Scholastia Psykana sometimes succumb to the lure of Chaos. The whispers from the other side never cease, and those whisper can even erode a strong mind n time.

Despite what Imperial creed would have one believe, trafficking with the Ruinous Powers themselves, or even their agents or cults, is not so easy a task for the average Imperial citizen. Those psykers who heed the whispers and seek more power will always find a way. Lesser warp entities, heretical organisations, underground black-markets, and a hundred other foul sources besides are willing, eager even, to spread, teach, and disseminate the darker psychic practices. Called witchcraft, sorcery, black magic, and an endless number of similar primitive names, these psychic powers all stem from the same source—the infernal and malignant warp entities man knows as Daemons.

Maleficarum Discipline

Boil Blood

Point Cost: 15
DN: 7
Activation: Action
Duration: Instant
Range: 20 metres
Multi-target: No
Keywords: Chaos, Psychic
Prerequisite: Psyker must have the Chaos keyword.

Effect: The psyker unleashes their seething anger in a blast that writhes in the target's veins. The power affects all creatures in a Medium Blast, boiling their blood from the inside. Affected targets suffer 1d3 + the Psyker's Corruption level in Shock damage and must pass a Toughness test (DN 5) or suffer 1d3 Mortal Wounds as well.

Potency: [2] +1 Mortal Wound.
*[2] Increase the area of effect to a Large Blast.

Puppet Master

Point Cost: 20
DN: Target's Willpower (Opposed)
Activation: Full Action
Duration: Sustained
Range: 30 metres
Multi-target: No
Keywords: Chaos, Psychic
Prerequisite: Psyker must have the Chaos keyword.
Effect: The psyker breaches their enemy's mind, quashing its will completely, and turning its body into their puppet. The psyker engages in an Opposed Willpower test against the target. If they win, the target is completely dominated by the psyker. Creatures dominated by the psyker in this way have no free will whatsoever, instead they do only what the psyker wills them to. Without even words (mere thoughts are necessary for commands), the psyker can compel the target to perform any task they choose as long as the power is sustained. This control has no limits, and victims do anything the psyker commands them to do without question. The psyker immediately gains 1 Corruption and the target must make a Corruption test when the power ends.
Puppet Master drains the psyker mentally, as they must constantly overpower the target's persona, so they suffer 1d3+1 Shock for each target they control every round they sustain the power (this requires a test to sustain). The psyker may not recover Shock while sustaining this power.
Potency: *[1] Time to Activate reduced to an Action.
*[2] May sustain the power for a further minute before taking Shock.

Soul Shrivel

Point Cost: 20
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 20 metres
Multi-target: Yes
Keywords: Chaos, Psychic
Prerequisite: Psyker must have the Chaos keyword.
Effect: The psyker opens a minute fissure into the Immaterium near their enemy to drain the very life energies of the enemy's spirit. The psyker targets one enemy with a psychic ranged attack. If hit, the target suffers 1d3 Mortal Wounds and must make a Corruption test.
Potency: [2] +1 Mortal Wound.
[1] Range increased by 10 metres.

Touch of Corruption

Point Cost: 15
DN: Target's Defence
Activation: Action
Duration: Sustained
Range: Touch
Multi-target: Yes
Keywords: Chaos, Psychic
Prerequisite: Psyker must have the Chaos keyword.
Effect: The psyker unleashes the mutable energies of the warp to forcibly corrupt their target's flesh. They choose a target within range, and make a psychic melee attack. If this attack succeeds, the target suffers a random mutation from **Table 7-8: Minor Mutation**. The resulting mutation is horrific, but temporary. The target's flesh returns to normal when the power ends.
Touch of Corruption drains the psyker, so they suffer 1 Shock for every minute they sustain the power (this requires a test to sustain). The psyker may not recover Shock while sustaining this power.
Potency: [1] +2 Shock.
[2] +1 to the Willpower test DN.

Waking Nightmare

Point Cost: 10
DN: Target's Willpower
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: Yes
Keywords: Chaos, Psychic
Prerequisite: Psyker must have the Chaos keyword.
Effect: The psyker worms their way into the mind of their victim, and forces them to experience the dread things that only the warp can visit upon man. The psyker targets one enemy with a ranged attack (attack roll DN equal to the psyker's total Psychic test). If hit, the creature temporarily loses 1 point of Intellect and must make a successful Willpower test (DN 7) or suffer intense, personal hallucinations. These hallucinations take the form of supernatural illusions that only the target can see—they immediately roll on the **Table 7-2: Perils of the Warp**, suffering the same as a psyker would. The effects of these hallucinations continue for as

long as the psyker sustains the power, or until the **Perils of the Warp** runs its course. In certain circumstances, where the target may question why those around them are not affected by such an obvious supernatural event as determined by the roll on the table (GM's prerogative), the target may be allowed to re-roll its Willpower test (as above). Temporary lost Intellect returns at the rate of 1 point per day.

Waking Nightmare mentally taxes the psyker, and they suffer 1 Shock for every minute they sustain the power (this requires a test to sustain). The psyker may not recover Shock while sustaining this power.

Potency: [1] +1 temporary Intellect damage.
*[3] Target must add the psyker's Corruption score to the first digit of their d66 roll on **Table 7-2: Perils of the Warp**.

Aeldari Psychic Powers

"Understanding? What understanding is there to be gleaned by you mon-keighs? You cannot even recall the mistakes your race made that brought you to this precipice, Inquisitor. Divination is not a science you can master with hymns or influence with your ointments and trinkets. It is an artistry woven from what was, what may be, and the lies the beings of the Immaterium speak regarding both. It is a wonder you retain an understanding of fire. No, better you clutch tight to your primitive baubles and leave the insight to more enlightened races."

--Warlock Ishyandra of Il-Kaithe

Though all Aeldari are sensitive to psychic energies in one way or another, only those who follow the Path of the Seer, or the Witch Path as it is also known, can truly harness them. Such Aeldari psykers learn to use complex, psychically sensitive wraithbone runes to harness their powers. These runes both enhance the Seer's prophetic abilities and serve as an arcane ward against the dangers of the warp. Ultimately, Aeldari Seers learn to wield their powers to divine the fates and steer their people accordingly. But these powers can also be used as a potent weapon with which the Seer may enhance their fellow Asuryani warriors on the battlefield while also thwarting their enemies.

For some Seers who trained as Aspect Warriors, Khaine's call to battle is especially strong, and they find it easier to develop destructive psychic

powers. Many such adherents return to their shrines, again donning their masks to recreate the division in their minds between warrior and self. Known as Warlocks, such Seers give in to the bloodlust in their souls and follow the Witch Path to its most aggressive and warlike extremes. To such ends, Warlocks usually set aside their more prophetic powers and instead choose to wield Runes of Battle.

The Asuryani have practiced and honed their psychic abilities for aeons, and they are know well the dangers that lurk within the esoteric plane from which the energies that power them

flow. Aeldari psykers are thus resistant to the predations of the warp, though due to the nature of their psyches and the deep way in which they experience emotions, when such psykers do fall victim to these dangers, it is even more catastrophic. If they use either a Minor Psychic Power or a power from the Runes of Battle Discipline, an Asuryani psyker may choose to re-roll up to one 1 on the Wrath Dice in any Psychic test they make. However, should such a psyker still suffer a Perils of the Warp, they must roll two dice and keep the highest result for the first digit of the d66 roll (see page 48).

Runes of Battle Discipline

Conceal/Reveal

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: The psyker reaches out with their mind and takes command of the shadows surrounding them, bending and shaping the shadows to their will. Once activated, the psyker can use their mastery to do one of the following:

Conceal: The psyker draws the shadows to them and dons them like a cloak to conceal their position—while the power is sustained, the psyker and any allies within 5 metres gain a +1 bonus to their Defence and a +1d to any Stealth Tests they make.

Reveal: The psyker draws away the shadows from a target within range, revealing them to all. The psyker targets one enemy with a ranged medium blast area effect attack (attack roll DN equal to their total Psychic test). If hit while the power is sustained, the target cannot benefit from bonuses to Defence or Stealth tests due to concealment or cover.

Potency: [3] Conceal: Benefits improve by +1 Defence and +1d to Stealth.
*[2] Reveal: Penalties affect enemies in a Large Blast.

Embolden/Horrify

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: The psyker reaches into the minds of the battlefield combatants and either fortifies or erodes their resolve. Once activated, the psyker can use this mental manipulation to do one of the following:

Embolden: The psyker instils valour and determination into their allies. While the power is sustained, the psyker and all friendly creatures within 5 metres gain a +1d to any Resolve tests they make.

Horrify: The psyker saps the courage and determination of their enemies. They target an enemy with a Medium Blast area of effect. All effected creatures suffer a +1 DN penalty to any Resolve tests they make.

Potency: [2] Embolden: +1d to Resolve tests.
[2] Horrify: +1DN penalty to target's Resolve tests.

Empower/Enervate

Point Cost: 30
DN: 7
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: Tapping into the spirits of their comrades, the psyker opens them to their full potential, allowing them to strive for the greatness of the Aeldari heroes of yore, or diminishing the powers of their foes. Once activated, the psyker can use this manipulation of the spirit to do one of the following:

Empower: The psyker open the spirits of themselves and their allies. While the power is sustained, the psyker and all friendly creatures within 5 metres gains a +1ED to damage from any melee attacks they make.

Enervate: The psyker saps the spirits of their enemies, filling them with doubt and despair.

The psyker affects enemies within a Medium Blast area of effect. All affected targets suffer a –1 ED penalty to damage from any melee attacks they make (to a minimum of 0).

Potency: [3] Empower: +1ED to damage.
[3] Enervate: –1ED to target's damage.

Enhance/Drain

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: Drawing upon the favour of Khaine, the psyker enhances the combat prowess of their allies or diminishes that of their enemies. Once activated, they can use this boon to do one of the following:
Enhance: The psyker channels a fraction of Khaine's skills to enhance their allies' combat abilities. While the power is sustained, psyker and all friendly creatures within 5 metres gains a +1d to any melee attacks they make.
Drain: The psyker allows a portion of Khaine's anger and disdain to suppress the fighting skills of their enemies. They affect targets in a Medium Blast area of effect. While the power is sustained, affected targets suffer a +1 DN to any melee attacks they make.

Potency: [2] Enhance: Additional +1d to melee attacks.
[2] Drain: Additional +1DN to target's melee attacks.

Protect/Jinx

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: Tugging on the threads of fate that surround any field of battle, the psyker isolates and binds those of a specific individual, reshaping its destiny. Once activated, the psyker can manipulate fate to do one of the following:
Protect: The psyker weaves the fate of themselves and their allies, protecting them from harm. While the power is sustained, the psyker and all friendly creatures within 5 metres gains a +1 bonus to their Resilience.
Jinx: The psyker weaves the fate of their enemies, making them more susceptible to harm. The psyker affects enemies within a Medium Blast area of effect. All affected targets suffer a –1 penalty to their Resilience.

Potency: [3] Protect: Additional +1 bonus to Resilience.
[3] Jinx: Additional –1 penalty to Resilience.

Quicken/Delay

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 25 metres
Multi-target: No
Keywords: Aeldari, Psychic
Prerequisite: Psyker must have the Aeldari Keyword.

Effect: The psyker twists time itself, briefly altering its flow as it passes for a select few on the battlefield. Once activated, they can subtly affect the way time passes to do one of the following:
Quicken: The psyker changes the flow of time for themselves and their allies, making them seem supernaturally swift. While the power is sustained, the psyker and all allies within 5 metres may make an additional Move.
Delay: The psyker changes the flow of time for their enemies, making them move as if they were passing through deep water. The psyker affects enemies within a Medium Blast area of effect. While this power is sustained, all affected targets move as if they are in Difficult Terrain.

Potency: [2] Quicken: Increase the radius of the effect to allies within 10 metres.
[2] Delay: Increase the area of effect to a Large Blast.

Corruption

Corruption is the foul taint of the warp bleeding into the Materium, deforming the body and afflicting the mind. Those who encounter heinous and unnatural acts or objects, and those damned enough to commit them, must face down the manifest power of Chaos. It is an equal danger that flesh and organs exposed to toxic or warp-riddled environments will erupt in grotesque malformations. Few stride away with their purity intact.

Corruption Tests

In ***Wrath & Glory***, Corruption scars the body, mind, and soul. Corruption does not turn the character instantly into a psychopath, but each point gained takes them ever closer to death and damnation. Roleplaying a character's psychological descent in the grim darkness of the far future can add depth of its own and create a story arc you may not have been expecting. Likewise, the desperate struggle to retain one's purity and humanity can be a fulfilling experience for your character.

A Game Master cannot force a player to take an action that automatically results in Corruption. The player must have the opportunity to resist with a Corruption test, or willingly accept Corruption from the Temptations of the Warp.

When to Make a Corruption Test

Corruption is not gained from everyday occurrences like witnessing human suffering. Supernatural events fuelled by the power of the warp are a prime example of how a character gains Corruption. Encountering forbidden tomes, fighting the forces of Chaos, using vile relics, or committing truly heinous acts may cause a Game Master to call for players to make a Corruption test.

Causes of Corruption

Characters earn corruption from a variety of different sources.

Chaos and the Warp

Encountering the manifest powers of Chaos and the warp is the most potent cause of Corruption. Being in the mere presence of certain warp entities, like daemons, will require the characters to resist Corruption. Warp travel is the best-known means of interstellar transit. However,

tearing a hole from the Materium into the warp and spending days, weeks, or months surrounded only by a fragile membrane of protection can lead to Corruption. Additionally, relics and tomes containing information about the Chaos Gods are infused with the essence of the warp. Based on the amount of warp energy contained in an item, simply touching it may cause a Corruption test. Weaker items may not cause Corruption right away. However, if a tome is studied extensively or a tainted weapon is wielded and sheds blood, those actions would force the character to resist Corruption.

Powers of The Psyker

There are those among the population who carry in their heads a portal to the warp. Theirs is a dangerous but power-filled existence that is never more than a Mercy Knife away from death and damnation. Often it is the psykers themselves who are subject to Corruption after reaching too deeply into the warp. Whether by the unrestrained torrent of power they pull through or the type of spell they cast, Corruption is often the price paid for power. Witnessing or being the subject of psychic powers can lead to Corruption, as can the backlash of a poorly executed (or poorly controlled) power.

Ultraviolence and Depravity

Witnessing or participating in deeply heinous acts can have a lasting effect on one's body and mind. Killing the enemy on the battlefield is one thing, but slaughtering the infirm or helpless is another. Not all depraved or violent acts shed blood. Some destroy a person or an entire civilisation without a weapon being raised.

Example: *An Eldar intentionally destroying an Infinity Circuit and condemning all the souls to She Who Thirsts would be a heinous action that spills no blood.*

Mundane Sources

There are some mundane sources of Corruption that may lead to physical or mental effects. Particularly of note are toxic or radioactive substances. Listening to someone spew heresy will also have a lasting effect. Prolonged exposure to high levels of pollutants and heresy will inevitably wear down the body and the mind.

Example: *Some environments are inundated with radiation. Repeated low-level exposure will slowly begin to cause Corruption. However, high levels of exposure without radiation-hardened armour may cause a character to make a Corruption test every round until they escape or expire.*

How to Make a Corruption Test

When making a Corruption test, hero's dice pool is their Conviction attribute versus a default of DN 3. The dice pool, the Difficulty Number, or both may be modified based on the circumstances.

A character's traits or special abilities, or those of other members of the team, may add bonuses or dice to resist Corruption. However, a character's Corruption Level (**Table 7-6**) or the situation may increase the base difficulty of the test.

Players may choose to spend a single Wrath to reduce the DN modifier of the current Corruption test by one. This cannot drop the DN lower than 1.

Table 7-5: Corruption Test Difficulties

DN	Difficulty of Test	Examples
1	Routine	Exposure to mildly radioactive or toxic substances, seeing a cultist marked by Chaos for the first time, listening to someone preach heresy without stopping them.
2	Standard	Speaking the name of one of the Ruinous Powers, torturing a captive for the first time.
3	Challenging	Reading a tome dedicated to the Dark Gods, witnessing a Chaos ritual, speaking heresy, condemning someone to death for an act you committed, seeing a daemon or warp entity for the first time.
5	Difficult	Participating in a Chaos ritual, destroying a planet populated by allies, some Perils of the Warp, developing an untrained psychic power.
7	Extreme	Possession by a warp entity, looking into the warp, making a pact with a warp entity.

Effects of the Wrath Die

Players include a Wrath Dice on Corruption tests.

Result	Effect
1	If the test fails, gain x2 Corruption Points
2-5	No Effect
6	The DN of the test is reduced by 2.

Failing a Corruption Test

When a Character fails a Corruption test, they gain 1 point of Corruption.

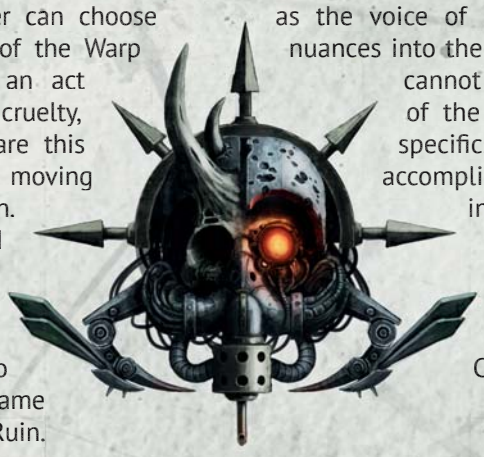
For every 5 points of Corruption, a Character's Corruption Level will increase (see **Table 7-6: Corruption Level** on page 367). As the Heroes become more deeply Corrupted, it becomes harder to resist additional Corruption.

Temptations of the Warp

The path of righteousness does not always lead to sweet success. There may come a time when failure is worse than damnation. There may come a night when the call of power overrides the need for restraint. When that time comes, the Dark Gods will answer that call…for a price.

The Game Master must use their discretion as to when the circumstances are ripe for the Ruinous Powers to intercede. The circumstances of the scene must be considered. Certain locations or activities may make the border between the material world and the Warp very thin, whilst at other times, it could be nearly impossible to draw power from the Warp at all. In addition, actions that work against the schemes of the Chaos Gods are unlikely to be rewarded!

Once per scene, a character can choose to accept the Temptations of the Warp for additional success on an act of extraordinary violence, cruelty, betrayal, or depravity. Declare this intent before rolling or moving forward with an action. Once the action is resolved (meaning at the end of the round or scene), you gain 1d6 points of Corruption, with no Corruption test to resist. Additionally, the Game Master immediately gains a Ruin.



When rolling for the declared action, convert all results of 1 into results of 6 for this test. Players must transform all results of 1 (except for complications—see below) into Exalted Icons; there is no holding back when the Ruinous Powers are driving you forward. If used in conjunction with a Multi-action or Multi-attack the player must use this ability across the entire test and suffers an additional point of Corruption for each successful action or attack.

The Ruinous Powers are fickle with their favours. If a complication is rolled while using the Temptations of the Warp, the action fails—regardless of the total number of icons involved.

If there is no required dice roll, the player narrates the outcome of the situation. The Game Master, as the voice of Chaos, may add unexpected nuances into the narrative. These interjections cannot change the main outcome of the narrative, but can alter the specifics or the tone with which it is accomplished. After all, the daemon is in the details.

Any other characters or NPCs witnessing this act immediately make a Corruption test.

There are five levels of playable Corruption: Pure, Tarnished, Contaminated, Tainted, and Defiled. Corruption is a greased incline. Once the path towards the warp is begun it cannot easily be reversed.

Would You Make a Deal?

Gaining Corruption has the potential to draw the eye of a warp entity. At the cusp between being Defiled and becoming a Chaos Spawn, a warp entity may appear to give a final warning and potentially offer a deal for the Corrupted character's soul. The warp is a fickle friend. There is no guarantee that a deal will be offered or that an offered deal will be worth making. Ending it all may be the only kindness worth accepting.

Table 7-6: Corruption Level

Corruption Level	Corruption Points	Increase of DN to resist Corruption
0 – Pure	0-5	+0
1 – Tarnished	6-10	+1
2 – Contaminated	11-15	+2
3 – Tainted	16-20	+3
4 – Defiled	21-25	+4
5 - Chaos Spawn	26+	-

Note: DN is bounded by Tier (see page 80).

The Ultimate Fate

If a character reaches or exceeds 26 points of corruption, they transform into a Chaos Spawn. A Chaos Spawn is a writhing mass of physical mutations and mental trauma that was once an intelligent life form. They have devolved so far as to be unrecognisable and utterly insane due to the influence of the Ruinous Powers.

Those who seek the favour of the Chaos Gods often fall short of achieving true power. A miniscule few are uplifted to serve as daemons, but the rest become slaves devoid of sentience and free will. Chaos Spawn are naught but loathsome pests and cannon fodder.

Once a character turns into a Chaos Spawn there is no redemption. There is no saving their body or their mind. This is no longer a playable character. If left alive, the Game Master takes the character as a NPC.

Chaos Spawn Mutations

If a player's character turns into a Chaos Spawn and the GM wants to bring them back as an enemy NPC, modify the Chaos Spawn entry in the Bestiary (see page 421) to represent the threat.

Malignancies

The lasting impact of Corruption presents in two distinct ways: physical mutation and mental trauma.

Physical Mutations

Physical mutations are sickeningly evident for all to behold. Puss-filled boils erupt on the flesh, extra limbs or tentacles protrude at grotesque angles, once-healthy extremities shrivel to uselessness, and vital organs cease to function. Those physically mutated by Corruption are easily identified for eradication due to their monstrous appearance, and are likely easily destroyed due to their ever-changing form.

Mutants are a deplorable lot, especially in the Imperium of Mankind. As it is difficult to hide, especially from those closest to them, mutants tend to live nasty, lonesome, and brutish existences. They are the quintessential outcasts of society, pitied at best, scorned and hated by most. If they do not die at their own hands or from the pernicious effects of their mutations, mutants live a life of wretched fear, forever concealing their true warp-tainted nature from those around them.

Mental Trauma

Mental trauma is the far more insidious effect of Corruption. It takes a shrewder eye to spot the subtle hints of mental trauma. Heroes must be vigilant regarding those suffering insomnia, night terrors, cowardice, phobias, shell shock, and outright insanity. These changes will build up gradually, which can make it even more challenging to identify.

The mentally corrupted may appear normal, but their perspective is radically altered. They feel the influence of the warp in what they see and hear. The horrors they have witnessed or undertaken likely haunt their nightmares or keep them from sleep altogether. The strongest may throw themselves toward some greater purpose, anchoring onto that which they hold most sacred. The weaker or more corrupted will submit to the darkness within, committing acts of subterfuge, destruction, and chaos that echoes their own grim decline.

Scavvy Mutations

"Scavvy" is a term for those who live in the wasteland at the lowest levels of Hive cities. These humans are subjected to toxic effluent and industrial waste on every day of their lives. Not all who live in these conditions are mutants, but often mutations develop due to prolonged exposure to polluted runoff. See the Scavvy archetype on page 136.

The mutations below have been selected to provide players and Game Masters a quick list of useful mutations to aid in creating Scavvy heroes and enemies.

- Misshapen
- Grotesque
- Bestial Hide
- Analgesia
- Brute
- Horns, Spines, Fangs, or Claws
- Toxic Blood
- Extra Appendages
- Aberration

Malignancy Tests

Vile deeds mar the body as depraved thoughts stain the soul. The twin malignancies of physical mutations and mental trauma are the pervasive manifestation of one's own failure of purity. It speaks to a deep foulness within.

When a character gains a Corruption Level, immediately test to determine if the character gains a malignancy.

Add together the character's highest and lowest Attribute to create a dice pool. Malignancy tests have a base DN of 3; the DN is increased by the character's Corruption Level (see **Table 7-6: Corruption Level**).

If a character fails their Malignancy test they gain at least one mutation or trauma.

Complications and the Malignancy Test

If you suffer a complication on a failed Malignancy test, you gain an additional mutation or trauma. The Game Master decides which of the two is most appropriate to the circumstances.

Gaining a Malignancy

When a character fails their Malignancy test and a specific mutation or mental trauma fits the theme of the session, select that without rolling on the table. If desired, Game Masters can create malignancies and specialised elements that are appropriate to the story or create the best opportunities for role playing.

The Game Master selects either **Table 7-7: Minor Mutations** or **Table 7-8: Mental Traumas** based on what caused the Corruption. When a corrupting influence targets a character's mind—such as a psychic power or listening to heresy—use Mental Traumas. If a character is subject to a physical effect like ingesting a mutant's blood or severe radiation, use Minor Mutations. If it is unclear which effect would make more thematic sense, the Game Master decides. Each chart uses a d66 roll. Add 10 to the roll for each prior mutation and mental traumas. If the character's initial roll total is 61+, roll again on **Table 7-9: Severe Mutations**, but do not add any modifiers to the Severe Mutations table roll.

Example: *Rogue Trader Drake Harkness already has one mental trauma and one mutation when he fails his current Malignancy test. When he rolls on the* Minor Mutation *table this time he adds +20 to the result. He rolls a 24 on the d66, with +20 leading to the result of 44 "Horns, Spines, Fangs, or Claws" on the* Minor Mutations *table.*

If a character receives the same mutation or mental trauma a second time, they should reroll, unless there is an obvious different way for a duplicate effect to take hold. If the character removes a mutated body part, they no longer have any associated benefit or detriment from that physical mutation. Eliminating or suppressing mental traumas is less direct. It is up to the Game Master to decide if a mental trauma can be removed and if so, what process is involved. Note that these actions do not remove Corruption points or change a character's Corruption Level.

Malignancies Make Life More Challenging

Existence is brutal in the 41st Millennia. Merely surviving takes a toll from the flesh and the soul. Malignancies are meant to escalate the difficulty faced by the character during role play. If there is a circumstance where the listed mutation makes roleplaying easier for the character, consider reversing the flavour. Make it memorable. Do it for the story.

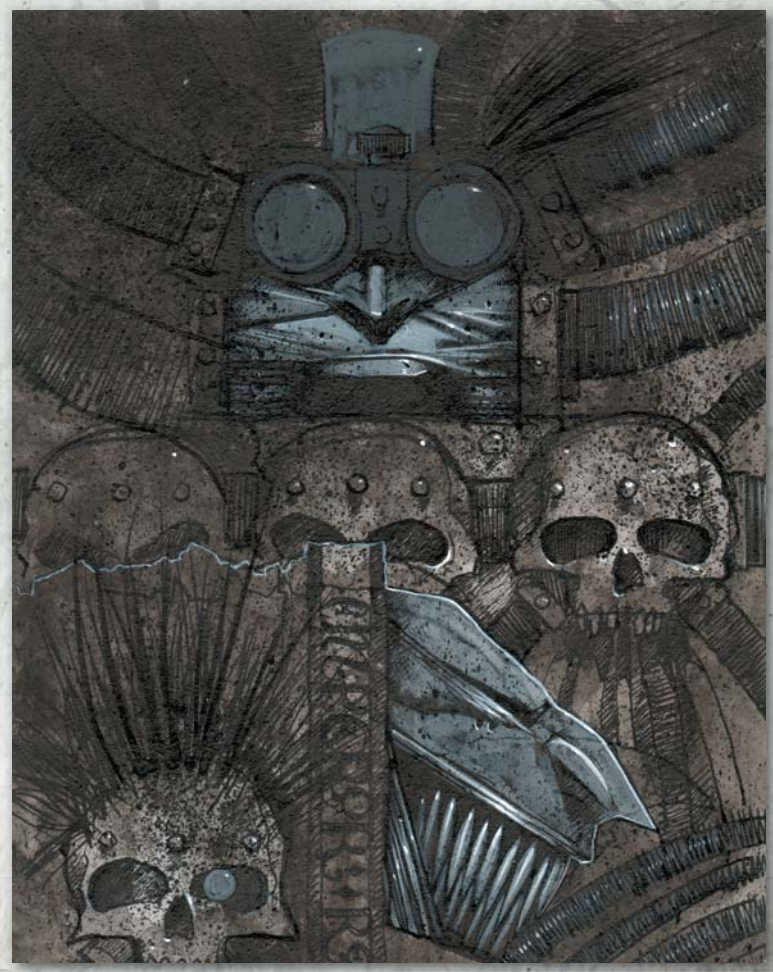


Table 7-7: Mental Trauma

D66 Roll	Mental Trauma
11–16	Phobia
21–26	Addiction
31–33	Compulsion
34–36	Mood Swings
41–43	Visions
44–46	Haunted Dreams
51–53	False Memories
54–56	Wyrdling
61+	Reroll on Table 7-9: Severe Mutations

Table 7-8: Minor Mutations

D66 Roll	Minor Mutation
11–16	Misshapen
21–26	Grotesque
31–33	Bestial Hide
34–43	Brute
44–46	Horns, Spines, Fangs, or Claws
54–53	Corrosive Touch
54–56	Toxic Blood
61+	Reroll on Table 7-9: Severe Mutations

Table 7-9: Severe Mutations

D66 Roll	Severe Mutation
11–12	Extra Appendages
13–14	Aberration
15–16	Corrupted Flesh
21–22	Wings
23–24	Serpentine Tail
25–26	Cannibalistic Drive
31–32	Withered
33–34	Vile Alacrity
35–36	Fleshmetal
41–42	Corrosive Bile
43–44	Corpulent
45–46	An Excess of Eyes
51–52	Enduring Life
53–54	Aquatic
55–56	Amorphous
61–63	Afflicted
64+	The Warp Made Manifest

Mental Trauma

This section provides descriptions and rules for the entries on **Table 7-7: Mental Trauma**.

The effects of mental traumas are not always apparent. While these always provide players with a roleplay hook, many provide a game effect only intermittently. To reflect this, some mental traumas may be triggered when a player rolls a Complication. In that case, the player may choose to suffer the mental trauma in place of another complication or the GM may spend a point of Ruin to activate the trauma's effect. Eligible traumas for this rule are annotated as „Complication Activated."

11–16 Phobia

Fear follows in everyone's footsteps. For some it is an annoyance, to be brushed away like falling ash. For those cursed with a phobia, fear may burst forth to consume the mind with little warning.

Players are encouraged to work out an appropriate phobia with the Game Master, based upon the character's personality and the circumstance under which the trauma was suffered. If no obvious solution is available, consider the examples on **Table 7-10: Phobias** and select one or roll.

Table 7-10: Phobias

D66 Roll	Severe Mutation
11–13	Atychiphobia—The fear of failure
14–16	Agoraphobia—The fear of crowded or large spaces
21–23	Hemophobia—The fear of blood
24–26	Thanatophobia—The fear of death
31–33	Claustrophobia—The fear of small spaces
34–36	Xenophobia—The fear of the unknown
41–43	Nyctophobia—The fear of darkness
44–46	Hypnophobia—The fear of sleep
51–53	Acrophobia—The fear of heights
54–56	Photophobia—The fear of light
61–63	Mysophobia—The fear of germs
64–66	Aquaphobia—The fear of water

Effect: When a character confronts their phobia, they must make a Fear test (DN 3). In exceptional circumstances, the GM may choose to adjust this difficulty.

21–26 Addiction

The character's experiences have driven them to seek refuge in means under their control. Players are encouraged to identify an appropriate addiction with the Game Master, based upon the character's personality and the circumstance under which the trauma was suffered. If no obvious solution is available, consider the examples on **Table 7-11: Addictions** and select one or roll.

Table 7-11: Addictions

Roll	Addiction
1	Legal Chemical
2	Illicit Chemical
3	Odious Habit
4	Illicit Habit
5	Body Modification
6	Self-Mutilation

Legal Chemical: The character has a chemical addiction to a readily available, legal substance such as amasec or lho-sticks.

Illegal Chemical: The character has a chemical addiction to an illegal substance, which is difficult or expensive to obtain.

Odious Habit: The character's addiction does not require a rare substance, but it leaves the user marked in unpleasant ways, which are readily apparent to onlookers.

Illicit Habit: The character's addiction is considered socially unacceptable. If word of it were to get out, it could have serious ramifications for the character's reputation.

Body Modification: The character engages in minor body modifications, including piercings, tattoos, and branding.

Self-Mutilation: The character is compelled to injure themselves. The character is treated as always having suffered 1 Wound.

Effect: Whenever the character must go for more than a single day without indulging their addiction, they begin to suffer withdrawal. Every day the character goes without, they must make a Standard (DN 3) Willpower test or suffer a cumulative +1DN penalty. The penalty is eliminated as soon as the character partakes of their addiction. If the cumulative penalty exceeds the Tier limit, the character lapses into a coma until they get to indulge. Because corruption triggered the addiction, it cannot be cured or overcome.

31–33 Compulsion

When a mind cannot process horrific events, it often reverts to old habits or rituals—something that feels comforting and familiar. The player selects the compulsion when the malignancy is rolled. Examples include praying, self-flagellation,

checking their body for wounds, cleaning their weapon, eating, unloading and reloading the bolts in their magazine, counting the number of eyes in the room, or something else.

Effect: Complication Activated. When activated, the character exhibits their compulsive behaviour immediately for the remainder of the scene. When under its effects, the character must take a simple action to fulfil their compulsion in each round of combat, before any other actions are taken.

34–36 Mood Swings

Corruption can unhinge a character's emotional state from reality. Random chance influences their reactions to situations, colouring their attitudes in irrational ways.

Effect: Complication Activated. When activated, the character's mood shifts dramatically to one completely inappropriate and remains in that state for the remainder of the scene, regardless of how the situation may change. The Game Master chooses the mood, and the player must attempt to roleplay in a manner consistent with it.

41–43 Visions

The character is haunted by visions of past experiences, things yet to come, or nightmarish otherworldly horrors. When this mental trauma is acquired, the character should select a type of vision or roll on **Table 7-12: Visions** to determine the types of visions that the character suffers.

Effect: Complication Activated. The vision lasts for the remainder of the scene, during which time the character suffers a +3DN penalty to all other actions as they attempt to undertake them while engaged in an active hallucination.

Table 7-12: Visions

Roll	Vision
1–3	Flashbacks
4–5	Divination
6	Otherworldly

Flashbacks: The character experiences vivid memories from emotionally-resonant periods of their life, played back before their eyes in excruciating detail.

Divination: The character has a vision of a possible future spelling catastrophe for themselves and their allies. The vision may be entirely false or uncannily accurate.

Otherworldly: The character has a vision taken straight from the heart of the warp. Each time the character suffers this vision, they must make a Corruption test.

44–46 Haunted Dreams

While few in the Dark Imperium sleep wholly untroubled, this character never rests easily. The character never feels like they have truly slept. Their body is in a constant state of fatigue from the unholy visions that haunt their dreams. Some nights they may have to face down terrors, others are filled with blasphemous temptations, and yet others are confounded by indecipherable mysteries.

Effect: The character suffers a +1DN due to their perpetually exhausted state. The character may overindulge in another vice (such as amasec, narcotic drugs, or other revelries) to suppress their dreams, which requires access to the vice and a Resolve test (DN 3). If successful, they ignore the penalty until the next time they dream. If failed, they suffer the penalty as normal.

51–53 False Memories

Exposure to the warp implanted a new set of memories into the character's mind. These memories may have replaced other memories. From the character's perspective, these memories are identical to all others. There is no way for them to recognise that they are false. Others, however, will have no idea about the events or individuals that the character describes associated with these memories. The false memories include key elements from every portion of the character's life, including some of the happiest and most tragic events.

Effect: Whenever the character suffers a Complication, the GM can choose to have the character's False Memories take hold. When this happens, the game master „reminds" the player of a critical event that happened between

the character and an NPC or PC involved in the current scene. The event should have a significant emotional impact.

54–56 Wyrdling

Exposure to corruption transforms the character into a psyker.

Effect: If the character is not a psyker, the character gains the Psyker keyword. They also gain one Minor Psychic Power of the game master's choice. The player may choose to have the character purchase the Psychic Mastery Skill.

If the character is already a psyker, they gain an additional Minor Psychic Power. This may enable them to have more psychic powers than are normally permitted by the Tier limit.

Whenever this character uses the psychic power acquired from this trauma, it is activated at the Unbound level. Note that this is an exception to the normal limitation for Minor Psychic Powers.

Minor Mutations

This section provides descriptions and rules for the entries on Table **7-8: Minor Mutations**.

11–16 Misshapen

The body contorts in response to corruption, as tissues change shape, growing or shrinking in unhealthy ways. Muscles, tendons, and even bones change in size.

Effect: The character's constant agony decreases their maximum Shock by 1. However, their exposure to constant pain inures them to threats and mental assault. They receive +2 Resolve.

21–26 Grotesque

Corruption flows through the subject's body, altering it at a cellular level. These changes are purely cosmetic, but they mark the character well. Vicious scars emerge from injuries that the character has never suffered. Facial features may take on a decidedly bestial slant. Limbs may slightly change length or joints may bend in the wrong direction.

Effect: The character's new appearance is unnerving to all who view them. The character receives +1d to all Intimidation tests; however, their grotesquery imposes +1DN to all other social interactions with characters who do not have the Chaos keyword.

31–33 Bestial Hide

The character's skin thickens and changes shape to resemble that of an animal. It may take on a thick leathery aspect, the scales of a fish, or the exoskeleton of an insect. The player may choose the nature of the new appearance, but it must be markedly different from the character's appearance prior to the mutation.

Effect: The character's thickened skin grants a +1 to Resilience. The character receives +1d to all Intimidation tests; however, the mutant also suffers +2DN to all other social interactions with characters who do not have the Chaos keyword.

34–43 Brute

Corruption massively accelerates the character's muscle growth. The mutant is brawny and burly, but the increased muscle mass is obviously inhuman in nature.

Effect: The character's sudden growth grants +1 to modified Strength and Toughness. Most tools and devices are now too small for the character to easily use. Unless the character acquires modified versions, they suffer a +1DN penalty to all skill tests that involve physical manipulation of tools, including all ranged weapons.

44–46 Horns, Spines, Fangs, or Claws

Exposure causes the character to grow horns, spines, fangs, or claws. The player may choose which of these mutations arise and the location and shape of the deformation. The new growths are an inherent part of the character's body. They grow back if broken or if the character attempts to have them removed. The character has full feeling in these growths.

Effect: The character may make melee attacks with these new growths (5+1ED; AP 0). Consequently, the character is never unarmed. The character increases the damage value of the attack by +Rank. When these growths are

visible, the character suffers +2DN to all social interactions unless the target character has the Chaos keyword.

51–53 Corrosive Touch

The character's sweat becomes more acidic than normal. While this is not sufficient to inflict damage to people or objects, it does cause increased wear on all of the user's commonly handled wargear and other possessions. Consequently, equipment must be replaced regularly, or else becomes ragged and corroded.

Effect: Whenever the character suffers a Complication, the player may choose or the GM may spend a point of Ruin to have one item of wargear crumble and become useless.

54–56 Toxic Blood

Corruption transforms the individual's blood, so that it no longer resembles any naturally-occurring biological substance. Radioactive substances, toxic metals, or even more exotic substances may flow through the character's bloodstream.

Effect: Providing the character with medical treatment is far more difficult and dangerous due to the character's unusual bodily fluids. Any Medicae test made upon the character suffers a +2DN penalty. Further, if the Medicae test suffers a Complication, the person administering treatment must succeed at a Toughness test (DN 4) or suffer 1 Mortal Wound when bodily fluids splash them.

The character's unusual physiology confers resistance to many biological attacks, leaving the character immune to poison and disease.

Severe Mutations

This section provides descriptions and rules for the entries on the **Table 7-9: Severe Mutations**.

11–12 Extra Appendages

Due to the influence of Corruption, the character has grown an additional appendage. Roll on **Table 7-13: Extra Appendage**. Unless the character can somehow conceal the extra limb, they suffer a +2DN penalty to Persuasion tests when dealing with characters who do not have the Chaos keyword. Any of these limbs require unusual modifications to the character's armour and clothing.

Table 7-13: Extra Appendage

D6 Roll	Appendage
1	Head
2	Puny Arm
3	Strong Arm
4	Puny Leg
5	Strong Leg
6	Prehensile Tail

Head: A shrunken head with a face similar to the character's grows on their shoulder.
Effect: Once per session, the GM may spend a Ruin to force the player to make a Conviction test (DN 5). If the character fails, the shrunken head does whatever it can to make the character's life difficult, such as saying the most inconvenient thing possible, biting at a helping hand, or shouting to reveal the character's location.

Puny Arm: This arm isn't good for anything except identifying the character as mutant scum.
Strong Arm: The character can use this arm as well as their off hand.
Effect: The character may Multi-attack or Multi-action using this arm and may ignore the first +2DN penalty for these actions.

Puny Leg: This leg isn't good for anything except making standard clothing and armour fit improperly.
Effect: –1 Speed.

Strong Leg: This leg balances the character on unsteady surfaces.
Effect: The character may brace for firing a heavy weapon as a free action.

Prehensile Tail: The character may alternately use this tail as either a Strong Arm or a Strong Leg.
Effect: As Strong Arm or Strong Leg.

13–14 Aberration

The force of Corruption transforms the mutant, merging their flesh with that of a nearby animal to turn them into a hybrid beastman. If an animal

is in the immediate vicinity, choose that species or the nearest approximation from **Table 7-14: Hybrid Merges**. If no animals are nearby, roll on the chart, assuming that beast was the closest, even if it was on a distant world. While the example animals are all terrestrial, players are encouraged to coin names for species from other planets that fulfil similar niches. If the player and GM wish to use another animal, they are encouraged to do so using these examples as a model.

Table 7-14: Hybrid Merges

D6 Roll	Animal
1	Horse
2	Tortoise
3	Goat
4	Shark
5	Dog
6	Eagle

Horse: The character's body is covered with fur, their head distends into that of an equine, and they grow a lengthy mane and tail. Their feet transform into hooves and their legs become digitigrade. The character must modify any clothing worn on the head or lower body to have it fit.

Effect: The character gains +1 modified Toughness and +1 Speed.

Tortoise: The character loses all body hair, and their torso becomes encased in a thick shell, into which they may withdraw their head and limbs. All clothing and armour must be modified to accommodate the extreme physiological transformation.

Effect: The character gains +1 modified Toughness and +1 Resilience.

Goat: The character's body is covered with fur, their head distends into that of a goat, and they grow horns upon their brow. Their feet transform into hooves and their legs become digitigrade. The character must modify any clothing worn on the head or lower body to have it fit.

Effect: The character gains +1d to Athletics tests. They may make melee attacks with their horns, treating them as if they were a knife. Consequently, the character is never unarmed. When these growths are visible, the character suffers +1DN to all social interactions unless the character has the Chaos keyword.

Shark: The character loses all body hair, and their skin becomes rough to the touch. They grow gills, which they can distend at will for aquatic respiration. Their mouth expands and fills with massive fangs.

Effect: The character cannot drown underwater. They may make melee attacks with their fangs, treating them as if they were a knife. Consequently, the character is never unarmed.

Dog: The character's body is covered with fur, their head distends into that of a dog, including pointed or dropped ears. Their senses of smell and hearing improve. Their feet transform into paws and their legs become digitigrade. The character must modify any clothing worn on the head or lower body to have it fit.

Effect: The character gains +1 Speed and +2d to all Awareness tests.

Eagle: The character's body is covered in feathers, and a hooked beak emerges from their face. Their vision sharpens substantially. Their feet transform into scaly, hooked talons, and their legs become digitigrade. The character must modify any clothing worn on the head or lower body to have it fit.

Effect: The character gains +1d to Awareness tests. They may make melee attacks with their beak, treating it as if it was a knife. Consequently, the character is never unarmed.

15–16 Corrupted Flesh

The character's flesh and organs undergo transformations such that the mutant is no longer a single living organism. These grotesque possibilities include: maggots crawling through the being's veins instead of blood; a nest of spiders dwelling within its intestines, devouring any food consumed; or serpents squirming under the flesh in place of muscles. While many of these traits are not immediately visible, when the character's flesh is exposed, unnatural movements may sometimes be observed moving beneath the skin. When the character suffers grievous injury, these creatures are fully exposed.

Effect: The character gains +2 to Modified Toughness. All Medicae test made on the character suffer a +2DN.

21–22 Wings

Enormous wings sprout from the character's shoulders, granting a wingspan of more than double the character's height. They may resemble those of a bird, a bat, an insect, or something else entirely. The character can fold the wings, so that they do not extend out from the body, but they cannot be fully concealed.

Effect: All torso clothing and armour must be modified to accommodate the physiological transformation. The character can fly at double their normal speed as a standard action. When flying as a running action, they may also double their normal speed. A sprint action made using the wings triples their speed attribute. These wings are inherently clumsy; Athletics tests are used for any necessary manoeuvrability tests while aloft.

23–24 Serpentine Tail

The character's legs fuse together, and their body, from the waist down, transforms into that of a snake, complete with scales. They can no longer walk without assistance, instead slithering along the ground.

Effect: Any clothing or armour worn on the lower body must be modified to accommodate the physiological transformation. The character gains +2 Wounds and +1 Resilience due to the toughened lower body hide and musculature. The character always counts as crawling, but they does not halve their Speed when doing so, nor do they need to make a test. They may sprint. The character is always considered prone, but does not suffer penalties for this status. The mutant may not stand up.

25–26 Cannibalistic Drive

Corruption triggers a previously latent ghoulish nature. The mutant can only receive sustenance from the flesh of their own species. Any other food is tasteless to them and provides no nutritive value. This character can subsist upon less food than a typical member of their species, typically only a pound per week. Further, they receive a newfound vigour from consuming the meat. However, if they do not partake, the mutant's body begins to degrade.

Effect: The cannibal gains +2 to modified Toughness and Strength. The character must consume one pound of flesh taken from a member of their own species each week. The character needs no other food or water. Every week the character goes without, they must make a Conviction test (DN 3) or suffer a cumulative +1DN penalty. The penalty is eliminated as soon as the character consumes the appropriate flesh. If the cumulative penalty exceeds the Tier limit, the character lapses into a coma until they get the substance. Placing flesh in the character's mouth restores them from the coma enough that they can consume it, but they may not take any other action until the pound of flesh is devoured.

31–32 Withered

A miasma of death lingers around this character. The mutant's body is severely emaciated, its breath stinks of decay, and its voice rasps like a desert wind. The character's complexion takes on a deathly pallor. The character's limbs appear as if they would have no strength, and might even snap if any pressure were applied to them. The mutant appears to be firmly in death's gasp, yet is somehow still alive, having learned to endure suffering that might shatter another's mind.

Effect: The character suffers –1 modified Toughness, but the character also receives +2 modified Willpower.

33–34 Vile Alacrity

The mutant constantly shudders and shakes with irrational and unnatural movements. The character moves almost faster than the eye can see, leaping from place to place without seeming to have traversed the intervening distance. The individual's speech, face, and eyes cycle through emotional states just as quickly as the body moves, leaving viewers confused as to the character's intent.

Effect: The character gains +2 Speed and +1d to Athletics tests. The character's expressions and tone cause the character to suffer +1DN to all Interaction tests.

35–36 Fleshmetal

The energy of corruption fuses the character's body with its armour and any cybernetic implants. These items change their appearance to take a more organic form, though their function remains unchanged. When the equipment suffers damage, it heals in the same way as the character's body. However, in healing, the equipment acquires scars, which are organic in appearance. If the character's armour covers bodily orifices, new organic portals emerge, so that the character remains alive.

Effect: The character can no longer remove worn armour, including helmets, gauntlets, and similar components, as they are a part of its body. This may have consequences for Interaction tests, at the Game Master's discretion.

41–42 Corrosive Bile

The mutant's bodily fluids are entirely transformed into a toxic bile. Any time the character suffers a wound that would cause bleeding, the body sprays forth an arc of the poisonous and corrosive fluid. Further, the character may choose to vomit up this nightmarish spew upon those nearby. However, the substance violates any understanding of physiology, making medical treatment extremely difficult.

Effect: All Medicae tests made to assist the character suffer a +3DN penalty. Any time the character suffers a bleed result, the character sprays its corrosive fluids upon all characters within a 2-metre diameter circle. Similarly, the character may make a vomit attack with a 2-metre range once per scene. Either type of attack is taken as a free action, using the character's Ballistic Skill against eligible targets.

Corrosive Bile (8+1ED; AP 0; Range 2m (R); Salvo –; Assault, Toxic 7, Penetrating (1), Spread)

43–44 Corpulent

Corruption distends the character's body horrifically, leaving the mutant massively swollen. The character's body mass is tripled, its height increased by about 5 per cent, and the body more than doubles in width. The mutant's worn clothing expands to accommodate this growth, though it does tear in places, revealing the inflamed and putrescent flesh beneath.

Effect: The character gains +2 modified Toughness. The character's added mass provides a bonus +1d to Intimidation.

45–46 An Excess of Eyes

The characert's body is covered in numerous, blinking, fully aware eyes. In many cases, clusters of eyes may replace other orifices entirely. The eyes are fully functional, providing the mutant with incredible awareness of their surroundings. The grotesque appearance of the mutant makes them particularly loathesome, haunting the nightmares of any who see their pitiable, ocular-coated flesh.

Effect: The character gains +4d with Awareness tests and increases their Passive Awareness by 3. The mutant gains +2 Defence.

51–52 Enduring Life

The power of Corruption preserves the character's life, no matter how badly they are injured or might even wish for their life to end. This seeming immortality comes at a terrible price, as Corruption demands its due. The character's connection to unnatural horrors continues to grow, almost inevitably dooming it to transformation into a Chaos Spawn.

Effect: Any time the player would need to make a Defiance Check for this mutant, the character is treated as having rolled a 6 on the test. The player may not roll the Defiance Check normally and may not spend Wrath on the test. Once the results of the Check are resolved, the character gains 1d3+1 Corruption points.

53–54 Aquatic

The character's lungs are absorbed into the body, while functional gills form on the character's neck, with corresponding slits. The character loses the ability to breathe air. Instead, they survive through respiration of aerated water. Their fingers and toes become webbed, and the character gains the ability to see clearly underwater and in dim lighting conditions. The character needs to wear a water circulation apparatus (Value 5 [Uncommon]) that delivers aerated water to the gills so they can function normally outside of water. Verbal communication remains possible but requires the character to expel air from the digestive tract instead of the lungs.

Effect: The character no longer treats water as difficult terrain, and so may swim at full Speed without an Athletics test. The character no longer suffers from Suffocation (see page 246) when under water. However, the character cannot breathe air and begins to suffocate when the mutant's gills are not submerged in water.

55–56 Amorphous

The character's bones, cartilage, and tendons dissolve under the force of Corruption. Somehow, the mutant remains alive as a shapeless mound of flesh, granted form only through the shape of its skin. The character retains all of its organs, and they continue to function as they would in a normal individual. The character may extend any sense organ upon a pseudopod, just as a normal person would turn their head or lean to look more closely at an object. The character can also extend pseudopods to grasp objects, but these flexible and temporary limbs are not capable of supporting the character's weight.

Effect: The character is no longer capable of wearing clothing or armour. The character gains +2 modified Toughness due to the rearrangement of organs. The character always counts as crawling, but does not halve its Speed when doing so, nor do they need to make a test. They may sprint. The character is always considered prone, but does not suffer penalties for this status. The mutant may not stand up. The character gains a +1d to intimidation tests, but they suffer a +4DN penalty to all other Interaction tests when dealing with characters who do not have the Chaos keyword.

61–63 Afflicted

The character's body is shattered by the Corruption that flows through it constantly. New wounds emerge even before old ones have completely healed. These wounds weep blood and pus constantly. The body bulges with tumours, some of which emerge from the body at unnatural angles. The character remains in a state of constant agony—yet these changes harden the mutant, leaving the individual capable of surviving through ever greater injury.

Effect: The character gains +3 Wounds. The character gains +2d to Intimidation tests, but they suffer a +2DN penalty to Persuasion tests when dealing with characters who do not have the Chaos keyword.

64+ The Warp Made Manifest

The character is transformed into a daemon-like entity. It gains Wings (see page 376), Wyrdling (see page 373), and Horns, Spines, Fangs, or Claws (see page 373). The mutant must roll two additional minor mutations, rerolling if they roll The Warp Made Manifest a second time. The character begins to recognise an inherent ability to overcome reality, impacted by the amount of Corruption that now flows through it.

Effect: The character may substitute Willpower for any other attribute when making any test. The character also suffers the effects of all other mutations acquired.

Game Master

"What dark days stalk us now, the beast uncaged and loosed upon the world. If there be a guiding hand behind this age it belongs not to Him of Terra, but someone else I fear..."

–Astropathic echo originating from the Voidmire

The ***Warhammer 40,000*** galaxy is a dark and perilous place—riven by war, infested with hateful aliens and hungering daemons, and divided by a rent in reality like a bleeding wound across the stars. Life can end swiftly for the weak or the unlucky, and a chance for victory and a chance to survive are often one in the same.

Bringing this bloody reality to life is the role of the Game Master. They guide the players in their endeavours and adventures against mortal, alien, and daemonic enemies. The GM crafts their adventures, spawns horrors for them to face, and ignites the flames of war that consume their world.

THE ROLE OF THE GAME MASTER

In ***Wrath & Glory***, as in many roleplaying games, one of the players takes on the role of Game Master (GM). The GM's role is vital, as they are charged with creating, maintaining, and describing the world in which the player characters (PCs) live. It is the role of the GM to set the scene, guide the plot, and narrate the outcome of the player's actions. In many ways, the GM is like the director of a film, setting the scene and telling the players (who are like the lead actors) where they are and what they are doing. Unlike a film, however, a roleplaying game is a collaborative effort between players and Game Master, and while the GM may set the scene, it then falls to the players to decide the actions of their characters.

This is where the other key role of the GM comes into play. In addition to being the director and storyteller of the game, they are also its referee. As a game, ***Wrath & Glory*** uses rules to adjudicate the actions of the characters and determine the success of their endeavours. The GM decides when and where these rules are used and how they are interpreted, making sure that the game runs as smoothly as possible. The Game Master's job is to be fair and impartial, like any referee, and ensure that everyone has a good time.

Everything players know or want to know about their world is described by the GM. The Game Master also takes the part of the other inhabitants of the universe, from the lowliest Grot rigger to the most powerful Sector Lord, deciding how they react to the heroes and the actions they take. Because the GM sets the scene and describes the action, they also create the stories or plots with which the players engage. In roleplaying games, these plots are commonly known as adventures or scenarios.

While at first glance the GM has a lot more work than the players, their job can also be the most rewarding, as they get the satisfaction of bringing enjoyment to the players and seeing their stories come to life.

The Basics

Since it is the role of the GM to shape and lead the story, they need to be more prepared than the other players. Before the GM accepts the mantle of running the game, there are three key things to consider.

Know the Rules: It is important the GM know the rules better than—or at least as well as—the other players. This means the GM should read as much of this book as possible before running their first game. **Chapter 1: The Core Rules** is particularly relevant as these are the core mechanics of the game and are fundamental to its workings. Knowing the rules is important for the GM as they are required to make judgments and adjudications on the actions of the characters. Helping the Game Master in this area is what the rules are designed to do.

Know the Plot: In ***Wrath & Glory***, the players and their characters are the heroes confronting the dark and forbidding universe of the 41st millennium. However, it is the Game Master who creates the plot and controls the enemies and villains that they face. Roleplaying is a collaborative process, and the GM need not tell the players everything that happens. Rather, they set the scene and react to the PCs actions.

This means that the GM doesn't need to know every detail of the scenario, but they should know at least where it will begin and where it

is heading. An idea for an adventure can be as simple as "a nameless xenos beast stalks the hinterlands of Geldos Prime and the Imperial governor wants its head," or as complex as "a Chaos cult has infiltrated the House of Avaretta in Hive Vargos—threatening war between the Houses and the working clans—and someone must forge an alliance from the warring parties to uncover and destroy the cult before it can summon its dark master."

A more detailed plot typically makes the GM's life easier during the game, as they are required to make up less on the spot and can keep the game running at a good pace. Whether complex or basic, however, any work the GM puts in before the game is seldom wasted. Game Masters can also make use of pre-designed and published adventures. The advantage of published adventures is that much of the Game Master's work has already been done, and they are ready to run right away.

Be Prepared: It often falls to the GM to make sure that the group has access to anything extra (in addition to this book) that they might need to play. This usually means a supply of dice, gaming cards, paper and pencils, and perhaps figures for helping to visualise combats. Some GMs also like to keep the players' character record sheets between game sessions lest they go astray. A list of basic roleplaying supplies can be found on page 17 along with the different kinds of cards ***Wrath & Glory*** makes use of.

Choosing the GM

When organising a game of ***Wrath & Glory***, one player needs to be nominated as the GM. It is always best if the GM volunteers for the job, as the game will be better if the person running it is enthusiastic about what they are doing. Usually, however, the Game Master is decided before the players get together for their first session, as the role of the GM is taken up by the person that has organised the game in the first place—probably the person that bought this book. Commonly, over time several of the group's players may take on the role of the GM, sharing the work and creating their own adventures. This allows players a chance to make their own stories and can be very rewarding as GMs tag-team adventures, leading to plots and campaigns with more depth and detail.

Principles of Good Game Mastering

These principles can help Game Masters guide your players through a positive experience of playing ***Wrath & Glory***.

Work With, Not Against: The GM should not be the antagonist; you should work **with** the players rather than against them.

Be Fair and Impartial: Do not "fudge" dice rolls either for or against the players, and avoid rolling in secret. Let the dice fall where they may. This approach keeps the game both fair and dangerous, and helps prevent any feelings of favouritism or railroading. This approach also encourages the players to engage with the world surrounding them rather than directly with the GM.

Let the Players' Choices be Meaningful: Do not orchestrate the characters' actions. Remember that a campaign is not just the GM's story—the player characters have individual stories of their own and as a group. Both are likely more important to the players' experience than the GM's overarching plot. Establish your plots with multiple NPCs pursuing their own goals. Let the players' actions affect the environment around them, and allow those changes to affect the characters in turn. The world should be responsive to the players' actions and decisions.

Don't Overplan: Players rarely act exactly according to your expectations. Keep your ideas flexible—a list of bullet points is often enough to keep your narrative flowing and gives you plenty of options to improvise if necessary. Remember that any unused preparations (such as locations, NPCs, enemies, etc.) can always be recycled into later sessions.

Communicate with the Players: After each session, ask the players what they plan on doing next in the campaign, and prepare a few situations or encounters related to those plans. Think about how the NPCs and factions in your campaign would respond. This helps keep the game's direction guided by the players' decisions.

Maintain Consistency: Verisimilitude is not just a word in the dictionary—keep your world consistent. Your guiding principle in what makes sense in a scene should be to answer this question: "What are the logical consequences?" The more consistent you are, the more surprise, intrigue, and excitement come when you introduce new facts about the campaign's narrative. This also allows players a far steadier foundation for creating their own plans for their character's short- and long-term goals.

Tough Choices are Rewarding: Weighing risk versus reward can be a compelling part of any roleplaying session. The deeper the players go in engaging with your campaign, the higher the stakes should grow. Resources can run low, danger builds with every moment they delay, or something precious to them is under dire—and growing—threat. If you can make the players question whether it is worth it to push their luck just a little bit further, you can ensure that their victories feel that much more earned.

Challenge Beliefs and Subvert Expectations: With a popular, storied setting like ***Warhammer 40,000***, it is almost inevitable that your players will have significant knowledge of the 41st Millennium. They likely know a great deal about common elements, factions, and even NPCs of the setting. As the GM, you should occasionally put your own unique spin on these elements to give your players a surprise. This encourages them to explore the setting and solve problems in a new way. Similarly, find out what motivates the characters the most—you can speak with the player, look at the character's background, or have an NPC bring up the subject. When you have an idea of the character's strongest motivation, it can be quite evocative to challenge the character's belief during the game. An Imperial Commissar who admires a great Astra Militarum General might have a transformative moment if you reveal that the General has lost faith in his own abilities, or has earned some of their accolades under false pretences.

Make Details Matter: The Game Master's description acts as the player's senses. You tell them what their characters see, hear, feel, and smell. Use your descriptions to create layers of information—don't hide what should be obvious, but allow for the possibility of learning more through the characters' actions. Details are important, and not just ornamental. if you describe the strange, glowing eyes of the rogue psyker that the characters encounter, that's good; however, it is even better to describe how the rogue psyker seems to avoid coming anywhere close to the shrouded orb in the corner of the room. By the same token, forewarn the players of the deadliness of their foes. If they are about to face a very powerful and lethal opponent, for example, set the scene by describing the discovery of the torn-apart corpses of other, powerful warriors. These details could mean all the difference between a positive and a negative play experience.

Delegating to Players

The Game Master has the lion's share of the work when it comes to running a roleplaying game. They do not need to do all the work, however, when it comes to organising the adventure and getting together all the ingredients for a successful game session. This is where the players can help by doing such things as bringing miniatures, dice, pencils and paper, or snacks.

The most important contribution players can make to a game is in helping the GM to add detail

and depth to the setting. For example, rather than the GM creating the details of the Purging of Delak V, an important part of a PC's background, they could ask the player to write up a little about it. This means the player is adding to the world and the GM also has some extra detail that they can add into one of their plots later. These are also the kinds of tasks that players really enjoy. By allowing them to create these kinds of background details, the GM's task is made easier and the group's adventures made richer.

Game Master Preparation and Creating a Story

There is an old saying about planning: "No plan survives contact with the enemy." In the case of roleplaying games, the same is true about players – your plans rarely remain the same once your group begins to interact with them. Thus, the best advice for a Game Master in ***Wrath & Glory*** is simple.

You can't plan for everything, nor can you prep for everything that the players will do in any given game. Nor should you try – that way lies madness.

Instead, look at creating the story for your ***Wrath & Glory*** campaign like this: there are three elements to the narrative. There's the part that the GM prepares, the part put into motion by the player characters (singly and as a group), and the third part is how those two interact. Putting them together is what creates the story of your campaign.

It is recommended that the Game Master prepare a list of bullet points for the "highlights" of his portion of that story. These bullet points represent individuals, story moments, or events that put things into motion. Keeping the information on these bullet points down to a few words for each gives the GM a foundation to build on and allows them to remain flexible to react to the players' choices.

Bringing the Dark Imperium to Life

"It's a big galaxy out there – and most of it wants to kill you."

– Raelund Varonius

Wrath & Glory takes place in the ***Warhammer 40,000*** universe – a dark and deadly place where humankind struggles endlessly against the encroaching dark and wages war against enemies uncounted. Only the light of the Emperor and the might of the Imperial armies stand between what little order endures and the chaos, ruin, and madness that waits should the Imperium fall. Every day across the length and breadth of the galaxy, on countless worlds and in dozens of sectors and systems, war rages unabated.

Humans are not the only race to struggle against extinction. The Aeldari and T'au strive to keep the fires of their civilisations alight, while the Necrons have awoken in a hostile galaxy to reclaim their once great empire, and the Orks fight an endless war against anyone or anything that crosses their path. Only the cults and creatures of Chaos revel in the madness, dancing as the galaxy burns.

Wrath & Glory is specifically set within the Dark Imperium, the half of the galaxy cut off from the light of the Emperor by the Great Rift that blots out the stars and any hope of aid from ancient Terra. This makes the Imperium Nihilus even grimmer than the rest of the galaxy – for those caught amid its warp storms, bloody wars, and daemonic invasions are truly alone. The Game Master's task is to bring this brutal universe to life.

Themes in Wrath & Glory

The ***Warhammer 40,000*** universe and the ***Wrath & Glory*** game are different from any other science fiction setting. To better evoke this universe and weave its flavour and colour into your games, the Game Master should become familiar with its key themes.

There is Only War

The galaxy of ***Wrath & Glory*** is wracked by war. The Imperium, the largest and most successful human empire ever to exist, is in a state of constant conflict as it struggles daily for its very survival.

Whether against the encroaching extra-galactic menace of the Tyranid Hive Fleets, the awakening Tomb Worlds of the ancient mechanical Necrons, or the immortal Chaos Gods and their dark legions, Humanity's armies constantly fight a long and brutal battle against the coming night.

Wherever the PCs go, they are likely to encounter war—arriving on planets devastated by attack, facing the threat of impeding invasion, or in the throes of endless, bitter conflicts. Recent events and the creation of the Imperium Nihilus accelerated the doomsday clock ticking throughout the galaxy. With the weakening of the Imperium, its enemies have quickly descended upon ailing systems and sectors like carrion birds drawn to the stench of death.

The GM can make war central to their adventures, colouring the kinds of characters and encounters the PCs come across. This might include adventures like helping to bolster the defences of an isolated Astra Militarum outpost by running arms through Renegade-infested space, reconnoitring worlds and cities in the grip of Chaos or xenos cults to pave the way for Imperial retribution, or even taking on the role of assassins tasked with eliminating a key general or demagogue. Equally, war can simply be in the background, a constant peril but also a fact of life. PCs might have to pick their way through warzones where they have no stake in who wins or loses, searching for lost souls or lost treasure as both sides try to kill them or rain shells down upon their heads.

In either case, war is one of the constants of ***Warhammer 40,000*** and wherever the PCs go they will encounter it. Cities are never just cities, they are fortresses ringed with guns. Void ships traverse the black of space festooned with cannons against the constant threat of attack. Citizens—their fates sealed long before birth—are tithed to the Emperor's armies on every planet to fight and die on far off worlds—for in ***Wrath & Glory*** there is only war.

Let the Galaxy Burn

Wrath & Glory is an epic setting. The entire galaxy is the stage upon which its adventures are set and across which its PCs battle—and the GM is encouraged to use it all.

Everything is larger than life in ***Wrath & Glory***. Wars kill not hundreds or thousands but rather millions and billions. When a planet is attacked by daemons, not one or two cities burn but hundreds, and the fires are visible from orbit as they consume the world. Battles can sprawl across entire sectors of space, and every planet, asteroid, orbital fortress and void ship in a star system might be under attack all at once.

Time too is greater; the current age of brutal conflict has been going on for thousands of years. PCs might come across colonies that have existed for as long as anyone can remember—the birth of the Imperium a dim and misremembered memory to most people, as are the catastrophes that turned planets from Edens into wastelands. It is entirely possible for the inhabitants of a world to have no notion of what came before them, as countless civilisations and battles are layered one on top of another, the bones of the last ground into the earth by the boots of the next.

The GM can play up the epic nature of the game through the setting they choose or the kinds of

characters the player's encounter. Hive cities are an example of this—billions of humans living in a cramped self-sustaining city where one layer is built upon another, the whole thing reaching up well above the clouds. Built over centuries and inhabited for just as long, they are twisting and chaotic places were people rely upon ancient machines for life and live out their existence without ever seeing the sky. In a hive city, it is possible to walk for days or weeks and only cross a fraction of its length—and each hive city is but one on a Hive World of thousands of such structures.

Likewise, PCs might encounter Aeldari Farseers, Space Marine Chapter Masters, or Daemon Lords that have lived for centuries through blood and fire—their tales woven into the carnage of the endless galactic war, and their fates linked to the fate of entire peoples.

The Laughter of Dark Gods

Amid the war and epic conflict, ***Wrath & Glory*** is a game of horror. The galaxy is a truly terrifying place filled with nightmares far beyond even the worst imaginings of mankind—and it is very likely the PCs are going to see some of it!

While some aliens, like the haughty Aeldari or the innovative T'au, can be reasoned with (or perhaps even understood by humans), the majority of xenos cannot. It is these threats that show the weakness and softness of Humankind. When confronted with a lighting-swift Genestealer or soulless Necron, suddenly an intelligent and capable PC is reduced to prey and often the only course of action is to run.

Daemons and all creatures of the warp are even more terrifying—their very existence anathema to sanity and reality. Chaos is the constant peril that threatens all reasoning races, whether they are human, Aeldari, Ork, T'au or anything with a soul to corrupt and consume. The Dark Gods constantly press in from beyond the veil of reality looking for an opening, and a profane symbol or even a misspoken word can be enough for them to begin leaking into the real world and twisting everything they touch.

The GM can use horror in their games in many ways. It is perhaps most useful as a background constant—the idea that very bad things are always lurking in the dark, glimpsed on the outer range of scanners, seen in the aftermath of gory murders by assailants that leave no trace, or recognised in the glinting eyes of a possessed planetary lord promising pain and misery merely for crossing his path. The most terrifying creatures are often those the PCs cannot see or do not even completely encounter. Something like a Tyranid Lictor or a daemon might stalk the PCs for days, weeks, or even longer, looking for a chance to strike but never fully showing itself.

Horror can also be used as a theme for entire adventures—provided this is the kind of games the PCs are interested in playing. Often choosing a lower Tier of play, and thus making the galaxy even more threatening, can make for exciting and interesting games where survival becomes its own reward. For example, a group of Space Marines encountering a serial-killing cult of mutants could simply gun them down in a storm of bolter fire, whereas the same cult encountered by the crew of an ash waste crawler might result in a bit more running and hiding.

Kill! Maim! Burn!

Wrath & Glory is a game of ultra-violence. Millennia of war have made the races of the galaxy very good at fighting and very good at creating truly devastating weaponry. From shuriken catapults that rip their targets apart with monofilament discs to bolt guns that fire mass-reactive explosive rounds that turn their victims into bloody chunks of meat, the guns of ***Wrath & Glory*** are brutal to behold. Weapons that by our own standards would be excessive or cruel are embraced by the races of the ***Warhammer 40,000*** universe and used at every chance they can get—even the most potent devices in the arsenal of the Imperium like virus bombs are not stockpiled as a deterrent but as a very real option should more conventional means fail to achieve victory.

Battle too is larger than life in ***Wrath & Glory***. The deafening thunder of boltguns or the roar of earthshaker shells can tear the world apart. Massive ordnance like the guns of a Legio titan or the macrocannon of a voidship are another escalation common to ***Wrath & Glory*** battlefields. These weapons turn the horizon to flame as cities are levelled and whole divisions are turned to ash, or send godlike spears of light descending from the sky to obliterate targets from space with raw energy almost beyond imagining. Humanity

is far from the only race to have a monopoly on weapons of mass destruction. From Tyranid spores able to devour planetary biospheres and Necron particle cannons that can flay the molecules from men, to Ork ceramite-melting mega-cannons and T'au railguns that set the air aflame with the speed of their munitions, there are many, many terrible ways to die in ***Wrath & Glory***.

The GM can add a bit of this ultra-violence to their games by playing up the effects of weapons, both those of the PCs and their adversaries. Foes are not gunned downed so much as ripped apart by explosive bullets or turned into spraying meat by chainswords. Potent weapons like plasma guns and melta weaponry burn through skin and bone or turn flesh to crimson steam, leaving behind mewling puddles or startled enemies with holes seared clean through their chests. GMs can also show off some of the more epic weapons of the setting via orbital strikes, artillery barrages, or the casual brutality of Mechanicus knights, their devastating assaults literally transforming the landscape around the PCs or turning hundreds or thousands of foes into corpses in the blink of an eye.

For Ten Millennia...

The galaxy of ***Wrath & Glory*** is old—really, really old. The Imperium—arguably the dominant civilisation in the galaxy—has existed for at least ten thousand years, and the foundation laid by the Emperor of Mankind is much older than that. Everywhere there is evidence of decay and stagnation. The Dark Age of Technology, as it is known to humanity, ended long ago, leaving behind industrialised worlds, void-fortresses and hive cities that are barely understood by their inhabitants. The Imperium itself is a massive bureaucratic nightmare controlled by curmudgeons and tyrants and at the mercy of warp storms and astropathic whispers. For much of its existence, this vast galactic empire has been slowly dying—humans rejecting progress for fear of being branded heretics, and fighting losing wars to hold onto a civilisation that died the moment the Emperor's broken body was sealed into the Golden Throne.

The humans are not alone in their stagnation. Many other races are suffering the fading of the light—like the Aeldari whose people are scattered and divided, living in fear of a hungering Chaos god and condemned to a ghostlike existence once they die. Slow to change and reproduce, the Aeldari civilisation faces its doom, but fights on knowing the futility all the same. Even seemingly resurgent races like the Necrons are but shadows of their former selves—corpses awoken by eldritch technologies and driven by ancient directives to reclaim empires long lost to their mortal selves. Death and decline are everywhere in the ***Warhammer 40,000*** universe, and with each passing day light fades from more worlds, and all civilisations grow dimmer still.

The GM can bring this state of decay into their games by shining a light on the bones of the past that lie scattered throughout the galaxy. Planets are covered in abandoned cities or settlements built upon the remains of older ones—"new" structures that are but a few centuries old jut out of those built thousands of years ago. In space, orbital fortresses and vessels can trace their history back countless generations, and the faded names of battleships dredge up tales of the ancient wars and battles in which they fought. People have simply forgotten how to create many things or how they work. The Adeptus Mechanicus typifies the religious reverence mankind has for machines—its rituals of awakening, cleaning and firing performed more like prayers than mechanical chores. The people of the Imperium are hidebound by rituals and laws with origins and intents long forgotten.

Forlorn Stars

The races of the galaxy have plied the sea of stars for centuries beyond count. Even now—as the Imperium lies divided, and the warp seethes with madness—millions of vessels brave the dark to reach their destination. Travel through the warp is far from easy. Unlike other sci-fi settings where gleaming ships leap between the stars faster than the speed of light, safely and swiftly reaching their destinations, space travel in the universe of ***Warhammer 40,000*** is more akin to the ancient sailing ships of Earth—their crews setting out by the stars, keeping a weather-eye on the horizon, and hoping for the best.

Human vessels brave the warp at their peril—using the flickering beacon of the Astronomican to guide them and psychic navigators to plot a path, but always mindful that a warp storm could send them spiralling off course, moving them not just through space but time as well. Some ships

lost to the warp return centuries after they set out, or even centuries before, though many do not return at all. For this reason, there are long-established warp routes within the Imperium, where ships can travel with relative safety—at least there were until the Noctis Aeterna and the hell that followed with it.

In the Dark Imperium, with the light of the Astronomican blocked by the Cicatrix Maledictum, worlds have become as islands. Cut off from the galaxy around them, many races resort to using old slower-than-light means of travel, taking months or years to reach even the other planets in their own systems. The crews that do brave the stars truly take their lives in their own hands, and must accept that reaching their intended destination lies as much in the lap of the gods as the efforts of their navigators. Passengers of such vessels should also accept that they will be forced to fight off creatures of the warp or suffer the torments of the Immaterium—traversing a realm of nightmares and madness—before they reach the relative safety of real space once more...if they ever do.

The Coming Night

Despite the grim darkness of the galaxy that presses down upon its races, and the wars that rage without end amongst the stars, heroes still rage against the dying of the light. This defiance of the apocalypse defines the Imperium and many of the races that share the stars with them. Even the Drukhari, Necrons, and orks spend their lives against the growing forces of Chaos so their own races might endure when others fall. While victory might remain a fanciful notion when the entire galaxy is slipping into a hell dimension, the PCs are very much part of this last stand against the rising tides of madness, and the GM can tap into this vein of "going out fighting" in their games.

In their games, the GM might temper each triumph with darkness, and maintain the idea that for every soul saved a hundred have perished—the fate of the galaxy slipping through the characters' hands like so many grains of sand. Victories are often pyrrhic. The PCs might save a hive city from a daemonic incursion only to gaze out from its spire and see the rest of the world burning. They might be forced to choose between letting a possessed killer run free, or purging an entire space station so the killer can't escape to wreak more havoc elsewhere. Battles might be won, but wars are often lost, and every triumph is balanced by a defeat or a costly sacrifice.

The galaxy is unravelling around the PCs and—especially in the Dark Imperium—the order imposed by the Empire of Mankind slips away. Even so, PCs face the long shadows of the Imperium Nihilus with ready grins and gallows humour, strapping on their firearms and vowing to not go out without a fight. In ***Wrath & Glory*** the characters might win or they might lose, but one way or another they are going to make their enemies pay.

Campaigns and Frameworks

A campaign is a series of linked adventures that tell an overarching story, much like a season of a television show is composed of multiple episodes. Before beginning a campaign, it is important for the Game Master and the players to have a discussion where they agree on the answers to the campaign's core experience and their game-play preferences—the Framework of the campaign.

The parameters set by the Framework provide a common basis on which the GM can build the story and the players can build their characters. The group can agree on what elements of ***Warhammer 40,000*** they would like to see in the campaign, forming the answer to some core questions.

Choose a Tier

One of the first things the GM needs to do when deciding on a Framework for a ***Wrath & Glory*** campaign is to decide upon a Tier. The ***Warhammer 40,000*** universe is an extremely deadly place, and not all PCs are created equal, just as the threats they face might be overwhelming or

merely incidental depending on whether they are a conscript soldier from a backwater world or a genetically-engineered warrior bred for battle.

There are five Tiers to choose from in ***Wrath & Glory***, ranging from Tier 1's ordinary citizens to Tier 5's epic heroes (see **Tiers** in **Chapter 3** for more information). Obviously, the kinds of adventures and adversaries a group of newly minted Astra Militarum guardsmen is going to be different to those of the Emperor's own Adeptus Custodes. Depending on the kind of games the GM wants to run and the kind of game players are interested in playing, any Tier can be equally rewarding and fun to play. Investigation and horror work better at lower Tiers where players cannot rely on their god-like skills or impressive weaponry to solve their problems, while more combat-orientated games set against truly deadly Adversaries like Necron overlords or daemon princes are suited to higher Tiers.

If the GM and the players are unsure of what Tier to choose, or they are looking for a default level of power, Tier 3 makes a good starting point. At this level player characters are true heroes; Space Marines, Aspect Warriors or Inquisitors are all feasible character types, and the GM can throw a wider variety of enemies at the players without fear of a single Genestealer wiping them out. At Tier 3 there are still things that can overwhelm the PCs—such as many potent monsters of the void that cannot easily be dealt with by firepower alone—so it leaves the door open for the GM, should they want to change the pace and challenge the PCs to solve problems with tactics or cunning rather than bolt shells and krak grenades.

Frameworks

As described in **Character Creation** on page 83, a Framework represents the vision—crafted by the Game Master and the players—of what a ***Wrath & Glory*** campaign is about. A Framework helps establish the kinds of adventures, encounters, and experiences the group expects to undertake. This section presents several example Frameworks for you to use in creating your own ***Wrath & Glory*** roleplaying experience.

Each Framework lists the Tier it is intended for and the appropriate archetypes for engaging in that campaign's action. Naturally, Game Masters are free to adjust these Frameworks as they see fit for their group's desires, including changing the Tier and archetypes if they wish.

Honour Imperialis—Tier 1

Where the enemies of the Imperium gather for war, they are met by the overwhelming might of the Astra Militarum. Countless soldiers and machines of war grind their foes to dust through the application of numerical superiority and massed heavy guns. For an Imperial Guardsman serving in the Astra Militarum, life is measured in mere hours—or even less on particularly bloody battlefields.

A platoon of Astra Militarum soldiers can contain characters with numerous different specialties. Leadership roles are filled by officers and Commissars, the soldier's faith is guarded by Ministorum priests, the Adeptus Mechanicus sends Tech-Priests to tend to their war machines, and the Imperial Guardsmen come from many far-flung worlds across the galaxy, united only by their service to the Emperor.

Tier: This framework is one that works best at lower Tiers, ranging from Tier 1 to Tier 3. A Tier 1 version of this framework might feature a single group of Imperial Guardsman in over their heads and cut off behind enemy lines, or desperate missions performed by members of a penal legion. A higher-Tier version might instead feature a specially-chosen group infiltrating an Imperial world overrun by the forces of Chaos.

Appropriate Archetypes: Adeptus Ministorum, Astra Militarum, Agents of the Imperium

'Ere We Go, The Orks—Tier 2

Bestial, green-skinned war-like aliens who worship the primitive gods Gork and Mork, the orks infest large regions of the galaxy and constantly yearn for battle. Orks are a menace to many other races of the galaxy—including their own kind if there are no other foes to fight.

Certain groups of orks called Freebooterz pilot ships through the void, raiding and pillaging like space-going pirates. Amongst these freewheeling orks, becoming 'Kaptin' of a starship is a grand ambition. The Freebooter who has the largest, most powerful ship commands great respect from his peers.

Orks (along with their lesser kin such as Grots and attendant beasts known as squigs) crave the chaotic frenzy of war. Freebooterz are no exception, striking out on any course across the galaxy to find the largest, most destructive battle they can find. These nearly-random warp-jumps can deposit Freebooterz nearly anywhere, often giving praise to Gork and Mork when they emerge near a planet, moon, or orbital station suitable for a piratical assault.

This framework is suitable for players who wish to take on the roles of orks raiding their way from planet to planet, engaging in all kinds of rivalry and shenanigans with other Freebooter kaptins. The focus is on the orks' desire to fight and the ambition for one (or more) of the Freebooterz to become biggest, baddest kaptin of them all!

Tier: Recommended at Tier 2. Higher Tiers are certainly possible if you want to involve more powerful orks, such as Nobs or Warbosses, or a lower Tier if you want to keep the action around the orks and Grots on the front lines.

Appropriate Archetypes: Any with the Ork keyword.

Innocence Proves Nothing—Tier 3

Enemies from within, without, and beyond beset the Imperium of Man. Mutants and heretics divide the Emperor's realm on many worlds that claim to be loyal, while alien raiders prey upon the fringes of Imperial space. Daemons and the influence of the Dark Gods reach out to corrupt the hearts and souls of their followers from the warp.

The Imperium battles many of these foes with its seemingly inexhaustible armies—but there is a subtler, and often more important, instrument: The Inquisition. This shadowy organisation wields unquestionable influence and authority in the Imperium, employing a vast variety of agents in the service of the Golden Throne. The Inquisitor and his retinue of agents, bodyguards, and scholars is one of the most-feared representations of the Emperor's gaze. These Inquisitors root out heresy, stymie the schemes of alien warlords, and disrupt the growing influence of Chaos on countless worlds across the galaxy.

In this Framework, the player characters take on the roles of these agents of the Inquisition. Some of the players might be Inquisitors themselves, or the group could be working under the direction of a remote and removed Inquisitor controlled by the Game Master. Either way, this framework represents one of the best ways for players to experience nearly every level of the Imperium of Man. Players can expect to investigate byzantine conspiracies, face down dire foes, and uncover secrets that may seal the fate of entire worlds.

For this framework, nearly any archetype could be appropriate, depending on the Inquisitor's approach to his duty. A Radical Inquisitor, for example, might not

hesitate to include a rogue psyker or an Eldar Warlock amongst their retinue, whilst Puritans would refuse to accept any but the most pious and pure as agents.

Tier: Recommended at Tier 3 or 4. If you wish, you could reduce the Tier down to 2 or even 1 to capture the feel of a group of Inquisitional agents who are far less seasoned – or out of their depth! Similarly, this framework also functions at higher tiers, dealing with correspondingly more significant threats.

Appropriate Archetypes: Adeptus Ministorum, Agents of the Imperium

Into the Dark Frontier—Tier 3

In the Dark Imperium, the purpose of a Rogue Trader is more important than ever before. These adventurous explorers have vast resources, built upon dynasties of ambition and wealth. Rogue Traders have dealings with many groups throughout the galaxy—they may have strong bonds with the Space Marines, the Adeptus Mechanicus, or even the missionaries of the Adeptus Ministorum, just to name a few. The Warrant of Trade possessed by a Rogue Trader grants them unprecedented freedoms and authority—especially once beyond the Imperium's nominal borders.

Rogue Traders often surround themselves with capable and skilled individuals, crafting teams they can rely on to build the dynasty's reputation and assets. The agents who serve a Rogue Trader dynasty range from the human to the decidedly alien, for Rogue Traders rarely see themselves as hidebound to the Imperium's common strictures. Bodyguards, scholars, pilots, and psykers are all commonly found serving with a Rogue Trader expedition.

In this Framework, the player characters take on the roles of a Rogue Trader (or more than one!) and their closest confidants. Some of the players might wish to be the Rogue Trader, or they may wish to keep the Rogue Trader "offscreen" as an NPC under the GM's direction. Others may wish to play distinguished members of the Adeptus Mechanicus, missionaries, or Space Marines obeying the code of an ancient pact with the Rogue Trader's ancestors.

This framework is appropriate for a wide variety of archetypes, depending only on the individual Rogue Trader's proclivities. Some Rogue Traders might be comfortable sharing their voyages with the enigmatic Eldar or emissaries of the T'au. Others prefer the company of a strictly human crew, or may make alliances with those with an even darker or more criminal bent.

Tier: Recommended at Tier 3. This framework is flexible, working well at higher Tiers, but it struggles with Tiers lower than 3.

Appropriate Archetypes: Any

Blades of Twilight—Tier 4

The Aeldari, or "Eldar" as they are also known, are an ancient humanoid alien race who once ruled a vast realm extending across the galaxy. They considered themselves masters of the stars, possessing highly-advanced technology and martial skills in abundance. However, the time of the Aeldari ended long ago when their empire tragically gave the birth to the Chaos God, Slaanesh.

Now, the Eldar are reduced to a remnant of their former glory. Many Eldar escaped the doom of their people by fleeing on vast starships known as Craftworlds. Others escaped into the webway, becoming the nomadic Harlequins and the Drukhari who settled in the dark city of Commorragh. Still others remained on the far-flung frontier worlds of the Aeldari, calling themselves the Exodites.

Recently, however, a new movement has begun amongst the Eldar. Ynnead, the Eldar god of the dead, was awakened by a powerful ritual, helping to found a group known as the Ynnari—the "reborn." The focus of the Ynnari is to seek the restoration of the Aeldari, to burn brightly lest their people simply fade away. Combining the strengths of the Craftworlders, the Harlequins, and even some of the Drukhari, this new group fights against the dark fate of their race.

This framework focuses on characters taking on the roles of Eldar as part of the Ynnari. They are heroes seeking out ancient artefacts of the Aeldari, travelling into forgotten paths of the webway, and confronting the forces of Chaos seeking to destroy this new force of Eldar before it even begins.

Tier: Recommended at Tier 4. This framework can support lower-Tier play as well, if the players wish to take on the roles of Corsairs serving a Corsair Prince or Princess. A higher Tier is possible, for the foes of the Eldar are myriad and mighty.

Appropriate Archetypes: Any with the Aeldari, Asuryani, or Ynnari keywords.

Our Vigil Begins—Tier 5

The Space Marines of the Deathwatch work hand-in-hand with the Ordo Xenos of the Inquisition. The Deathwatch are a group of Space Marines brought together from different chapters, alien-hunters beyond compare. To be chosen to by one's chapter to serve in the Deathwatch is a great honour, for it is extremely hazardous duty, the specifics of which are kept secret by Inquisitional order.

Deathwatch Space Marines share the experiences, traditions, and beliefs of their home Chapter among the other members of their Kill-team. These Space Marines often forge new bonds of brotherhood while facing the myriad alien threats of the galaxy. Deathwatch Space Marines take on many unusual missions that deviate from the traditional roles of the Adeptus Astartes in warfare; a Deathwatch Kill-team may be dispatched on missions to escort an Inquisitor on a clandestine diplomatic meeting or to undertake a high-risk assassination of a Tau Ethereal.

A Deathwatch Kill-team involves Space Marines from many different Chapters. The experience of this Framework benefits from comparing and contrasting the different viewpoints, traditions, and beliefs coming from that. Deathwatch Frameworks are often all about brotherhood, the challenges of dealing with Space Marines of Chapters that may be rivals, or those with a mysterious background and no known Chapter, called "Black Shields."

Tier: This Framework is designed for facing some of the most dangerous threats in the galaxy, and works best at Tier 5 or above. Lower Tiers are possible, but the concept of Deathwatch Kill-teams flourishes when the stakes are high and the heroes are epic warriors capable of unforgettable feats.

Appropriate Archetypes: Adeptus Astartes

Campaign Length

How many play sessions will the campaign run in real time? Should the players expect to be playing these characters for a few months, or potentially for years? The temporal scope of "What are we doing?" affects the campaign length, but the GM can also control the length by pacing the narrative. A campaign centring on one climactic battle could spend many sessions chasing enemy spies, exploring the terrain, and securing resources for the assault. A campaign spanning decades could summarise entire wars that are not a part of the core experience. The most important determiner is how long the GM and players want to spend exploring one set of themes before moving on to a different experience.

Crossing Campaigns

Sometimes a player may wish to play the same character across more than one campaign. For example, it is easy to imagine that a Space Marine who previously defended Baal from Tyranids could later serve a tour of duty in a Deathwatch campaign. Characters can also make far bigger leaps (assuming timelines allow), but it requires examining each of the new campaign's core questions to be sure the character can be a part of the new core experience.

As long as the character does not exceed the new campaign's Tier and can reasonably fit into the archetypes defined by the Framework, the mechanical aspects of bringing them into the new game are easy to resolve. However, the most critical core question to focus on is: "Why?" The old character must have a reason to unite with the new ones, and motivation to participate in the different core experience of the new campaign.

The Odd Man Out

It is possible to play a character whose answer to one or more of the core questions is different from campaign baselines, but the GM should carefully consider whether they want to allow it. Generally, different answers to "Who are we?" and "Why" are easier to accommodate than "What are we doing?" (The GM should only allow different answers to the latter if they are prepared for the group to split up often, with different characters pursuing their own agendas in different locations.) However, any differences create potential downsides.

A player whose answer to "Who are we?" is different may find themselves feeling left out or with less of a personal stake in some situations, particularly if the campaign is intended for a specific race or faction.

If the character is more combat-oriented than the others, the GM must ensure this doesn't overshadow the characters who are of the intended archetypes.

A differing answer to "Why?" typically leads to more group tension than all the answers being the same. It is critical that the answer still gives the character a strong reason to participate in the story with the other characters. Common examples of differing motivations seen in ***Warhammer 40,000*** include: Inquisition agents under deep cover, traitors, debts of honour and political favours, outside advisors recruited for their unique skills, and conscripts such as penal legion soldiers.

Above all, a player who wants an exception on their answer to any core question should understand that in exchange for this privilege, they may need to compromise on some in-character actions to ensure they don't disrupt the experience of the other players.

ADVENTURES

The Imperium Nihilus is a perilous place, its countless worlds screaming out in pain to an Emperor that can no longer hear their prayers while alien empires and dark gods glut themselves on slaughter and suffering. Amid all this mayhem, the PCs might often find themselves simply fighting for their lives, escaping the rising tides of Chaos, or staying ahead of any number of threats that want them dead. And yet among the darkness there is hope and purpose, for not all creatures want to see the galaxy burn, and even those that do need a plan.

In ***Wrath & Glory*** every campaign is made up of adventures—discrete stories running from one to several gaming sessions. Creating an adventure can be a rewarding and exciting process for the GM, though it can also seem daunting, especially for new GMs unsure of just where to start. This section details some of the fundamentals of creating an adventure, whether a simple one-shot game looting the ruins of an underground Adeptus Mechanicus research outpost or a chapter in a sprawling campaign that sees the PCs chasing a cunning heretic from one end of the warpstorm-wracked Dark Imperium to the other.

In addition to creating their own adventures, GMs can avail themselves of pregenerated adventures—like the one found in the ***Wrath & Glory*** beginner box. They provide a great starting point until the GM is ready to start creating their own adventures.

Guidelines for Creating Adventures

Every adventure needs a structure to support it, and by building this foundation the GM can ensure that whatever they add to their adventure will stand up to the less than tender mercies of the PCs. To create a framework the GM should consider the following questions to help shape and solidify the story and its characters.

Know your Audience: Perhaps the most important part of any adventure is knowing the players and the capabilities of their characters. Some groups enjoy horror roleplaying where their characters are always up against almost unkillable foes, others prefer combat-centric games where they can gun down legions of foes, while still others favour games focused on social interaction and deep conversation. While most groups enjoy a mix of play types, it is important to talk to the players beforehand to find out what kind of adventures they want to play in. Likewise, the more the GM knows about the PCs the more they can tailor the adventure to them—creating recurring Adversaries that are connected to their backgrounds and backstories or providing the PCs with specific challenges that test their characters skills.

It Begins with an Idea: All adventures begin with an idea. The GM can find inspiration almost anywhere—from books or films, to games or artwork—and an idea can start as something as basic as a monster the GM wants to throw against the PCs or a locale they want them to explore. For instance if the GM liked

the idea of a Heretek that was once a tech priest of the Adeptus Mechanicus but has been tempted by the concept of technological progress, they could create an adventure around this mechanical villain, crafting a remote orbital lair (the horribly-altered remains of the Heretek's Explorator vessel), a legion of henchmen (the ship's crew forcibly turned into combat servitors and biomechanical monsters), and a plot (the Heretek is kidnapping people from the planet below for his experiments). From here the GM can further develop the adventure by creating maps for the corrupted vessel, perhaps the hive city below that is his hunting ground, and other characters that might help or hinder the PCs in their mission.

For some inspiration in creating adventures, an extensive list of adventure seeds can be found on page 390.

Judge them by their Enemies: A good Adversary can enhance not just an adventure but become the focal point for an entire campaign. While many of the creatures and characters the PCs encounter will either be enemies to gun down or minor players in the overall plot, some might be powerful and cunning Adversaries—either the equal of the PCs or perhaps even beyond them in strength and influence. These archvillains can be extremely useful for the GM in shaping the plot, whether they are corrupt planetary governors, alien warlocks, cruel military commanders or daemonic entities.

When creating these antagonists, the GM should consider them as detailed in background and ability as the PCs themselves. The more the GM understands the Adversaries' motivations and skills the more dangerous they become. A potent enemy like this might not even consider the PCs a threat until they themselves have grown in power—or frustrated the villain's plans on one or more occasions. Thus, a good Adversary will seldom be encountered early on, and even should the PCs corner them they almost always have a means of escape or some henchmen to cover their retreat.

Once the PCs have tangled with a powerful Adversary more than once they will likely begin to recognise their hand in events, and sometimes all it might take for the PCs to commit to an adventure or mission is for the GM to give them a hint that their archvillain is involved.

For some more guidelines on creating Adversaries see the section on NPCs on page 398.

A Bloody Stage: The setting for an adventure can be as important as the enemies the PCs encounter or the rewards they might reap upon success. The GM should consider how the environment might affect the adventure or what kinds of environments might suit the kind of adventure they have in mind. There is a significant difference between trying to find a daemonically-possessed serial killer at a quiet meeting of the sectoral Inquisitor lords aboard a system barge, and hunting the same warp-touched murderer through the twisting bowels of a hive city.

Quite often, the GM can use the setting as an additional peril or obstacle the PCs must overcome, such as having their goal aboard a drifting hulk (forcing them to find it across the void of space and then find a way aboard), or making them cross leagues of Death World jungle (forcing them to fight their way through an ecosystem that wants to kill them). The environment is also a great way for the GM to add some unique ***Warhammer 40,000*** flavour to their adventures—such as worlds reduced to ashes by centuries of war, or places twisted by the influence of Chaos to become nightmarish phantasmagorias.

Ebb and Flow: A good adventure, like any good story, builds to the action and then pauses between acts to give the PCs a chance to catch their breath, heightening the moments of drama. Most adventures can be divided into three acts—a beginning, middle and end.

In the beginning, the heroes embark upon the adventure, perhaps with little knowledge of what they are getting themselves into. The heroes might receive orders or they may be hired by a powerful character like a Rogue Trader offering them a contract to recover lost artefacts, destroy alien infestation, or uncover hidden truths. Perhaps this quest giver is unwilling to reveal everything he knows or is manipulating the PCs by offering them something they are after (such as information on a hated foe).

As the beginning concludes, the PCs learn more about their mission, and perhaps overcome their first great obstacle by defeating a foe or finding a key clue. The middle then is the meat of the adventure; here the PCs are in the thick of it and they are dispatching enemies or following trails seeking out the location or identity of their goal. By the time the end arrives, the true nature of the adversary has been revealed, but one great obstacle remains to be overcome before the PCs can claim victory.

The GM can divide up their adventure into these parts to help pace it out. Whether it is combats, clues or other encounters, by spacing them evenly through the adventure, the GM allows the PCs to appreciate and digest each one in turn, making it all the more satisfying when they reach the conclusion.

The Ends Justify the Means: A satisfying conclusion and rewards are key to ending any adventure. If there is a major enemy to be defeated or a major event to occur the GM should save it to the end, giving the sense that something climactic has been achieved by the PCs. In the idea above, if the PCs have hunted through the hive city for the Heretek's henchmen, then followed them into orbit and finally breeched the ancient explorator vessel, only to then to fight through a maze of corridors and mechanical enemies, it is only fitting that they face the Heretek himself at the end. Resplendent in his command throne, hardwired into the ship's systems and surrounded by a spider-like web of mechadendrites, the Heretek makes for a potent and satisfying adversary—the defeating of whom feels like a major victory for the PCs. It might even be that the PCs need to cripple the ship's plasma reactors or destroy its core cogitators before they even have a chance against the Heretek, making the conclusion even more of a triumph.

When the PCs defeat a powerful foe, the rewards should match the challenge. In addition to build points to advance their characters' skills, and weapons and equipment to improve their character's wargear, unique items and plot rewards can also be handed out. In the instance of the Heretek, the villain's datastores might contain maps to an archeotech vault, or perhaps the Heretek wielded an ancient and powerful volkite weapon that the PCs can now take for their own. Other rewards might be more valuable still, like the enduring allegiance of the hive lord whose people were saved from the Heretek's madness or an offer of alliance from the Inquisition who know the Heretek was but one member of a sector-spanning cabal.

Details on rewarding build points and other kinds of rewards can be found on page 401.

BALANCING ENCOUNTERS

Each entry in the ***Wrath & Glory*** bestiary chapter (see page 402) has a Tier rating and suggestions on how they are best used in your game. However, no classification can ensure a perfect fit into every scenario or circumstance where heroes and enemies clash in battle. Combats in ***Wrath & Glory*** can vary in difficulty depending on several factors.

The makeup of the warband can change things significantly (especially if the group has multiple psykers or access to heavy weapons). Similarly, the resources at their disposal can be very important – if the characters have weapons with high Salvo ratings, or are severely lacking in melee combat gear, for example. The characters overall health—whether or not they have suffered

Wounds or Shock prior to the battle—can also be an important consideration.

The point of listing these factors is to highlight that combat in ***Wrath & Glory*** is dangerous. Not every fight is going to be limited to a range between "easy," and "challenging." Some, likely, will be "terrifying."

Make a Stand, or Live to Fight Another Day

In any given combat that is particularly tough for the player characters, it is important to note that they should have other options than to simply stand and fight to the death. The Game Master **must absolutely** buy into and support this idea in order for it to be a viable way for players to engage with the carnage-filled battlegrounds of the 41st Millennium. Below are some options that a group of heroes may attempt if they find a particular combat overwhelming:

Make a Distraction: Trigger an explosion to blind the enemy, send out a servo-skull or servitor to draw the enemy in a certain direction, attempt to deceive the foe that reinforcements have arrived.

Use the Environment: Topple idols or pillars, hit the airlock controls, expose or exploit something highly explosive or highly flammable, create a screen of smoke or debris

Change the Stakes or the Tempo: Make a direct challenge to the enemy leader, attempt a big Interaction attack against a particular target, play a campaign card, reveal a stunning hidden truth.

Let them Know the Threat is Coming

Particularly tough enemies (such as those stronger than the recommended Tier) or ones that the heroes simply are not prepared to face (if the player characters are hurt, lacking strong weapons, or otherwise depleted of resources) should not just appear in front of the characters as a surprise.

Telegraph the threat! Ripped-apart bodies lining a corridor, scrawled warnings in blood on the walls, or even an NPC ranting about the enemy who devastated his allies are all useful ways to let the players know that something very dangerous is nearby. The galaxy of ***Warhammer 40,000*** is not a forgiving one. This means that not all encounters with enemies are required to scale those foes to the heroes' Tier.

The player characters can certainly encounter beings that they are in no way prepared to defeat head-on. However, as explained above, it can be extremely disheartening to run into such a threat without any warning whatsoever. Take the time to let the heroes have an inkling that danger lies before them.

Death and Consequences

In any given combat, the consequences of failure need not always result in the death of one or more characters. While death is a common sight on any battlefield in ***Warhammer 40,000***, there are many other ways to make failure meaningful without resorting to eliminating a player character from the game.

Instead, consider these options: Kill a helpful or memorable NPC; corrupt a biome, habitat, void station, starship, or even an entire world; remove or destroy a safe haven; turn a friendly ally against the heroes; burn cities or settlements to the ground.

The consequences of failure can add interesting twists into an ongoing ***Wrath & Glory*** campaign's narrative. Similarly, the threat of death need not be a specter weighing down the players' expectations. Instead, knowing that they are not guaranteed to survive can add an undeniable thrill to any accomplishment or achievement made in the face of dire threats.

In either case, the GM should work with the players to move forward with the story. Use the consequences or death as a means of exploring how the characters feel about their chosen path. Often, considering whether the sacrifice was worth the goal can be a major moment in any hero's life.

As part of his role in bringing the setting to life and adjudicating the actions of the players, the GM also controls the actions of anyone the PCs encounter. These non-player characters (NPCs) form a vital part of any game. NPCs can include close and trusted allies (such as members of their organisation or fellow warriors in the service of the Imperium) as well as obvious belligerent enemies (such as alien overlords or twisted daemons). Enemies are straightforward to run, as they are often encountered in combat situations where the rules for combat adequately cover their reactions. Details on common enemies, their tactics, and capabilities can be found in Chapter 9.

A substantial number of NPCs in any game, however, fall into a grey area between friend and foe. This is where the GM needs to think more carefully about how they react to the PCs and how the PCs' actions can shift the NPCs' reactions one way or the other. For more details on how the players can influence the reactions of NPCs see page 253.

Guidelines for Running NPCs

While every NPC will be different and can be played with his own unique style and flavour, there are a few guidelines that the GM should bear in mind. These are intended to help the GM in situations where he is unsure what an NPC would do or how they would react to the actions or words of the player characters.

What are their motivations: The most important aspect of running any NPC is knowing what motivates them. An Inquisitor working with the PCs reacts very differently to the group's actions if he is in fact an agent of the Ruinous Powers plotting their destruction. An Imperial commander, driven by his own lust for glory (at the cost of his men), may issue orders or make reckless decisions that could place the PCs in peril. Likewise, an Aeldari may very well be more concerned for the fate of his own people than human PCs, no matter how noble their intentions. For most NPCs, motivations do not need to be too complex and usually centre around some selfish (or selfless) goal, such as personal wealth and glory, loyalty to allies, or faith in the Emperor. The important thing is that it gives the GM a clear guide for how the NPC reacts when things get messy (as they always do).

Not everyone wants to die: Just as in the real world, most people in the 41st millennia do not want to die. This means many foes will run away (especially those without a great deal of combat expertise). Others will not fight to the death, surrendering to the mercy of the PCs rather than face certain annihilation. Even foes who are committed to dying, such as fanatical members of Chaos or alien cults, may choose carefully when to sell their lives. These foes retreat, hide, or even pretend to surrender to prolong their usefulness to their masters.

Don't steal the limelight from the PCs: While it may be important at times for an NPC to step in and save or help the PCs, in general the players should be the ones who determine the success of failure of their own missions. Having a powerful NPC constantly bailing out the PCs usually leads to either resentment on the players part—as they feel their efforts are meaningless—or an over-reliance on such NPCs and a tendency to call in the cavalry every time the going gets tough. Players should feel that the achievements of their PCs are a result of their own actions and choices and the glory they win for themselves is theirs alone.

Quest Givers: NPCs also make for handy quest givers. Often the PCs might need some guidance to find adventure, or if the GM has an adventure already planned, it is useful to have someone point the way toward it. This can be people in a position of power like Rogue Traders, Farseers or Sector Lords, conscripting the PCs—usually with the promise of reward—to help them and their people. It can also be people in need, such as the last surviving captain of a doomed Space Marine company seeking allies to finish his mission, or the inmates of a penal colony looking for help against the thing that keeps killing all their friends. The GM might also find it useful to have a recurring NPC as a quest giver, building up a level of trust until the PCs are willing to accept missions one after the other—and should the quest giver ever be in peril themselves then they can personally become the mission!

What's in a name: Finally having a list of generic names can be a great help. Any gaming world is populated with scores of lesser NPCs that the players may encounter, and having a name handy can make all the difference in bringing these supporting characters to life.

Wrath & Glory provides the framework to weave epic stories in every unforgiving corner of the ***Warhammer 40,000*** universe, from Primaris Space Marines charging across the battlefield of the Indomitus Crusade, to Inquisitional acolytes exploring the crumbling underhives of Armageddon.

GAME PREFERENCES

Game preferences address the out-of-character desires of the players and the Game Master. They can impact enjoyment of the campaign just as much as the core experience, and in some cases the answers to the core experience questions are the in-character manifestation of game preferences.

Awarding Wrath

In general, Wrath should flow freely during the game, the players spending it where they feel it is necessary and the GM awarding it when he feels it is appropriate. If players feel like they need more Wrath, they can choose to play a campaign card or attempt to achieve one of their objectives.

The Game Master should consider awarding Wrath as a "positive reinforcement" of creativity, good roleplaying, and engagement with the game, the setting, and the campaign's narrative. Players should also be rewarded for actions and role-play that advances the character's own personal narrative.

In a typical session, the GM should reward a player for good roleplaying with a point of Wrath around once per scene.

The Flow of Wrath

Wrath is an important resource for players in ***Wrath & Glory***. Wrath helps the players achieve difficult tests (with re-rolls), survive important combats (by restoring Shock), and add useful or interesting things to the ongoing story (with a narrative declaration). Players soon learn to value Wrath as their individual resource, contrasted by the group resource of Glory.

When should you award Wrath? The answer is complex, because Wrath is a reward for several behaviours that fall under the description of "good roleplaying." There are many more definitions than can be provided in this section for what good roleplaying may encompass, but the golden rule is this: good roleplaying is, and must be, behaviour that contributes to the enjoyment of the game by the group.

The following are some examples of what good roleplaying can mean during a game session:

1. **Creative Use of Skills or Abilities:** Also known as "thinking outside the box," this describes a player who comes up with a particularly interesting or innovative way to use their character's skills and abilities in the session.

2. **Character-Appropriate Actions:** Good roleplaying often involves a player making a meaningful choice about their character's actions. Noteworthy choices are based on the individual character's goals, their wants and needs, and their background. Choices that are sub-optimal mechanically, but make sense for the character's point of view, are also noteworthy. This is more difficult to judge as a whole and should be considered on a case-by-case basis.

3. **Thrilling Moments:** A player who chooses to have his character take meaningful risk at the right place and time can make for an exceptionally memorable scene in the game. Whenever a player takes an action that the group deems particularly thrilling, memorable, or dramatic, that is a moment worth rewarding. Sometimes, the same effect can occur when a particularly humorous result occurs due to a player character's actions.

Too Much or Too Little?

Awarding Wrath too often can cheapen the impact of the resource. Too much Wrath can also make the game feel "easy" or simple, cheating players of a sense of accomplishment for defeating epic foes or dealing with difficult challenges.

By the same token, being too stingy in awarding Wrath can make difficult encounters nearly impossible, especially late in any given session when most Wrath points are likely already spent. GMs who award Wrath very rarely should consider this carefully, because it can also make players feel frustrated that their roleplaying efforts are being ignored.

Amount and Challenge of Combat

Warhammer 40,000 is a brutal, unforgiving setting where violence lurks around every corner. No sanctuary is safe from corruption, and no planet is too remote to be of interest to an alien invader. But it is possible to emphasise this facet of the setting without turning a campaign into an endless string of combats. The Game Master and the players should discuss how combat-intensive they want the campaign to be overall, with the understanding that specific game sessions or adventures may lean in one direction or the other.

The Tier of the characters versus that of their enemies is the major determiner in how challenging the average combat will be, but the Game Master can further adjust the type, number, and statistics of enemies pitted against the players.

When it comes to combat frequency, the GM has several tools at their disposal. The most straightforward is of course to decrease the number of hostile foes encountered. However, this may not be appropriate for all stories and settings. The GM can also create situations where combat is a possible outcome, but other resolutions (such as avoidance or diplomacy) are also available, and allow the players to choose which course to follow.

Perhaps the most powerful tool available for managing the players' experience with combat pacing is narrative focus. Using this technique, the GM can extend or compress the amount of real time that passes between combats to ensure the "break" between fights is an optimal length for their players, without changing the amount of time that passes in the game. The GM does this by summarising narrative actions when they want to speed up the pace and get to the next encounter, and by roleplaying through the actions as a scene if they want to create a longer break.

For example: *The party needs Astra Militarum ciphers to access a secret bunker (where unbeknownst to them, a fight with hereteks and their engineered monstrosities awaits). They know an officer who has the ciphers. If the GM feels it's time to get on with confronting the hereteks, they could simply dictate that the officer provides the ciphers and begin roleplay with the characters arriving at the bunker. Alternatively, they could roleplay a visit to the garrison fortress in detail, describing Ministorum priests sermonising to a regimented sea of uniforms about the glory of dying for the emperor and the Enginseers chanting supplications as they repair tanks surrounded by towers of munitions. An opportunity to absorb this setting and swap war-stories with a battle-scarred veteran officer as the characters try to win his trust is as compelling for many players as a challenging fight.*

Character Progression

During a campaign, heroes will face many challenges and grow through the experiences and challenges they overcome. In ***Wrath & Glory***, character progression is reflected not by using experience points and levels, but by awarding build points and completing milestones.

A character begins at Rank 1 and through the acquisition of build points can grow in power by increasing attributes and skills and gaining talents. Once a number of build points has been earned, a character is eligible for a promotion to a higher Rank. To progress to the next Rank a character must achieve a milestone as part of the campaign.

The maximum Rank a character can reach is 5; after that, they must ascend to the next Escalation Tier where they will begin again at Rank 1.

What follows is some useful advice for Game Masters on how to award build points and how to handle milestones and a warband ranking up during your campaign.

Awarding Build Points

Build points are what heroes use to directly make their character more powerful and effective. Players can spend them on several things, but any choice they make will work towards improving how useful their character is during play.

Build points can be awarded in different ways based on your preference as a Game Master. Unlike traditional experience points, build points shouldn't be awarded constantly throughout a given session. This method of awarding resources is cumbersome to manage and slows down the flow of the game. A better method is to award the players their build points during the wrap-up at the end of a session.

A good amount to award is **3-5 build points** per game session.

This amount allows characters to increase something roughly every other session, so they will feel rewarded for their time playing the game. As a GM, you can decide if you want to award more or less than the 3-5 range, but this is a good starting point.

After a hero has earned 20 build points during a campaign they are likely ready to rank up, but this shouldn't happen automatically. The heroes must earn their Rank just like they earn their points.

Ranking Up and Milestones

When a hero has acquired 20 or more build points they will be ready to rank up. Ranking up is a serious increase to a character's abilities and overall power level, and as such should only happen once they have achieved something pivotal. In game terms, this is called a milestone.

Milestones are important moments during a campaign that signify a distinct level of progress has been achieved by the warband. When a milestone is achieved, any characters that were ready to rank up should be allowed to do so upon completion of the activity.

When preparing your campaign sessions, designate certain events or challenges as milestones. These can be things such as: accomplishing one in a series of goals necessary to complete the current mission, discovering a hidden location or piece of information relevant to the campaign, or reaching an important destination. Anything that stands out to you or the players as being a noteworthy event could be considered a milestone.

Milestone Examples

- The warband successfully reached the isolated research station that was lost centuries earlier.
- The heroes slay the mighty Chaos champion aboard his flagship.
- One of the warband discovers an ancient map that leads to a hidden weapons cache.
- The warband successfully negotiate a peace agreement between two warring hive cities.
- After receiving a distress signal from a transport ship under attack, the heroes respond and save the ship from their attackers.
- The heroes help hold the frontline against a Tyranid assault and through their brave example the line holds.

When to Add Milestones

Campaigns can be as long or as short as a GM wants them to be, but as a general guide, the heroes should rank up ideally once every fourth game session. This means that if a campaign lasts around 4 months and the group plays once a week, by the end of the campaign the warband will be Rank 5 in their starting tier.

Remember you can have as many milestones as you want to have, but not all of them have to enable the advancement of Rank for the heroes. You can decide what counts as a milestone and when they trigger advancement. Just make sure you're rewarding your players build points each session and allowing them to rank up every so often so they feel like they're always making progress with their characters.

Bestiary

"Those men, whose lives you spent with such cavalier disregard - those men were Imperial Guard. They were Munitorum property. They belonged to the Segmentum Command. They belonged to the Emperor."

–Commissar Fenstrum Holt

This section presents a range of different characters and creatures who may work against the protagonists. These range from sly manipulators, who work in the shadows to powerful leaders who control armies to entities of power who live only to destroy. Each entry provides the information that a game master needs to portray the different types of creatures in a range of different roleplay scenarios.

Please note that the threats presented in this section are intended for use as NPCs. They are constructed to be effective in that role. Their statistics are not created in the same way as player characters. Instead, they have values that are intended to present a specific game play experience, rather than as a character who can evolve over time. Examples of these differences include special abilities that are specific to threats. **Also, please be aware that derived attributes need not follow the calculations used for player characters.** For example, there is no upper limit on the number of wounds and shock for named Adversaries or monstrous opponents. These are individual beings intended to represent a threat to an entire group of protagonists and need to be a challenging foe.

Threats

"Threats" act as opponents for the player characters during encounters. Threats are classified into four different categories. Each of these are intended to represent a different level of opposition to the protagonists. Note that this classification may vary by Tier. An NPC who would be an effective Adversary to a Tier 1 group might only qualify as a Troop to a Tier 6 group. Each bestiary entry includes a threat classification with Tier recommendations.

Chapter 7: Game Mastering *Wrath & Glory* has a section on page 396 about Balancing Encounters that is important to read with regards to the kinds of threats appropriate to your campaign.

Troops

"Troop" is the term used for any unnamed Non-Player Character. Generally, any NPC without a name is considered a troop. Largely faceless and expendable, troops rarely have much influence on the story of a ***Wrath & Glory*** campaign. A group of troops is called a "mob" and the entire group activates as one during encounter turns. See *Mobs and Combat* page 208 for information on using mobs.

Troops do not possess personal Ruin. Troops use a Wrath Dice but do not typically gain complications, and they do not inflict critical hits (though some abilities may trigger from rolling a 1 or a 6 on the Wrath Dice). **Troops may not attempt to Soak wounds!**

Elites

"Elites" are powerful enemies that are deadly on the battlefield either through raw power, skill, or experience. They act as significant foes in incremental scenes or bodyguards for adversaries, and they're just as dangerous as a Hero in combat. Elites do not possess personal Ruin, but they often possess glory, use Wrath Dice, and are capable of inflicting critical hits.

Elites sometimes have names, but more commonly have titles such as "Eldar Warlock".

Adversaries

An "Adversary" is a non-player character that has a name and a larger role to play in a ***Wrath & Glory*** campaign. They are commonly a recurring character who appears multiple times during a campaign. An Adversary often possesses and uses personal Ruin. Adversaries possess glory, use Wrath Dice, and are capable of inflicting critical hits.

Monstrous Creatures

"Monstrous Creatures" are powerful enemies that are terrifying to behold and even more horrifying to face in combat. They are capable of laying waste to dozens of lesser opponents, often sporting titanic melee weapons or wielding devastating weaponry. Monstrous Creatures are engines of raw destruction, and have unique effects on the battlefield:

- They are unaffected by effects that cripple a lesser being, such as pinned, restrained, fear, etc.
- They use Wrath Dice, can inflict critical hits, and sometimes have Ruin abilities.

- Monstrous Creatures cause Terror (see Terror on page 232. .

This category includes threats like: a Tyranid Carnifex, an Astartes Dreadnaught, or an Aeldari Wraithlord.

Scaling Threats

Each entry in this chapter has a number of Wounds and Shock listed as a guideline for that individual threat. However, not all threats are used in the same way. A threat that is used as a troop is not intended to become a long, drawn out fight, and a threat used as an Elite or Adversary should be more than just a speed bump to a typical group of heroes.

Troops: 1 Wound, 3 Shock.

Troops should be dealt with in the simplest way possible–the focus of the battle should be on the heroes and any Elites, Monstrous Creatures, or Adversaries present.

Elites: Listed Wounds and Shock.

An Elite should be a bit tougher and more difficult to kill than the troops they lead. At the GM's discretion, any threat used as an Elite may add a number of Wounds and Shock equal to the game's Tier.

Adversaries: Listed Wounds and Shock. Based on the Tier and Size of group, add more.

A threat used as an Adversary should be a difficult opponent to kill. Use the listed Wounds and Shock, or, at the GM's discretion, add a number to both equal to the number of players plus the game's Tier. This approach ensures that the battle can last more than just one or two rounds if the heroes focus their attention on the Adversary.

Size Categories

The size of character can vary greatly in the 41st Millennium. From the tiniest Snotling, to the towering form of a Tyranid Hive Tyrant, size is an important factor during combat. Larger creatures are easier to shoot, whereas small and nimble beings are more difficult to hit. A character attempting to attack or detect a creature will have certain modifiers based on the size of the target. Smaller creatures are harder to shoot and are also more difficult to detect.

All characters and creatures in ***Wrath & Glory*** have a size attribute. Size affects how difficult a character is to hit, but also how stealthy it can be. Sizes range from tiny, all the way to Gargantuan. If a character or creature is custom and does not have a size attribute, it should be easy for the Game Master to figure out what category is best suited to it.

Table 9-1: Size Categories

Size	Examples	To Hit Modifier	Stealth Modifier
Tiny	Servo Skull, Cherub, Snotling, Tyranid Ripper	+2 Difficulty Number to hit.	+2 Difficulty Number to detect.
Small	Gun Drone, Grot, Ratling, Gyrinx	+1 Difficulty Number to hit.	+1 Difficulty Number to detect.
Average	Human, Eldar, T'au, Space Marine	N/A	N/A
Large	Space Marine Terminator, Necron Destroyer, Tyranid Warrior, Ogryn	+1d to hit.	+1d to detect.
Huge	Dreadnaught, Wraithlord, XV88 Battlesuit	+2d to hit.	+2d to detect.
Gargantuan	Greater Daemon, Hive Tyrant, Land Raider, Baneblade	+3d to hit.	+3d to detect.

Special Abilities

These abilities are for NPCs. Unless otherwise noted, these abilities activate for all threats (Troops, Elites, Adversaries) .

Complication

Abilities designated (Complication) activate when a complication is rolled.

Mob

Abilities designated (Mob) are active as long as the troops are in a mob. Once the troops are rendered individuals, the ability no longer is active and no longer applies.

Ruin

Abilities designated (Ruin) are activated when the GM spends a point of Ruin.

Threats and Reloads

NPCs such as Threats do not typically track resources like Reloads in the same way as a player character.

Troops: These enemies are rank-and-file foot soldiers or chittering hordes. Troops carry plenty of ammunition for any particular battle, but tracking each soldier's individual Reloads is not necessary. Troops are considered to have as many Reloads as necessary to finish the battle, but they may not normally spend Reloads on their turn.

(Ruin) If the GM wishes, he may spend a Ruin to have a mob of Troops perform an action that costs a Reload (such as a Salvo, Suppressing Fire, etc.). The troops then reload their weapons as a free action at the beginning of their next turn.

Elites: Elites are leaders, veteran sergeants, aspiring champions, or other such focal points of a battle. Elites are considered to carry three Reloads into any battle and may use them on their turn normally.

Adversaries: The most dangerous threat on any battlefield, Adversaries are cunning fighters. Adversaries are considered to have as many Reloads as necessary to finish he battle, and may spend them on their turn normally.

Wrath

Abilities designated (Wrath) are activated when the Wrath dice rolls a result of 6.

Resolve

Not every enemy is fully committed to every conflict. Some opponents engage in battle because of their moral convictions, while others are opportunistic. When a predator discovers that their prey is less vulnerable than expected, they are unlikely to risk themselves and press the attack. Similarly, even devoted soldiers may begin to lose faith in a mission when they see their comrades in arms grievously wounded. To reflect this, threats sometimes make Resolve tests to continue a conflict.

A mob normally takes a Standard (DN3) Resolve Test when half or more of their number are slain. This test is only taken once per round, and is taken at the very end of the round. If the mob has multiple reasons to take the Resolve Test, the Difficulty Number for the test is increased by +1 for each additional reason—e.g. two soldiers were annihilated and they suffered half the unit lost, then Resolve Test would be a DN5. If a mob fails a Resolve Test, they flee until they reach cover, out of sight of their enemies, where they can regroup. They can only take movement actions until they successfully regroup with a Standard (DN3) Resolve Test.

Some mobs may fight to the death—circumstances might dictate that otherwise cowardly troops fight for a very personal cause, or if there is simply nowhere left to run. In cases where it is appropriate, the GM may elect for a mob to ignore Resolve tests. The GM has full discretion over whether or not threats retreat. For some threats, failing a Resolve test has other effects–these are dictated on their individual entry.

Elites and Troops who are not in a mob must take a Standard (DN3) Resolve Test when they lose half their wounds. If they fail the test, they flee in the same way as a mob. At the GM's discretion, this test difficulty may be increased if the threats see any of their allies flee. Adversaries are never required to take a Resolve Test.

Resolve and Complications

There is no safety on the battlefields of the 41st Millennium. If a mob rolls a complication on a Resolve test to avoid fleeing, roll 1d3. The result indicates how many members of the mob are slain. This represents woeful misfortune, from being caught in a crossfire to being trampled by members of their own unit.

(Ruin) Ruin Actions

Some Adversaries gain additional abilities to represent the magnitude of the threat they represent. These are collectively referred to as Ruin Actions. At the GM's discretion, any Adversary can gain the ability to use Ruin Actions—becoming a "Champion." Normally there should only be a single such champion in any given scene.

At the end of any player character's turn, the GM may spend a point of Ruin to activate a Champion's Ruin Actions. Some Ruin Actions may cost more than one Ruin; this is designated by a number in parentheses after the Ruin Action's title. There are four default Ruin actions. Ruin actions can never include a multi-action.

- **Move:** The Champion gets an additional move action. For one additional Ruin, this move action may include a Disengage without penalty.
- **Melee Attack:** The Champion can make a standard melee attack action.
- **Ranged Attack:** The Champion can make a standard ranged attack action.
- **Interaction Attack:** The Champion can make a standard interaction attack action.

Some Adversaries include additional Ruin Actions that are specific to them.

Bestiary Anatomy

All entries in the bestiary are organised in the same fashion. This organisation system is as follows:

Quote: Each entry begins with a quote, either indicative of an example NPC or used to describe a non-verbal creature.

Alternative Threats

Threat entries are intended to be as ready to play as possible, so that the GM does not need to flip to other sections of the book to verify skills or check wargear use. However, in the interests of offering a greater variety of threats, some entries include sidebars such as this one. These sidebars have quick suggestions of ways to modify an existing profile to use it to present a different, but similar, type of threat.

Background: A brief history of these types of threats, including roleplay advice.

Threat Classification: A breakdown of how to use the threat at different Tiers.

Attributes: The threat's attributes, including derived attributes. If wargear modifies the threat's attributes, the modification is included as a parenthetical after the value. For example, a threat with Toughness 3 wearing Flak Armour (Armour Value 3) has Resilience 6 (3).

Off the Cuff

Sometimes the players do things that the GM does not expect. Often, this means that the players interact with a character for whom the GM does not have statistics. Perhaps they decided to fast talk their way past a security guard, intimidate the bartender about a backroom to lay low, or try to steal ammunition from under the eye of the quartermaster. In any of these cases, the GM needs to have a resistance trait and possibly a skill pool for the character. When this happens, refer to **Table 9-2: Quick NPC Stats**. For derived attributes, use the standard PC creation formula based upon the Attribute values presented on the table.

While this table should not be considered the ultimate source of resistance values, it is a convenient resource for when things do not go as planned. The table provides appropriate die pools for Troops, Elites, and Adversaries for each tier. Game Masters are discouraged from using this table at all times, as it would quickly become repetitive. However, it is a convenient fall back.

Skills: All of the threat's signature skills are listed as a skill pool, which already includes the relevant attribute. Signature skills highlight strengths and weaknesses of each threat. In addition, threats have a Default skill pool, which is used for any unlisted skill.

Passive Awareness: This represents the creature's awareness of its surroundings when it is not actively searching for something. The number represents the creature's icons to locate or notice a hidden object or character, and at the same time is the DN for a character using Stealth to avoid detection. The creature may still make an Awareness test if it is actively searching for a threat, however.

Size: The threat's size category, used to modify combat and stealth.

Keywords: Any keywords relevant to the threat.

Attacks: A listing of the weapons or abilities the character normally wields or uses in combat. Any relevant attributes are already figured in (such as adding Strength to the threat's melee damage).

Special Abilities: A list of special abilities.

Tier: This represents the campaign Tier.

Troop/Elite/Adversary: Each group of three columns refers to one of the three Threat Tiers. This table is most applicable for Troops, but can be used for Elites and Adversaries when necessary.

Attribute: This refers to a purchased attribute, not a derived one.

Focus Skill: This refers to a skill that is central to the NPC's career. It is presented as a skill pool (sum of Attribute + Skill value).

Default Skill: This refers to any skill that is not a central focus for the NPC. It is presented as a skill pool (sum of Attribute + Skill value).

Table 9-2: Quick NPC Stats

	Troop			Elite			Adversary		
Tier	Attribute	Focus	Default	Attribute	Focus	Default	Attribute	Focus	Default
1	2	4	3	3	5	4	5	8	6
2	3	6	5	4	7	6	6	10	8
3	4	7	5	4	8	7	6	12	10
4	4	8	6	5	9	8	7	14	12
5	5	9	7	6	10	8	8	16	14

Unnatural or Unstoppable Threats

Some creatures are effectively immune to effects that would stun or knock out other opponents. A threat with a Shock value of – never suffers Shock damage and cannot be rendered unconscious.

Imperial Threats

This section presents threats that are primarily of Imperial origin. All are of direct human ancestry, without having completely fallen prey to corruption. Note that some threats in this category are of human origin, but are not necessarily loyal to the Imperium.

Astra Militarum Trooper

"What's another minute in hell? Tell me where to go and who to shoot at."

– Sergeant Jäger Brolin, last recorded survivor of the solar war on Esiphilise Moon

The Astra Militarum (or Imperial Guard) forms the backbone of humanity's war machine. An innumerable tide of soldiers, tanks and auxiliaries, they triumph through attrition and sheer number of guns. The churn rate of lives in the Imperial Guard equals that of ammunition, but in an empire of countless billions, the lives of millions are an easy exchange when pressed against the need to gain ground and hold fast the boundaries of mankind's domains.

While many join the Imperial Guard out of a sense of duty or honour, bound to service by their blood or upbringing, most are conscripted, handed a lasgun, and ordered to marshal their courage. Every world within the Imperium can be called upon to provide a tithe of soldiers, and this number can stretch to every able-bodied citizen in times of direst need. For those in either camp, their enlistment is almost certainly a death sentence. Imperial scholar and General alike have written much, and while their thoughts as to the why vary, both agree that the average lifespan of a Guardsman once deployed is under 15 hours.

Threat Classification: Troops for any Tier, especially 1–3.

Strength	3	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	3	**Fellowship**	3
Initiative	3	**Defence**	2
Speed	6	**Wounds**	3
Shock	3	**Soak**	3

Resolve	4	**Conviction**	4
Passive Awareness		3	
Resilience	8 (Flak Armour 3)		
Skills	Ballistic Skill 6, Default 5		
Size	Average		
Keywords	Human, Imperial		

Attacks

Lasgun: (Damage 7+1ED; AP 0; Range 48m (R) ; Salvo 2; Steadfast, Rapid Fire [1])
2 Frag Grenades: (Damage: 10+1ED; AP 0; Range 12m (T) ; Salvo –; Blast [Medium])
Knife or Bayonet: (Damage: 5+1ED; AP 0)

In mobs of up to 10 soldiers, one Imperial Guardsman may wield a Flamer, Melta Gun, Grenade Launcher, or Plasma Gun. Two Imperial Guardsman may act as a team to wield one of the following options: Lascannon, Autocannon, Heavy Bolter, or Missile Launcher.

Special Abilities

Human Waves: Any time a mob of Imperial Guardsmen fail a Resolve Test or are destroyed, the Game Master gains 1 Ruin.

(Mob) Bring it Down!: When the mob makes a combined attack, it gains +2ED to damage.

Veteran Trooper

Vets can be grizzled, stoic soldiers or crazed, mad-eyed lunatics. They make great Elites, perhaps leading a band of scum, acting as a bodyguard for a Rogue Psyker or working in partnership with a hulking Chrono Gladiator. Particularly seasoned Veterans can work well as Adversaries for Tier 1-2.

Veterans are changed as follows:

- **Resolve:** 4
- **Passive Awareness:** 4
- **Skills:** Ballistic Skill: 7, Default 6

Special Abilities

(Ruin) Stand Fast!: A veteran trooper can spend one Ruin to make a Leadership Test as a free action.

First Rank, Fire! Second Rank, Fire!: As an action, the veteran trooper may order a mob of Astra Militarum troops to focus their attention on firing their ranged weapons. Choose one mob within 6 metres of the veteran trooper. The selected mob may use a Salvo action on their next turn. This action does not cost a Reload.

Chrono Gladiator

"I will kill you next."
– Grax Steelheart, Champion of Portonian

Chrono Gladiators are a brutal union of man and machine, brought together with the soul aim of killing. Chronos, as their breed are spat upon with derision, pay a huge cost for their newfound abilities–time. From the moment they are operated on, a Chrono Gladiator's life begins to tick down. Should the counter reach zero, they will die instantly, dissolved by the chemicals in their bloodstream or blown apart by explosives implanted in their bodies. Killing, then, is their only salvation, for each kill rewards the Chrono with more time. Particularly vicious Chronos have been known to survive decades, racking up kills in fighting pits and murdering any foolish enough to come within arm's reach. Even stacked with time they crave more, addicted to the mere thought of immortality.

Most men who undergo transformation to Chrono Gladiator do not do so willingly. It is common for criminals to be sentenced to death by Chrono. Others are abducted, enslaved or otherwise forced to undergo the procedure. Few of these men retain their sanity, their minds ruined by the constant countdown that pulses through their nerve endings and heralds their death. Those that are able to make their peace with it rise to new heights of power, turning their strength to a wide range of pursuits from bodyguard to enforcer, assassin to butcher.

From oversized hydraulic claws and buzz-saw arms to iron lungs and piston-driven legs, the augments and weaponry fitted to Chrono Gladiators are neither subtle nor delicate. As such, Chrono Gladiators are fed a heavy cocktail of chemical enhancers. Many die on the operating table, their bodies rejecting the implants or failing under the wave of chems burning their veins. Those that survive are hulking warriors, slabs of muscle wrapped in knots of sinew.

Threat Classification: Adversaries at Tier 1, Elites at Tier 2+

Strength	4	**Intellect**	2
Agility	2	**Willpower**	3
Toughness	4	**Fellowship**	1
Initiative	4	**Defence**	3
Speed	6	**Wounds**	5
Shock	4	**Soak**	5
Resolve	4	**Conviction**	5
Passive Awareness		5	
Resilience	6 (Sub-dermal Armour Implant 1)		
Skills	Weapon Skill 8, Default 7		
Size	Average		
Keywords	Human, Imperial, Adeptus Mechanicus		

Attacks

Power Claw: (Damage 13+2ED; AP -3; Brutal, Unwieldy [2])

Special Abilities

Combat Stimms: Once per turn, the Chrono Gladiator may suffer one shock to take a Ruin Action at the end of a player character's turn. This does not cost the GM any Ruin.

(Wrath) Borrowed Time: If a Chrono Gladiator rolls a 6 on the Wrath die, he may immediately make an additional melee attack as a free action against any target in range. No more than one additional attack can be made per round.

Finesse Approach

Some Chrono Gladiators are equipped with other weapons instead of Claws. In this case, replace the Power Claw with one of the following:

- **2 Power Blades:** (Damage 11+1ED; AP -2; Parry)
- **Shock Whip and Storm Shield:** (Damage 11 +1ED; AP 0; Range 4m; Agonising, Penetrating [2]), (+2 Armour Rating, Bulk [1], Force Shield, Shield)

Combat Servitor

"Halt. Firing will commence unless compliance is reached."

– Unit XY118, Gun-servitor.

In the grim darkness of the far future, there are many fates worse than death for a man. For those who believe in the sanctity of the body and soul, being mind-wiped and re-purposed as a servitor ranks high among them. Servitors are lobotomised, drooling automatons whose bodies have been augmented and outfitted for a single task. In the case of a Combat Servitor, this is to act as a mobile weapons platform. While the human components of some Servitors are grown in vats, and others are the bodies of deserving criminals, that is not the extent of the horror of the universe most Imperial citizens live in. Vagrants, the downtrodden and the unlucky, all are candidates for Servitors. Some well connected crime lords and tyrants turn those who have failed them into Servitors by way of punishment, others do it because they believe death does not represent the end of service. There are even records of Imperial Commanders making servitors from their mortally wounded warriors as some sort of twisted reward, allowing them to continue to fight in the Emperor's name.

Servitors are slow to react and are all but immune to the effects of pain. The only way to kill one is to blast them apart or render them totally unable to function – not the easiest of feats considering the reinforced plating hammered into their torsos and the armoured mesh that wraps their vital organs. The modifications rent on a Combat Servitor's body extend to the removal of its arms at the shoulder. One is replaced with a heavy weapon while the other sports a targeting array or, in some cases, another weapon. These weapons range from fairly standard heavy bolters and powered claws to more dangerous and unstable weapons such as plasma cannons. Most Combat Servitors have their eyes replaced with further targeting aids and optics that allow them to see in all light conditions. Some even have their legs removed, replaced with tacks or mechanical talons.

Combat Servitors are nightmarish parodies of soldiers. A broken mirror that all who face them fear will reflect their near future.

Threat Classification: Troops at all Tiers.

Strength	4	**Intellect**	1
Agility	2	**Willpower**	1
Toughness	3	**Fellowship**	1
Initiative	3	**Defence**	2
Speed	5	**Wounds**	3
Shock	2	**Soak**	4
Resolve	1	**Conviction**	2
Passive Awareness	2		
Resilience	7 (Armour plating 2)		
Skills	Weapon Skill 5, Default 4		
Size	Average		
Keywords	Imperial, Adeptus Mechanicus, Servitor		

Attacks

Servo Arm: (Damage 9+2ED; AP -3; Brutal, Unwieldy [2])

Special Abilities

Incantation of the Iron Soul: Combat Servitors are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Cybernetic Enhancement: (Armour Rating 2)

(Mob) (Complication) Failed Rite: As a complication, one Combat Servitor in the mob malfunctions and becomes Unconscious. If the mob is led by an Elite, they may make a successful Tech test (DN 3) to ignore this complication.

Gun Servitors

The Adeptus Mechanicus also equips Combat Servitors for ranged combat. In this case, replace the Skills and Servo Arm as follows:

Skills: Ballistic Skill 5, Default 4

Heavy Bolter: (Damage: 12+2ED; AP -1; Range 60m (R) ; Salvo 3; Brutal, Heavy)

Enforcer

On the planetary level, those who maintain order and enforce the laws and decrees of the authorities—particularly the Planetary Governor—are known as Enforcers. Equipped with sturdy armour protection and deadly weaponry, these agents discipline, capture, and execute those who go against the authorities' proclamations. Enforcers rarely act in the pursuit of justice. They are far more often an extension of the planetary governor's will, a heavy hand or crushing boot on any rebellious or seditious elements. Enforcers are a distinct and separate from the Adeptus Arbites, who are concerned with violations of the Lex Imperialis. Enforcers have only as much authority as they are granted by the planetary governor themselves.

Threat Classification: Elites for Tier 1–2, and Troops for Tier 3+.

Strength	4	**Intellect**	3
Agility	4	**Willpower**	3
Toughness	5	**Fellowship**	3
Initiative	4	**Defence**	3
Speed	6	**Wounds**	6
Shock	8	**Soak**	5
Resolve	2	**Conviction**	3
Passive Awareness		5	
Resilience	11 (Enforcer Carapace: 4)		
Skills	Intimidation 7, Investigation 6, Weapon Skill 6, Default 5		
Size	Medium		
Keywords	Imperium, Scum		

Attacks:

Combat Shotgun (Damage 10+1ED; AP 0; Range 24m; Salvo 2; Assault, Rapid-Fire [1], Spread)
Shock Maul (Damage 8+2ED; AP -1; Agonizing, Brutal)

Special Abilities

Brutal Discipline: Enforcers gain +2d to Ballistic Skill and Weapon Skill tests against targets with the Scum or Heretic keywords.

Freeze, Scum!: Enforcers may make an Intimidation interaction attack against up to two targets with no penalty.

Mutants

"If our bodies will not be bound by the rules of Man, then why should our souls?"
– Iguine 'Threearms' Spliknf, self-proclaimed preacher of Rad Falls

Those born with severe or acute disfigurement or genetic deviation are known collectively as Mutants. These deviations from the prime make-up of man can vary to a limitless degree. Mutants have been recorded with additional limbs, scaled skin, serpentine eyes, tentacles, bony crests, erupting sores, distended jaws and all manner of appendages. Often, Mutants are mistaken for Abhumans such as the Ogryn or Ratling. The comparison is made in error. Whereas Abhumans, whose genetic strain has stabilised enough to consistently produce identifiable results, are accepted into the Imperial Guard and are for the most part considered to be free of the taint of Chaos, Mutants have no singular identifier save their mutation and are not accepted as part of wider Imperial society. The exact cause of these genetic differences and quirks of nature are speculated on from lowly Scummer to learned xeno-biologist, and there is no shortage of potential culprits–toxic environments, xenos intervention, a blessing from the God-Emperor or even the mark of Chaos. Depending on how a culture interprets these theories and beliefs will determine how they treat Mutants. Some worlds have a standing kill order on Mutants, some use them as slave labour, taking advantage of their natural strength and resilience and forcing them to work in the deepest chem-mines, others parade them as freakshows, entertainment for trade envoys and socialites. In the sumps of lower society, Mutants are recruited by gangs and merchants as hired muscle, a fear-factor to keep enemies and competitors in line. With such natural mistrust surrounding, Mutants are normally forbidden from purchasing or carrying weapons, and are limited to what they can scavenge or fashion themselves. Born into a universe that does not want them, loathed and victimised from their first breath, a Mutant who has survived to adulthood is a force to be reckoned with, underestimated for their physical appearance at their opponent's peril.

Gathered in enough numbers, Mutants represent a very real threat to a planet's stability. In the dark, void-sealed vaults of the Inquisition, many are the files pertaining to the all-out rebellions instigated by mobs of Mutants and the bloody overthrowing of an Imperial Governor's rule. Though Mutants rarely have the knowledge or resources to hold on to their newfound prize, it does not stop them from trying...

Threat Classification: Elites at Tier 1, Troops for Tier 2+

Strength	4	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	3	**Fellowship**	3
Initiative	4	**Defence**	3
Speed	6	**Wounds**	3
Shock	3	**Soak**	3
Resolve	2	**Conviction**	2
Passive Awareness		4	
Resilience	5		
Skills	Weapon Skill 6, Default 5		
Size	Average		
Keywords	Human, Heretic, Chaos, Mutant		

Attacks

Industrial Bludgeon: (Damage: 8+2ED; AP 0; Brutal, Unwieldy [1])
Mutant Claw/Tentacle: (Damage 9+1ED; AP-1)

Special Abilities

(Mob) Without Hope: Mutants are invariably desperate. If an opponent becomes unconscious, a member of the mob grabs a piece of the foe's equipment (Game Master's discretion) and attempts to flee with it, reducing the size of the mob by 1.
Diversity: Mutations are unpredictable. Every time a mutant deals a Wound to a protagonist, the Game Master gains 1 Ruin.

Mutant Champion

Rarely, a mutant may emerge whose changes grant the individual notoriety and enhanced combat effectiveness. Mutant Champions are changed as follows:

- **Wounds:** 6
- **(Ruin) Champion:** This threat may take Ruin Actions.
- **Bone Spur:** (Damage 11+1ED; AP -1)
- **Misshapen Torso:** Toughness 6, Resilience 8
- **Threat Classification:** Adversaries at Tier 1, Elites at Tier 2+.

Oathsworn Bodyguard

"My life is all I have. Emperor grant it enough to settle my debt."

– Ashtov Tyrol, Oathsworn to Inquisitor Deka Aku

The role of the Bodyguard is as old as Mankind itself and has changed as little as the race's baser desires. Through choice, duty or circumstance it is the role of the Bodyguard to put their life in harm's way to protect another. In the Gilead System, Oathsworn Bodyguards are bound to their charge by an unbreakable sense of duty, a pledge that they will never break. How such an oath comes to be sworn can vary as much as the individuals swearing them. Honour lies at the centre of some cultures and every solider raised there will swear fealty to his master. Others are indebted to their charge, having benefited from an act of kindness to which they cannot otherwise repay. Then there are those who have been given no choice, fierce warriors blackmailed or coerced into service. Whatever the reason, once set on their path, an Oathsworn Bodyguard is utterly loyal to their ward and will give their life without hesitation or question.

An Oathsworn's weapons and equipment will usually depend upon the wealth and resources of their charge. The Bodyguard of a low-level crimelord might be armed with nothing more than a heavy wrench and a welding cutter, while those sworn to protect a prosperous Rogue Trader or an influential noble are likely to be carrying all manner of high-end weaponry and exotic tech.

In combat, an Oathsworn will never be far from his master's side, and will fight to his last breath to protect them. This makes them ruthless, savage and often desperate foes who will go to any lengths and sink to any depths to ensure their charge lives and their oath is fulfilled.

Threat Classification: Elites at Tiers 1-3, Troops at Tiers 4+

Strength	3	**Intellect**	3
Agility	4	**Willpower**	4
Toughness	4	**Fellowship**	3
Initiative	4	**Defence**	3
Speed	6	**Wounds**	5
Shock	4	**Soak**	4
Resolve	4	**Conviction**	4
Passive Awareness		6	
Resilience	10 (Carapace Armour: 4)		
Skills	Awareness: 8, Ballistic Skill 7, Weapon Skill 7, Default 6		
Size	Average		
Keywords	Human, Imperial		

Attacks

Duelling Laspistol: (Damage 10+1ED; AP: 0; Range: 24m (R) ; Salvo: 1)
Mono-Knife: (Damage 6+2ED; AP -1)

Special Abilities

(Ruin) My Life for Yours: As long as the Oathsworn is adjacent or within 5 metres of their charge, the GM may spend one Ruin to allocate all damage caused against the charge with a single attack to the Oathsworn.

Unbreakable Oath: An Oathsworn is immune to all morale effects while their charge is alive. However, should their charge be slain, they must immediately attempt to retreat with their charge to safety.

Other Guardians

Sometimes a particular Adversary may acquire an unusual bodyguard, due to extenuating circumstances. To reflect this, simply use another Elite threat profile, but add the My Life for Yours and Unbreakable Oath special abilities to that profile.

Scum

"Scum they call me. Nah, I says. I won't wear that label. What makes me less than them Up-hivers? Just because I'm down here in the filth of their decisions, don't make my life worth any less."

– Telis San-Jurmane, head of the Styimi water vendors.

Life in the 41st Millennium is not good. It is, without exception, awful. The Imperium of Man numbers billions upon billions of miserable souls. A wretched mix of fear and desperation permeates every level of society. At the very bottom of that society, squeezed between sump pipes and air ducts, suffering among slag heaps and toxic spillways, the Scum of Imperial society cling to life. They live in squalor, eking out a life with dreams no bigger than making it to the next cycle. Men, women, children, misery doesn't discriminate – all of the Imperium's forgotten souls are badged Scum.

These pitiful wretches are oddly a hidden example of humanity's unyielding spirit. Even in the face of such abject misery, Scum form themselves into under-societies, working as vendors, traders, low-level engine seers and even administrating medical care. Their business interests range from providing life's essentials, water, food and clothing, to running gambling rings and accommodating all the other pleasures of the flesh. The Scum follow a hierarchy meted out in blood, and have been known to cooperate under a loose form of governance reminiscent of early Terran tribes.

Scum have little access to weaponry and equipment. Whatever they have, they have scrounged, scavenged and swindled, ambushing Arbite Patrols and looting their corpses, redirecting or intercepting shipments meant for the Planetary Defence Force, and uncovering long forgotten caches left behind from wars no one remembers. Ammo is just as scarce, forcing most enterprising Scummers to become practised with blade and club, both far easier to come by and maintain than any firearm.

Scum have no training save the lessons taught them by experience. They survive on instinct, and prosper through ruthlessness and quick tongue. Naturally selfish, concerned with little but their own survival, Scum are neither brave nor foolhardy. Motivated by gain and the protection of their territory and reputation, they will weigh up the relative risk of launching an attack or robbery. Still, most would be considered mentally unstable by any sane measure. At the core, all Scum harbour a deep hatred of up-hivers and a vicious resentment of their own lot in life. This makes it relatively easy for a charismatic or compelling individual to lure Scum down even darker paths, persuading them to undertake vile tasks with the promise of a way to climb out of the filth heap of their life.

Threat Classification: Troops for all Tiers. Gangs of scum often appear in mobs.

Strength	3	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	3	**Fellowship**	3
Initiative	4	**Defence**	3
Speed	6	**Wounds**	3
Shock	4	**Soak**	3
Resolve	2	**Conviction**	3
Passive Awareness		3	
Resilience	5		
Skills	Stealth 7, Default 5		
Size	Average		
Keywords	Human, Scum		

Attacks

Autopistol: (Damage 7+1ED; AP 0; Range 20m (R); Salvo: 2; Pistol)
Knife: (Damage 5+1ED; AP 0)

Special Abilities

Without Honour: Scum cheat in any fight. They may substitute their Stealth for Ballistic Skill or Weapon Skill tests in the first round of combat.
(Mob) Followers: If an Elite or Adversary ally is within 10 meters of the mob, they gain +1 Resolve.

Scroungers

Occasionally scum acquire better weapons than would otherwise be expected. In a mob of at least 10 members, replace one scum's autopistol with one of the following.

- **Lasgun:** (Damage 7+1ED; AP 0; Range: 48m (R); Salvo: 2; Steadfast, Rapid Fire [1])
- **Heavy Stubber:** (Damage 10+2ED; AP 0; Range 72m; Salvo 3; Heavy)
- **Industrial Bludgeon:** (Damage 7+2ED; AP 0; Brutal, Unwieldy [1])

Servo-Skull

Servo-skulls are human skulls (often that of a favoured servant or low ranking tech-priest) that have been fitted with rudimentary machine-spirits, support systems as well as an anti-grav motor to provide lift. These constructs are devoted to a particular task and have the basic equipment to carry out the purpose that they have been programmed to perform.

Their advantages are their small size and manoeuvrability, which allows them to enter otherwise inaccessible spaces or hazardous areas that would endanger their operators, as well as the ability to act as additional "eyes and ears" for their masters. The servo-skull is synonymous with the Adeptus Mechanicus, who regard these creations as excellent servants and their machine-spirits as exceptionally faithful and pure. Servo-skulls can also be found serving faithfully with the other branches of the Adeptus Terra and the high-ranking elites of many hive worlds.

Most servo-skulls possess useful devices: a vox system, illuminator, ident scanner, a pict-relay and cogitator link to its master. Some servo-skulls are optimised for a specific purpose, possessing a built-in medicae diagnostor, illuminator, laud hailer or a multi-tool. Dissector skulls have many sharp mono-scalpels, while other servo-skulls serve as guardians known as "gun-skulls," possessing a pistol-sized weapon.

Threat Classification: Troops for all Tiers.

Strength	3	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	3	**Fellowship**	3
Initiative	4	**Defence**	5
Speed	10 (Flight)	**Wounds**	3
Shock	3	**Soak**	3
Resolve	2	**Conviction**	2
Passive Awareness		5	
Resilience	5		
Skills	Awareness 6, Stealth 7, Default 5		
Size	Tiny		
Keywords	Adeptus Mechanicus, Servitor		

Attacks

Unarmed: (Damage 3+1ED; AP 0)

Special Abilities

Assistant: If an Elite or Adversary ally is within 10 meters of a servo-skull, the ally gains +2 dice to all Skill Tests.

Incantation of the Iron Soul: Servo-skulls are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Gun-Skulls

Some servo-skulls are armed with pistol weapons, commonly a laspistol.

Gun-Skull las-pistol: (Damage 7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Steadfast)

Dissector Skulls

A few servo-skulls are equipped with medical or interrogation tools, suited for close combat if necessary.

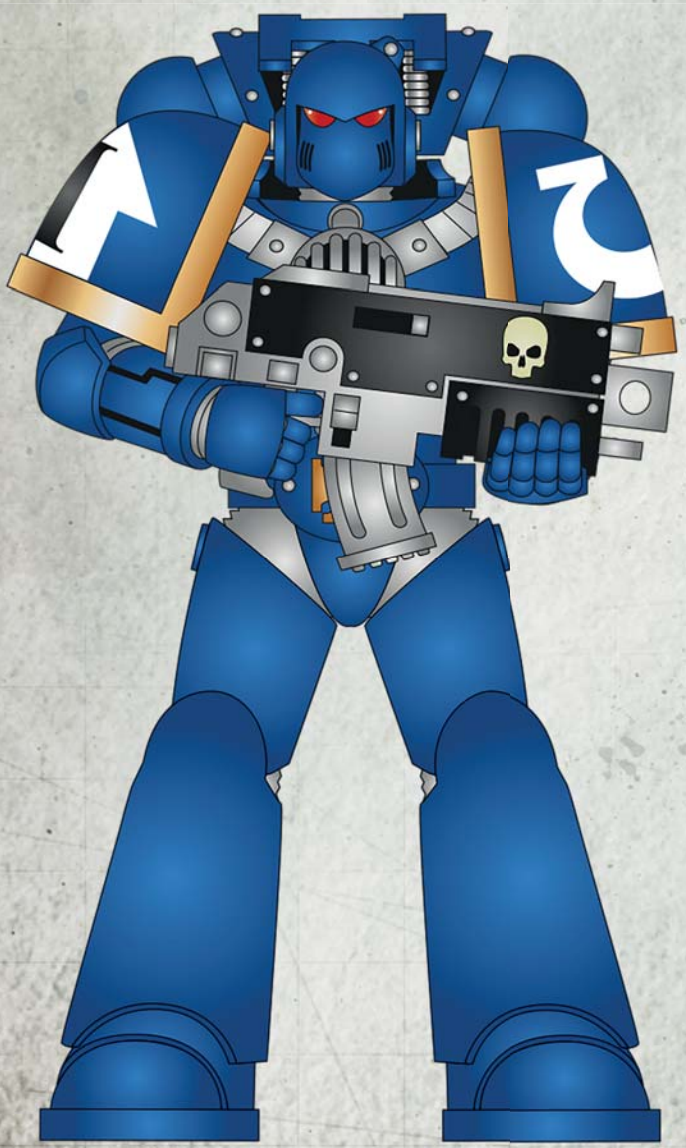
Dissector-Skull mono-blade: (Damage 7+1ED; AP -1)

Space Marine

"I have fought the reaper himself. I have slain warp-spawned beasts and xenos demigods. I will not fall to a drug-fuelled puppet."
– Gabriel Seth, Chapter Master of the Flesh Tearers.

Angels of Death. The Emperor's Champions. Mankind's greatest defenders. The Space Marines of the Adeptus Astartes are known by many names. Their honorifics cover entire worlds, carved into monuments and the walls of towering basilicas. Their legends form the foundations of hope that keep the Imperium of Man firm in a galaxy beset by war.

Each Space Marine is a genetically engineered superhuman. Tested in adolescence, and transplanted with new organs and black carapace, they are humanity's greatest warriors. Space Marines have eidetic memories, along with enhanced strength and reflexes. Their bodies are able to heal even the most grievous wounds and they are able to survive in the most toxic environments. Each Space Marine is the equal of ten thousand men, and a single one of them is enough to quell a rebellion or bring a world to heel. Few humans have ever seen a Space Marine; some believe them a myth, a soothing fable told to children. Those few that have stood in the presence of such warriors—and still live—do not count themselves among the fortunate. Space Marines are towering lords of war, terrifying in their lack of humanity and utter zeal. They are living weapons and little more, as divorced from mankind as the aliens they protect it against.



Space Marines take to battle clad in power armour – hulking plates of ceramite fused over bundles of fibre-muscle and machine servos. It is resistant to all but the most determined of attacks. Fully armoured, they stand almost twice the height and breadth of a man. Armed with a holy boltgun, an automatic weapon that fires mass reactive shells that detonate on impact, there is neither armour nor cover proof against their vengeance.

Yet, for all their might, there is less than one Space Marine for every world in the Imperium. Those privy to such information look upon a terrifying galaxy and pray to the Emperor that it is enough...

Threat Classification: Adversaries for Tier 1–2, and Elites for Tier 3+.

Strength	7	**Intellect**	3
Agility	5	**Willpower**	4
Toughness	6	**Fellowship**	2
Initiative	5	**Defence**	4
Speed	7	**Wounds**	10
Shock	10	**Soak**	6
Resolve	4	**Conviction**	4
Passive Awareness	7		
Resilience	12 (Aquila Power Armour: 5)		
Skills	Ballistic Skill 8, Weapon Skill 8, Default 7		
Size	Average		
Keywords	Adeptus Astartes; Imperium		

Attacks

Boltgun: (Damage 10+1ED; AP 0; Range 40m (R); Salvo 2; Brutal, Rapid Fire [2])
Astartes Combat Knife: (Damage: 10+1ED; AP 0; Steadfast)

Special Abilities

Know No Fear: Space Marines may reroll failures on any Resolve test.
(Ruin) Champion: This threat may take Ruin Actions.
(Ruin) Angel of Death: By spending one Ruin, this threat may add the game's Tier as Bonus Damage dice to all attacks for one Round.

Space Marine Sergeant

Every Space Marine Squad Normally includes a sergeant. They replace their Boltgun and Astartes Combat Knife as follows:

- **Bolt Pistol:** (Damage 10+1ED; AP 0; Range 20m (R); Salvo 1; Brutal, Pistol)
- **Power Sword:** (Damage: 13+1ED; AP: -3; Parry)

Assault Marine

Assault marines are more specialised for close combat. They may gain a jump pack. They replace their boltgun and Astartes Combat Knife as follows:

- **Bolt Pistol:** (Damage 10+1ED; AP 0; Range 20m (R); Salvo 1; Brutal, Pistol)
- **Chainsword:** (Damage 13+1ED; AP 0; Brutal, Parry)

Chaos Threats

This section presents threats that are drawn from the Warp. While many have Imperial origins, they have forsworn any loyalty to that institution, instead devoting themselves to the dark gods. Many of these entities are human, but that is not always the case.

Chaos Cultist

"I will follow a Corpse-God no more. I am free."
– Anon.

On almost every planet there is some divergence from the Imperial creed. More often than not, these cultural differences present themselves as little more than oddities of culture soon corrected by Missionaries of the Ecclesiarchy. At other times, the misguided actions of a few can infect an entire planet, leading to mass revolt, civil war and even succession from the Imperium. It is a painful truth that for many of the inhabitants of the Imperium's untold worlds, the path to damnation can be stumbled upon easier than the sky. A life toiling in service to a distant god is one lacking all fulfilment. The ever-present allure of Chaos and its hedonistic promises has no trouble finding home in the hearts of men. Sometimes, a cult member is not even aware that they are part of a cult. Many a good citizen has been led astray by those they follow.

The appearance and armament of Chaos Cultists varies widely. The image of rag-wearing lunatics daubed in blood sigils, who carry crude clubs and ill-kept stubbers is well known. Yet it is the fool who trusts this to be the whole story. Nobility is not protection against depravity and the learned are just as prone to the insidious influence of a cult. Nobles garbed in fine tunic and body armour, equipped with reliable lasguns, powered blades and more exotic weaponry, are every bit as fanatical as their filth-encrusted brethren.

Threat Classification: Troops for all Tiers.

Strength	3	**Intellect**	2
Agility	2	**Willpower**	3
Toughness	2	**Fellowship**	2
Initiative	4	**Defence**	3
Speed	6	**Wounds**	1
Shock	2	**Soak**	2
Resolve	2	**Conviction**	2
Passive Awareness		2	
Resilience	6 (Robes 2)		
Skills	Deception 5, Stealth 5, Weapon Skill 5, Default 3		
Size	Average		
Keywords	Human, Heretic, Chaos		

Attacks

Autopistol: (Damage 7+1ED; AP 0; Range 20m (R); Salvo: 2; Pistol)
Knife: (Damage 5+1ED; AP 0)

Special Abilities

Devotion: Any time a cultist is slain by a Critical Hit, the GM gains 1 Ruin.
Shoot and Stab: Cultists take no penalty for a multi-action where they fire their pistol and stab with their knife in the same turn.

Ranged Attackers

Some Cultists are better equipped for ranged attacks than for melee. Replace their Autopistol with an Autogun and their Shoot and Stab ability with For the Dark Gods

Autogun: (Damage 7+1ED; AP: 0; Range: 48m (R); Salvo 3; Rapid Fire [1])

(Mob) (Wrath) For the Dark Gods: Whenever a mob attack rolls a 6 on the Wrath Die, the GM gains 2 Ruin instead of 1.

Chaos Cultist Leader

"Cast off the lies of oppression. The True Path is before us. Open your eyes to the change made possible by the Master of Fates. Swap thankless toil for righteous service and you will be rewarded in gifts most holy."
– Ivano Caroson, High Cleric of the Transcendent Eye

Chaos cults are never without a leader. Smaller churches are led by men who began as any other cult member: a disgruntled citizen in need of hope. Driven to throw off the shackles of Imperial rule, they fill the void with new ideology, new ways of thinking. These are men of firm conviction and zeal, skilled orators who are able to bend the minds and wills of others to their cause. Slowly they probe deeper at the fabric of society, uncovering answers to questions that should never have been asked. Their descent into the embrace of Chaos is a slow one, sped only by their eventual, inexorable clamber for power.

Larger, more powerful cults are led by far more enigmatic and powerful individuals. Mysterious strangers who arrive on a world full of proclamations and truth; latent psykers whose gifts grant them nightmarish visions and dominion of the weak of mind; mutants grown strong by nature's curse and whispers of belonging, who seek to remake a world in their patron's image; even Planetary Governors have been known to lead their flock from the Imperium's light. Such is the power of hope and

the promise of self-determination in the grim darkness of the far future.

Threat Classification: Adversaries for Tier 1, and Elites for Tier 2–3.

Strength	4	**Intellect**	4
Agility	3	**Willpower**	4
Toughness	5	**Fellowship**	4
Initiative	4	**Defence**	3
Speed	6	**Wounds**	5
Shock	4	**Soak**	5
Resolve	3	**Conviction**	4
Passive Awareness		4	
Resilience	5		
Skills	Intimidate 7, Default 6		
Size	Average		
Keywords	Human, Heretic, Chaos		

Attacks

Autopistol: (Damage 7+1ED; AP 0; Range 20m (R); Salvo: 2; Pistol)
Chainsword: (Damage 9+1ED; AP 0; Brutal, Parry)

Special Abilities

Harbinger of Ruin: A Cult Leader generates 1 point of Ruin per round for every 6 cultists present at the start of each turn.
(Ruin) Kneel Before the Dark Gods!: As an action, the Cult Leader may make an Interaction Attack against all targets who do not possess the Chaos keyword within 15 metres. Any character affected by the Interaction Attack is considered prone in addition to the normal effects.
(Ruin) Kill them All!: As a free action, the Cult Leader may spend a point of ruin to let a mob of Cultists within 3 metres take one combat action.

Priest of the Dark Gods

Some Cult Leaders depend more heavily upon their oratory skills than their physical abilities. In this case, replace their skills as follows and add the following special ability:

- **Skills:** Deception 7, Default 6
- **(Wrath) The Unseen:** The Cult Leader gains +2d to all Interaction Attacks.

Chaos Spawn

"Kill me..."

– Anon

It is said that there are only two ends to the dark path walked by the champions of Chaos – glorious ascension to daemonhood or eternal damnation as a spawn. With as much vigorous desire as the former is coveted, the latter is dwelt upon with dread. To be reduced to a Chaos Spawn is to suffer a fate far worse than death. It is the ultimate humiliation and brings with it agony beyond knowing. Spawn are shifting masses of organic matter and warp energy, forged from the flesh of the being they once were and the capricious whim of a Chaos God. In each moment, flesh and bone reform and the Spawn suffers every break and tear. Its mind, too, is pulled apart and smashed back together, an ever fragmented consciousness lost beneath agonising seizures.

For some, spawndom comes quickly, the direct result of failing their patron or drawing the ire of one of their patron's rivals. Many are the warlords and tyrants who thought daemonhood – and with it eternal life and power – was within their grasp, only to have their plans undone, failing in some final venture and sealing their fate. For others it is a long, gradual road, which they stumble down unknowingly. The gifts of the Chaos Gods can be a blessing or a curse, often as likely to result in the loss of a limb as the addition of a mighty appendage. Champions who have had one too many mutations or other gifts bestowed upon them are often far down the path to spawnhood before they even realise their flesh is no longer their own.

Insane, mewling creatures, whose many mouths dribble with half-formed flesh and vile ichor, Chaos Spawn are driven by pain and rage. Their appearance varies wildly and indeed,

no two Spawn look the same. Some are multi-limbed beasts, with claws and wings and other lethal extremities. Others have none, propelled forwarded by serpentine muscles to crush the life from their foe. All Spawn, though, are hideous, like some nightmarish sculpture formed from the clay of man's deepest horrors. To behold a Spawn is to wrestle with your own senses, for such twisted a thing surely cannot exist in the physical realm. And yet...

In rare instances where a Chaos Spawn was once a sorcerer or where its patron god's sadistic humour allows, a Spawn can exhibit psychic powers. Their bodies shimmer with latent power, burn with ethereal fire, and can be wreathed in crackling hoarfrost. A Spawn has no more control over these energies than a child might over the gods themselves. Their psychic outbursts are subject to the same random mutations throttling reason from their bodies. The effects can be wide-ranging and devastating, throwing out bolts of energy, ripping holes in material space or even summoning daemons. They can also amount to little more than a colourful aside. What is true is that these psychically charged Spawn are as much danger to those they fight alongside as to those that stand against them.

Threat Classification: Elites at all Tiers.

Strength	5	**Intellect**	1
Agility	5	**Willpower**	1
Toughness	6	**Fellowship**	1
Initiative	4	**Defence**	2
Speed	7	**Wounds**	9
Shock	16	**Soak**	6
Resolve	1	**Conviction**	2
Passive Awareness		5	
Resilience	9		
Skills	Weapon Skill 9, Default 6		
Size	Large		
Keywords	Chaos, Mutant, Heretic		

Attacks

Hideous Mutations: (Damage 12+2ED; AP -2)

Special Abilities

(Ruin) Being of Chaos: A Chaos Spawn generates 1 Ruin at the beginning of its turn.

Terror (5): This creature causes Terror. Enemies are required to pass a Fear test (DN 5) to act normally.

Mutated Beyond Reason: A Chaos Spawn's form changes constantly. At the start of it's action each turn, roll on the Chaos Spawn Mutation table below to reflect its current nature.

Chaos Spawn Mutation

D3	Result
1	**Razor Claws:** Hideous Mutations become AP -4.
2	**Grasping Tendrils:** Hideous Mutations gains Range: 4m (M).
3	**Dripping Poison:** Hideous Mutations gains Toxic (7).

Winged Spawn

Some Chaos Spawn manifest wings or another mutation that grants them the ability to fly. It can fly at Speed 14 as a move or running action. As a sprint action, it may move at speed 21. Its flight is inherently clumsy. Athletics tests are used for any necessary manoeuvrability tests while aloft.

Bloodletter

"Blood and rage."
– Ghur-gar, Bloodmarshall of Khorne.

The Chaos god Khorne is murder incarnate. He is hate and he is rage. The eternal growl in his throat echoes through ages. It cows the thunder and turns the hearts of all who hear it to murder. For those who would earn power and immortal life through bloodshed and carnage, Khorne is the one true path.

Bloodletters are the most numerous of all Khorne's daemonic creatures. Their number is legion, their ranks swell his daemonic hosts,

they are the heralds of the Blood Tide and the reavers of skulls. Battle is a Bloodletter's singular reason for existence. They have no purpose than to fight and slaughter and kill. Their thirst for blood is never ending. Spawned in the warp, they have spent every moment since their creation fighting others of their kind, and posses a martial skill that no mortal can hope to equal. They are consummate butchers, lords of murder.

Armed with murderous hellblades, long lengths of blackest obsidian, Bloodletters attack in frenzy; hacking through armour and flesh, severing limbs and claiming skulls for Khorne. The inky red of their skin glistens in rapture as gore washes against it. The heavens respond in terror to their bestial snarls, clouds turning heavy with blood until all before them is naught but a gore-drenched abattoir.

Threat Classification: Adversaries at Tiers 1-2, Elites at Tiers 3+

Strength	7	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	6	**Fellowship**	3
Initiative	4	**Defence**	3
Speed	6	**Wounds**	9
Shock	–	**Soak**	6
Resolve	2	**Conviction**	3
Passive Awareness		5	
Resilience	8		
Skills	Weapon Skill 10, Default 7		
Size	Average		
Keywords	Chaos, Daemon, Khorne		

Attacks

Hellblade: (Damage 11+1ED; AP -3; Brutal, Parry)

Special Abilities

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Fear (3): This threat causes fear. Enemies are required to pass a Fear test (DN 3) to act normally.

(Wrath) Blood for the Blood God: If a Bloodletter or Bloodreaper rolls a 6 on the Wrath dice when attacking with its Hellblade, any character that loses a wound from the attack also gains the Bleeding condition.

Locus of Fury: Everyone that makes a melee attack within 2 metres of a Bloodletter or Bloodreaper (including itself) may reroll any results of 1 (but not complications) on a Weapon Skill Test.

Bloodreaper

A Bloodreaper may lead a unit of Bloodletters. Modify their skills and abilities as follows:

Skills: Weapon Skill 11, Default 9

(Ruin) Reinforced: After inflicting a Critical Hit, the GM may spend a point of Ruin to replace a fallen Bloodletter with a fresh Bloodletter who appears from the warp.

Howl of Rage: A Bloodreaper gains +1ED to Intimidate Interaction Attacks for every two Bloodletters within 5 metres.

Threat Classification: Adversaries at Tiers 1-3, Elites at Tiers 4+

Daemonette

"Your desires betray you, mortal. The lies of your heart are as sweet nectar on my tongue."

– Lyssa'har, Pleasureherald of Slaanesh.

Slaanesh is the pleasure god, the defining hedonist. The youngest of the Chaos Gods, Slaanesh was born during the fall of the Eldar: a cataclysmic psychic event that spawned the Eye of Terror and all but wiped out the Eldar race. Unlike the other Gods, Slaanesh has little interest in daemonic rivalries, and instead is utterly devoted to the pursuit of pleasure, extracting the maximum sensation from every moment. Sensual, barbaric, debase – Slaanesh would know it all.

Daemonettes form the mainstay of Slaanesh's pleasure hosts. Lithe, androgynous creatures, those who behold them are robbed of reason, convinced that the daemons before them are the very definition of beauty. The every movement of a Daemonette is at once sickly captivating and utterly revolting. Their alluring presence robs their opponents of the will to fight. Many is the solider who has wandered from his post or lowered his guard only to be eviscerated by a smiling Daemonette.

Armed with a set of oversized claws that sit in place of their hands, Daemonettes are swift, devastating foes. Precise in their savagery, they weave among their foe to snip off limbs and peel open flesh. Given to the rapture of combat, they will savour every wound, killing in the most agonising of ways. Victims are left to bleed out or to press bloodied hands to their leaking innards. The Daemonettes enjoy every moment of the suffering they have wrought, whispering rapturous lies into the ears of the dying as they delight in their screams.

Threat Classification: Adversaries at Tiers 1-2, Elites at Tiers 3+

Strength	5	**Intellect**	4
Agility	7	**Willpower**	4
Toughness	4	**Fellowship**	6
Initiative	7	**Defence**	6
Speed	8	**Wounds**	7
Shock	–	**Soak**	4
Resolve	3	**Conviction**	4
Passive Awareness		6	
Resilience	6		
Skills	Weapon Skill 9, Default 8		
Size	Average		
Keywords	Chaos, Daemon, Slaanesh		

Attacks

Piercing Claws: (Damage 11+1ED; AP -1; Parry, Penetrating [3])

Special Abilities

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Fear (3): This threat causes fear. Enemies are required to pass a Fear test (DN 3) to act normally.

Allure of Slaanesh: When attacking a Daemonette, a character must use their Willpower instead of Agility to form their dice pool for the Ballistic Skill or Weapon Skill test. Any penalties to Willpower tests apply to Ballistic Skill or Weapon Skill tests targeting Daemonettes.

Quicksilver Swiftness: Daemonettes may act first in the Initiative order without spending Ruin. They also do not require spending Ruin to Seize the Initiative.

Alluress

An Alluress may lead a unit of Daemonettes. Modify their skills and abilities as follows:

- **Skills:** Weapon Skill 10, Default 9
- **(Ruin) Reinforced:** After inflicting a Critical Hit, the GM may spend a point of Ruin to replace a fallen Daemonette with a fresh Daemonette who appears from the warp.
- **Alacrity:** An Alluress gains +2d to Interaction Attacks.
- **Threat Classification:** Adversaries at Tiers 1-3, Elites at Tiers 4+

Horrors

"I am many made one."
– Tyzek V'th, Changebringer of Tzeentch

Tzeentch is the great architect of change. He is known by many names – The Architect of Fate, The Changer of Ways, The Great Conspirator, and all speak to Tzeentch's meddling with the strands of destiny. All seeing, he is able to lure them into wars that leave their hosts depleted and his own plans advanced. He is the hidden hand that guides the rise and fall of civilisations and entire races. Believing that change in itself offers the greatest reward, his schemes stretch across eons and often have no end other than to continue the cycle of change. His own form is said to be an ever-shifting serpent. It is said that his skin twists and mutates, giving rise to a thousand faces that speak as one, though in innumerable different voices. He is at best unknowable, for only he himself could act as cipher for the unbound whims that alter time and matter around him.

Tzeentch is the greatest sorcerer in any realm. His greater daemons share in his power, possessing psychic gifts capable of toppling entire sectors, while even his most base daemons possess a mastery of the warp beyond even accomplished mortals. Horrors manifest their power as balls of change-fire that bypass armour to burn away the body and soul of their target, or psychic bolts that rip asunder any physical form in their path. The mainstay of Tzeentch's armies, Horrors are formless masses of warp energy, with shifting, leering faces. These daemons embody Tzeentch's cruel humour – for every Horror struck down, two rise in its place. A slain Horror will split, the sum of its warp energy coalescing into two smaller daemons and so on until there's not enough warp energy left to sustain a Horror.

Pink Horrors are the first link in this chain of change. They have a gleeful demeanour, capering across the battlefield like excited children, an exterior at odds with the malice inside and the flickering talons that crest their fingers. When destroyed, a Pink Horror will split into two Blue Horrors. These smaller daemons are capricious and all the more deadly for it. Tzeentch, ever the trickster, has one final surprise for those who vanquish a Blue Horror: Brimstones. These tiny daemons burn with the hatred of a being who has been killed twice over, and are literally aflame – living fires that swarm forward to consume their foe.

Threat Classification: Adversaries at Tiers 1-2, Elites at Tiers 3+

Pink Horrors

Strength	3	**Intellect**	4
Agility	3	**Willpower**	4
Toughness	3	**Fellowship**	4
Initiative	3	**Defence**	3
Speed	6	**Wounds**	6
Shock	–	**Soak**	3
Resolve	4	**Conviction**	5
Passive Awareness		5	
Resilience	5		
Skills	Weapon Skill 9, Psychic Mastery 9, Default 8		
Size	Average		
Keywords	Chaos, Daemon, Psyker, Tzeentch		

Attacks

Coruscating Flames: (Damage 7+1ED; AP 0; Range 36m (R); Salvo 1; Assault, Blaze, Spread)
Claws: (6+1ED; AP 0)

Special Abilities

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Fear (3): This threat causes fear. Enemies are required to pass a Fear test (DN 3) to act normally.

Split: All Horrors begin as a Pink Horror. When a Pink Horror is slain, two Blue Horrors are summoned. For each Blue Horror slain, a further two Brimstone Horrors appear.

(Mob) Magic Made Manifest: As an action, a mob of Horrors can collectively use the smite psychic power (make only one Psychic Mastery test for the entire mob). This power is always activated at the bound level and does not cause any Perils of the Warp on a complication. If there are less than 10 Pink Horrors in the mob, the smite power reduces its effect to 1 Mortal Wound instead of 1d3.

Blue Horrors

Any time a Pink Horror is slain, it is immediately replaced by two Blue Horrors. Replace their Skills, Attributes and Wargear as follows:

- **Skills:** Weapon Skill 8, Psychic Mastery 8, Default 7
- **Wounds:** 3
- **Scrabbling Claws:** (7+1ED; AP 0)

Brimstone Horrors

Any time a Blue Horror is slain, it is immediately replaced by two Brimstone Horrors. Replace their Skills, Attributes and Wargear as follows:

- **Skills:** Weapon Skill 7, Psychic Mastery 7, Default 6
- **Size:** Small
- **Wounds:** 1
- **Desperate Claws:** (6+1ED; AP 0)

Plaguebearer

"Soft flesh and brittle bone. You will feel the Grandfather's touch."

– Foeticus, Plaguewarden of Nurgle.

Nurgle is the god of decay and corruption. His is the hand that spreads disease and rot. He is perhaps the most insidious of all the Chaos Gods, for in time all things must die, and it is inevitable that in dying, those things decay. Nurgle nurtures those moments, tending withering diseases and putrid sicknesses to encourage their virulence. To those dying he offers salvation, eternal life as a plague carrier, a herald to transport the fruits of his labours far and wide. Those that refuse save their souls, but in the end all contribute to the great swell of pestilence as bodies burst and the air and soil are blessed by Nurgle's touch. It is Nurgle's great plan, his sole mission to infect all life until all that is pure and vibrant in the universe is reduced to an entropic, decaying husk.

Plaguebearers are disease and corruption given form. They are foetid daemons with cyclopean eyes, and humanoid bodies that are swollen and distended with sickness. Their skin squirms and pulses with bile. Exposed sores and pockets of mucus shine raw and leak putrid fluid. Yet the contagion they bring with them is only the obvious horror wrought by Plaguebearers, for where they march, disease and corruption is already present. Plaguebearers are Nurgle's Tallymen, bound to catalogue and record each of the Plague Father's creations as they spawn, mutate and spread.

To fight Plaguebearers is to fight the limits of your own body, to battle the anathema of nature itself. Foetid clouds of toxic air surround them, at best blinding their foes, and worst ruining respiratory systems and causing asphyxiation. Past that, there is the smell. A rancid rot hangs in the air, dragging vomit and blood from even the stoutest of constitutions. Finally comes the buzzing, the blight flies that hover near. These bloated insects carry all manner of plagues and descend like a stream of corruption upon clean flesh, clogging up armour plates, strangling limbs and forcing their way into screaming mouths until their hosts' stomachs rupture. It is little wonder then that most die before even crossing blades with a Plaguebearer.

Those unfortunate enough to survive to close with a Plaguebearer find themselves faced with an opponent preternaturally resilient to harm, whose very flesh knits itself together, remaking itself under even the most grievous of blows. In return, the Plaguebearers will strike with their plague swords, weapons of such foulness that even the slightest nick is enough to kill, though not quickly – those struck die in slow, agonising torment as their body is wracked with pox and ruin.

Threat Classification: Adversaries at Tiers 1-2, Elites at Tiers 3+

Strength	4	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	7	**Fellowship**	1
Initiative	4	**Defence**	5
Speed	5	**Wounds**	10
Shock	–	**Soak**	7
Resolve	2	**Conviction**	3
Passive Awareness		4	
Resilience	9		
Skills	Weapon Skill 9, Default 8		
Size	Average		
Keywords	Chaos, Daemon, Nurgle		

Attacks

Plaguesword: (Damage 11+1ED; AP 0; Toxic [7], Parry)

Special Abilities

Cloud of Flies: A cloud of filth-black flies swarm around Plaguebearers, obscuring them from view and threatening to choke their enemies. They always count as being in Cover (modifier already included in their Defence) .

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Disgustingly Resilient: Plaguebearers are preternaturally hard to kill. A Plaguebearer may Soak without requiring a point of Ruin.

Plagueridden

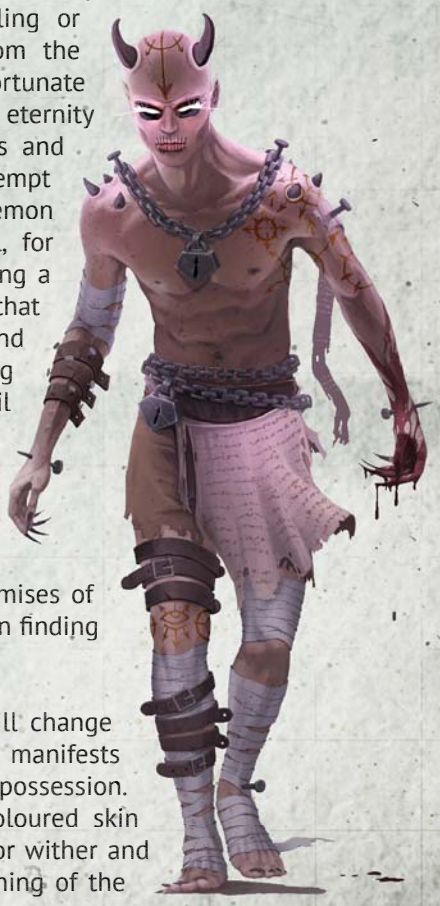
A Plagueridden may lead a unit of Plaguebearers. Modify their skills and abilities as follows:

- **Skills:** Weapon Skill 10, Default 9
- **(Ruin) Reinforced:** After inflicting a Critical Hit, the GM may spend a point of Ruin to replace a fallen Plaguebearer with a fresh Plaguebearer who appears from the warp.
- **Threat Classification:** Adversaries at Tiers 1-3, Elites at Tiers 4+

Possessed Mortal

"Pain paves my path to glory!"
– Welbec Ironlock, servant of Khorne.

Daemons are not always able to manifest in the corporeal realm. Sometimes they are in need of a host willing or otherwise to drag them from the grip of the immaterium. It is fortunate then that daemons have an eternity to perfect the dark whispers and promises of power that tempt the ears of mortals. A daemon will not choose any mortal, for there is little sport in claiming a weak soul. They chase those that burn bright with vanity and hubris, gleefully encouraging a mortal's endeavours until the very moment they can go no further without the daemon's aid. That said, the daemons of Nurgle linger within a whisper of the weak and dying, the daemon's promises of eternal life and an end to pain finding them willing hosts.



Once possessed, a mortal will change physically. Quite how this manifests varies from possession to possession. Common traits include discoloured skin that might pucker and scab or wither and scale; a blackening or whitening of the

eyes; extra limbs; bone protrusions and even wings. They will become stronger, faster and more resilient. They will be able to think quicker and draw on the daemon's vast knowledge. While they might think to the contrary, few mortals have the prescience of mind to control a daemon and from the moment of possession they are merely pawns, moved around as their new master wills it. Yet they are not the only ones surprised by the resultant union. Caged within a mortal form, a daemon can quickly go mad, driven to burn out its host in order to escape to the mutable realm of the warp.

The more a mortal host succumbs to the daemon, the more power the daemon can channel through them. But mortals were not meant to be worn in such a way and the more control a daemon exercises, the quicker the host body will wither and die, banishing the daemon back to the warp. It is in this way that such daemons forced to take possession of mortals use their power sparingly, if only until they find another willing host...

Threat Classification: Elites at Tiers 1-3, Troops at Tiers 4+.

Strength	5	**Intellect**	4
Agility	3	**Willpower**	3
Toughness	4	**Fellowship**	3
Initiative	3	**Defence**	3
Speed	6	**Wounds**	8
Shock	7	**Soak**	4
Resolve	2	**Conviction**	3
Passive Awareness		5	
Resilience	10 (Daemonic Flesh 4)		
Skills	Weapon Skill 7, Default 6		
Size	Average		
Keywords	Chaos, Daemon		

Attacks

Horrifying Tendril: (Damage 11+1ED; AP –2; Range 4m [M])

Special Abilities

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Fear (3): This threat causes fear. Enemies are required to pass a Fear test (DN 3) to act normally.

(Wrath) Daemonic Transformation: When the GM rolls a 6 on the Wrath die for Possessed, they instantly recover 2 Wounds and 2 Shock, up to a maximum of their starting value.

Daemonic Gifts

Possessed may manifest their transformation in a variety of different ways. Replace the Horrifying Tendril with one of the following:

- **Rending Talons:** (Damage 10+1ED; AP –4)
- **Scything Claws:** (Damage 8+1ED; AP –1; Brutal)

At the GM's discretion, this threat may have one of the following additional special abilities:

- **Fear (4):** Seeing this creature requires a Fear test (DN 4).
- **Wings:** It can fly at Speed 10. Its flight is inherently clumsy. Athletics tests are used for any necessary manoeuvrability tests while aloft.

Poxwalkers

"Join us..."
– The Ending Horde, Septis manufactorum.

Poxwalkers are the end result of some of Nurgle's most virulent plagues. They are a host of the unliving, animated by the very sickness that robbed them of life. Nurgle's Rot is the most common affliction associated with the rise of Poxwalkers. Once infected, a host will wither, degrading in all manner of horrific ways until eventually their soul has been eroded and their body left a disease-ridden husk. After death the body continues to mutate, sprouting horns and bony protrusions similar to those borne by Plaguebearers.

Clumsy and slow, and armed with only the crudest of weapons, a lone Poxwalker poses little threat to an experienced warrior. If only Poxwalkers were few in number or were concerned only with honourable combat – Poxwalkers always rise en mass, descending upon an unsuspecting populace to rake apart flesh and gnaw through bones, spreading infection with sickening abandon. Even the din of their baleful groaning can be enough to infect those who hear it. Poxwalkers soon number in the tens of thousands, over running a world's defences and all efforts to contain them. More often than not, once an outbreak has reached critical mass, nothing short of Exterminatus will cleanse a planet of the walking pox's vile touch.

Poxwalkers are the ultimate terror troops. Even a whisper of the walking dead can paralyse a world with fear, making solider and civilian alike easy pickings for the slaughter to come.

Threat Classification: Troops at all Tiers.

Strength	4	**Intellect**	2
Agility	2	**Willpower**	2
Toughness	3	**Fellowship**	1
Initiative	3	**Defence**	2
Speed	4	**Wounds**	3
Shock	2	**Soak**	3
Resolve	1	**Conviction**	2
Passive Awareness		2	
Resilience	5		
Skills	Weapon Skill 5, Default 3		
Size	Average		
Keywords	Human, Chaos, Nurgle		

Attacks

Improvised Weapon: (7+1ED; AP 0; Toxic [3])

Special Abilities

(Mob) Mindless: A mob of Poxwalkers automatically passes all Resolve tests.

Chaos Space Marine

"A hundred lifetimes of murder and still the thrill of combat calls to me."

– Ashesh Kushal Siddhran,
Pleasure Prince of Slaanesh.

As with all things in the universe, light gives way to dark. Where a Space Marine is a paragon of honour and duty, a beacon of the best that humanity has to offer, a Chaos Space Marine stands as an accursed reflection. In body and soul they are the very worst of humanity. Treacherous, self-interested warmongers, they fight for no cause save their own.

Over the centuries, a Chaos Space Marine's power armour becomes part of him, fusing with his flesh. It is the physical manifestation of their allegiance, adorned with skulls and strips of tattered flesh, or sporting burning sigils and foul runes. In this way, they not only exude terror, but appear as walking altars to their patrons, edifices of the power and savagery of Chaos. Their weapons, too, are re-wrought. Gun barrels take on the form of leering mouths and swords reshape to form cruel talons.

These fallen champions of humanity did not happen upon their fate in the same way or even all at once. Some simply thirsted for power, giving themselves wholly to the Dark Gods in exchange for it. Some believed Horus to be right, and followed him willingly from the Emperor's light. Others were not afforded the luxury of choice. Caught in warp storms or stricken by the cruel whims of fate and the unseen hand of the Chaos Gods, they were left with little choice but to cry out, begging the Dark Gods for deliverance. An act that forever damned them.

Most are ancient, having turned their back on the Imperium over 10,000 years ago, at the dawn of the Horus Heresy. But time moves differently in the Realm of Chaos, the churning currents of the warp distorting temporal logic in the same way that they corrupt all else. Many Chaos Space Marines emerge into real space having lost only a few moments since the siege of the Emperor's Palace. Others have travelled untold plains, explored vast swathes of the galaxy and amassed power close to that of a towering Daemon Prince.

Whatever their past, whatever else their differences, all Chaos Space Marines are united by purpose – to see the galaxy consumed by war. They would lift the Imperium up under the bodies of its dead, a

vast funeral pyre with which to burn mankind from existence. They know only hatred, a gnawing agony whose only salve is the utter and total destruction of the worlds they once crusaded to save.

Threat Classification: Adversaries for Tier 1–2, and Elites for Tier 3+.

Strength	7	**Intellect**	3
Agility	5	**Willpower**	4
Toughness	6	**Fellowship**	2
Initiative	4	**Defence**	3
Speed	7	**Wounds**	10
Shock	10	**Soak**	6
Resolve	4	**Conviction**	4
Passive Awareness		7	
Resilience	12 (Power Armour: 5)		
Skills	Ballistic Skill 8, Weapon Skill 8, Default 7		
Size	Average		
Keywords	Chaos, Adeptus Astartes		

Attacks

Bolt Pistol: (Damage 10+1ED; AP 0; Range 20m (R); Salvo 1; Brutal, Pistol)
Power Sword: (Damage: 13+1ED; AP: -3; Parry)

Special Abilities

Harbinger of Ruin: A Chaos Space Marine generates 1 point of Ruin per round.
(Ruin) Veteran of the Long War: The GM may spend a point of Ruin to give the Chaos Space Marine a number of Bonus Damage Dice equal to the game's Tier to all attacks for one round.

Aspiring Champion

An Aspiring Champion is a Chaos Space Marine who has led at least a small band of peers. They gain the following special abilities:

- **(Ruin) Champion:** This threat may take Ruin Actions.
- **(Ruin) Death to the False Emperor:** As a Ruin Action, the Aspiring Champion may make a special Charge attack, which grants a +2d attack bonus.

Possessed Chaos Space Marine

"My flesh for your power. My soul for your strength."
– Taln'ar of the Night Lords upon his possession.

For some Chaos Space Marines, power cannot come quickly enough. Be it martial strength, psychic mastery or knowledge itself, there are those willing to let daemons take over their physical form in order to achieve their ends. Yet it is not only the over-ambitious who find themselves sharing form with a daemon. The naive, the ignorant, and those too weak-willed to keep their vessel their own as they travel the depths of the warp and consort with the dark – these are all ripe for possession. So too might a Chaos Space Marine who has failed his patron or angered a powerful daemon find themselves possessed by way of penance. Finally, there are those who had no other choice: the desperate, mighty warriors laid low, forced to strike quick bargains to stave off death or provide the sudden advantage needed to survive a rival and realise their own endeavours.

Possessed Chaos Space Marines are nightmarish to behold, covered in mutated armour plates that snarl as though living. Wings, claws, bony protrusions and even extra limbs are just some of the gifts a daemon may bestow on its host. They are the bastard union of Space Marine and daemon, with a strength and resilience greater than either of the pair. They are quick too, the daemon pushing its mortal host far beyond any perceived limits. To face such a foe is to fight an opponent with the strength to visit every imaginable savagery upon you, and a hungering desire to do so.

Yet for all the boons of daemonic possession, it is a union that comes at a high cost. Most Possessed Chaos Space Marines lose the ability to speak, their tongues and throats mangled giving voice to the daemon's twisted syllables. Madness and death is the inevitable price, as all semblance of sanity is devoured by the manic whispering of the daemon, and every molecule of the Chaos Space

Marine's physical form is consumed from within. The strongest of individuals are able to weather the strain long enough to regret their decision, desperate in their quest to find a way to undo the horror they invited in. Few manage such a feat.

Threat Classification: Adversaries for Tiers 1-3, Elites for Tiers 4+

Strength	7	**Intellect**	3
Agility	5	**Willpower**	4
Toughness	6	**Fellowship**	2
Initiative	5	**Defence**	3
Speed	7	**Wounds**	12
Shock	12	**Soak**	6
Resolve	3	**Conviction**	4
Passive Awareness		6	
Resilience	12 (Astartes Power Armour: 5)		
Skills	Ballistic Skill 8, Weapon Skill 8, Default 7		
Size	Average		
Keywords	Chaos, Adeptus Astartes, Daemon		

Attacks

Horrifying Mutations: (Damage 12+1ED; AP –2)

Special Abilities

Daemonic: This threat may attempt to Soak Mortal Wounds. Soaking does not cost any Shock for this threat.

Painful Lessons: When a Possessed Chaos Space Marine is slain, the Game Master gains 2 Ruin.

Writhing Tentacles: Possessed may multi-attack any targets with whom they are engaged without penalty.

Rogue Psyker

"I pity you, stood there with your weapons and armour. How naive of you to think such trinkets can keep me from the power that is my birth right. I will wipe you from this plain with all the effort of a thought."

– High Adept Sywethan,
Occult of the Divine Path.

Psykers are rare and powerful. Rarer still are those with such psychic talents that are sanctioned within the Imperium. These Psykers are trained to control their gifts and are deployed

to support the Imperial Guard or work alongside Inquisitors. Others are rounded up by the Black Ships and sacrificed as soul fuel to keep the bright light of the Astronomicon burning. Most are simply put to death. Warp touch can manifest in all manner of physical stigmas and often Psykers are abandoned as abhorrent, left to die in the elements or murdered by their own communities. Through luck, fate and force of will, Rogue Psykers have survived to tread a different path. Some abandon their Guard Regiments, deserting mid campaign, and find passage out of system. Others kill their Inquisitorial masters, allying themselves with the very heretics they had been charged with hunting. A few manage to master their gifts and carve out a power base among the hives and spaceports of their birth. Most, though, are latent untrained Psykers who eke through life or aid unscrupulous masters in small ways. Whatever their backgrounds, Rogue Psykers are lonely, unstable individuals driven by anger and fear.

Threat Classification: Adversaries for Tier 1–3., Elites at Tier 4+.

Strength	3	**Intellect**	3
Agility	3	**Willpower**	4
Toughness	3	**Fellowship**	2
Initiative	5	**Defence**	4
Speed	6	**Wounds**	5
Shock	4	**Soak**	3
Resolve	3	**Conviction**	4
Passive Awareness		5	
Resilience	8 (Flak Coat 3)		
Skills	Psychic Mastery 8, Default 5		
Size	Average		
Keywords	Chaos, Heretic, Human		

Attacks

Laspistol: (Damage 7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Steadfast)

Special Abilities

Maleficarum: The Rogue Psyker has the smite, life leech, and soul shrivel psychic powers.

Warp Touched: Normally, the Rogue Psyker rolls a number of bonus Wrath dice equal to the game's Tier when making a Psychic Mastery Test. At the GM's discretion, he may also use his powers at the Bound or Unbound levels.

(Ruin) Champion: This threat may take Ruin Actions.

(Ruin) Psychic Storm: As a Ruin Action, the Rogue Psyker may activate a psychic power.

Alternative Rogue Psykers

At the GM's discretion, the Rogue Psyker may have additional psychic powers or focus on another discipline entirely.

To do so, replace the powers listed for this entry (with the exception of smite) with two powers chosen from one of the following disciplines: Biomancy, Divination, Maleficarum, Pyromancy, Telekinesis, Telepathy.

Ork Threats

This section presents threats that are associated with the Orks and their related species. Orks are found throughout the galaxy, and pose a constant threat to all other forms of life.

Ork Boyz

"I 'ate Humies. Now come 'ere so I can break yer bones."
– Gutwakka, Toofless tribe.

Orks are hulking, green-skinned monsters possessed of bestial strength. Hunched by nature, they still stand head and shoulders above most men. Orks live to fight and are drawn to battle like thieves to gold. Thick of brow, and with oversized jaws, they lack what most would consider intelligence. Rather, Orks are possessed of a low cunning and innate affinity with combat and the tools of war. Orks have a formidable, robust constitution and can shrug off wounds that would fell a man. Indeed, their so-called 'mad docs' perform surgery more akin to mutilation, amputating limbs and shoddily welding in a bionic replacement. Occasionally they forget the latter part of the procedure... Iron plates, hammered into place, act as

armour for most Orks, with many of them attaching similar pieces of metal to their boots and fists.

Orks band together in loose groups called 'mobs' wherein the toughest, meanest Ork is the leader. Ork mobs can number from half a dozen to many hundreds of thousands, though the latter is unusual. Holding together a raucous mob of greenskins takes a rare breed of Ork, the sort of Warboss only seen once in a generation.

Orks are shock troops by nature. Consumed with thoughts of violence, they rush into combat, feverish to get to grips with the enemy and rip them apart. This approach makes for poor marksmanship. In fact few Orks even bother to learn how to reload, referring to the weighty pistols they carry as 'noise makers' – something to announce their presence before they can introduce their foe to the business end of their choppa. That said, the sheer amount of shots coming from Ork weapons go some way to making up for their lack of accuracy, and in dense urban areas, the combination of the weapons' loud recoil and the volume of slugs fired is fearsome.

Where there is one Ork, there are many, and for those looking to rid themselves of the greenskin menace, they cannot apply the use of a flamer too liberally. Every atom of an Ork must be removed to prevent the spores in its skin releasing and taking root. Many are the doomed Imperial colonies thought saved from Orks only to have them return in greater numbers the following season.

Threat Classification: Troops at all Tiers.

Strength	6	**Intellect**	2
Agility	3	**Willpower**	3
Toughness	6	**Fellowship**	2
Initiative	4	**Defence**	3
Speed	6	**Wounds**	4
Shock	4	**Soak**	6
Resolve	2	**Conviction**	3
Passive Awareness		3	
Resilience	10 (Orky Armour: 2)		
Skills	Weapon Skill 7, Ballistic Skill 4, Default 5		
Size	Average		
Keywords	Ork		

Attacks

Slugga: (Damage 10+1ED; AP 0; Range 24m (R); Salvo 1; Pistol, Waaagh!)
Choppa: (Damage 9+2ED; Steadfast, Waaagh!)
2 Stikkbombs: (Damage 7+1ED; AP 0; Range 24m [T] ; Salvo –;Blast [Medium])

In mobs of up to 30 Boyz, one out of every ten may wield a Big Shoota or a Rokkit Launcha.

Special Abilities

Get Stuck In: Gain +2 damage on melee attacks if this troop is engaged in melee at the beginning of his turn.
(Complication) (Mob) Animosity: Orks are prone to attacking one another. When a Complication is rolled in combat, a mob of Ork Boyz inflicts 1d3 Shock to itself.
(Mob) Mob Rule: A Mob of Orks gains one bonus icon to all Resolve tests.

Ork Nobz

"Pretty flag. I will strip it from its pole and hang your flesh in its place."

– Barrukk Life-breaker.

Ork Nobz are organic sledgehammers, hulking brutes whose fists are large enough to clamp around a man's head and strong enough to rip it from his shoulders. To rise through an Ork mob is to be even tougher and more brutal than those clambering for power around you, and Nobz are born to the task. Larger than normal Orks, a Nob's already massive musculature continues to thicken as they grow, as does their appetite for violence. Brawlers by nature, Nobz will always be where the fighting is thickest. In the crude tribal societies of the orks, Nobz are second only to a Warboss and those Nobz whose skulls they can't crush.

Nobz carry with them the best weapons, wargear and equipment the mob has available. For proper bloody-work, they have the choppiest of axes. Some are huge blades requiring even a Nob to wield them two-handed. Others crackle with energy, powered by Mek Boy techniques. While others still, affectionately known as Gore Makers, have whirring teeth that ensure maximum spatter as the Nob cleaves apart his foe. At range, Nobz use guns charged with extra dakka and with all manner of secondary payloads welded to them – missiles, flamers and even harpoons. The more stuff a Nob has welded to his gun the heavier it'll be, all the better for clubbing with. Nobz also have access to experimental blastas and other gadgets they've bullied from the hands of the Mek Boy.

While lone Nobz tend to act as crude leaders for the Orks around them, often a Warboss will form his Nobz into a single mob and have them act as his personal bodyguard. These Nobz will often be gifted with Mega armour turning them into walking tanks. These bulky suits are nigh on impregnable and come with mechanical klaws capable of crushing a bulkhead or punching through an armoured vehicle, and shootas fixed like vambraces to their forearms. This is where Nobz are at their most dangerous, clamouring to prove themselves in the eyes of the Warboss, each desperate to fight right by his side… because maybe he'll go down in battle and they'll be close enough to pick up some of his good gear.

Threat Classification: Adversaries for Tier 1. Elites for Tiers 2-3. For Tier 4+, they may appear as mobs.

Strength	7	**Intellect**	2
Agility	3	**Willpower**	5
Toughness	6	**Fellowship**	2
Initiative	4	**Defence**	3
Speed	5	**Wounds**	9
Shock	10	**Soak**	6
Resolve	4	**Conviction**	5
Passive Awareness	4		
Resilience	12 ('Eavy Armour 4)		
Skills	Weapon Skill 8, Ballistic Skill 3, Default 6		
Size	Average		
Keywords	Ork		

Attacks

Shoota: (Damage 10+1ED; AP 0; Range: 36m (R) ; Salvo: 2; Assault, Waaagh!)
Big Choppa: (Damage 12+2ED; AP –1; Waaagh!)
2 Stikkbombs: (Damage 7+1ED; AP 0; Range 24m [T] ; Salvo –;Blast [Medium])

Special Abilities

Get Stuck In: Gain +2 damage on melee attacks if a Nob is engaged in melee at the beginning of his turn.
(Ruin) Champion: This threat may take Ruin Actions.
(Ruin) I'm da Boss!: As a free action, spend 1 Ruin to add +2d to all Melee attacks for the Nob and any Ork allies within 10 metres. This bonus lasts until the beginning of this threat's next turn.

Mega Nobz

Mega Nobz replace their ,Eavy Armour with Mega Armour and their Shoota and Big Choppa with a Big Shoota and a Power Klaw. Mega Nobz are Adversaries for Tiers 1-4 and Elites for Tier 5+.

- **Resilience:** 15 (Mega-Armour 7)
- **Strength:** 7 (11)
- **Speed:** 6 (May not Run or Sprint)
- **Big Shoota:** (12+2ED; AP 0; Range 72m; Salvo 3; Assault, Waaagh!)
- **Power Klaw:** (Damage 17+3ED; AP: -3; Range: 2m [M]; Traits: Brutal, Unwieldy [3])
- **Threat Classification:** Adversaries for Tier 1-4. Elites for Tier 5+.

Gretchin

"What's it? What's it? Give Sniklat the shiny."
– Sniklat Daggerback.

What they lack in size, Gretchin more than make up for in raw cunning and natural spite. These diminutive greenskins are the smaller, weaker cousins of the Orks. Sometimes referred to as grotz or runts, a Gretchin's greatest natural weapon is his rows of razor sharp teeth and raw viciousness that would prove them a match for most men. Orks treat Gretchin with a mixture of apathy and begrudging tolerance. They'll kick them, eat them and often kill them, but never by design and certainly with no malice…

For all their apparent weaknesses, Gretchin are integral to Ork society. Far smarter than most Orks and possessing tiny limbs with which to tinker with tiny gears and levers, Gretchin provide Ork meks with invaluable mechanics, test subjects and pilots. Gretchin are also responsible for making sure an Ork's weapon will fire on demand and often carry said weapon to battle if the Ork already has his hands full.

Greedy, sneering little creatures, Gretchin look upon their hulking masters with envious eyes and murderous hearts. In large mobs, Gretchin can be uncharacteristically brave, and foolish is the individual who underestimates them. Alone or in smaller groups, Gretchin are perfectly content to bide their time, awaiting an opportune moment to slit a throat or lure the unwary into a trap. Gretchin have much better eyesight than Orks, and are much more eager to be further than arms reach from the foe. This makes them ideal marksmen and many Gretchin are as good a shot as trained Imperial Guardsmen. Were they only strong enough to wield the kick of an Ork shoota or even allowed to put their miserable little hands on one, they'd be a deadly proposition. As it stands, Gretchin tend to be armed with archaic guns such as blunderbusses, stub pistols and whatever else they can loot from the dead.

Threat Classification: Troops at all Tiers.

Strength	2	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	2	**Fellowship**	2
Initiative	4	**Defence**	4
Speed	5	**Wounds**	1
Shock	2	**Soak**	2
Resolve	2	**Conviction**	3
Passive Awareness		2	
Resilience	4		
Skills	Ballistic Skill 5, Default 4		
Size	Small		
Keywords	Ork		

Attacks

Grot Blasta: (Damage 7+1ED; AP 0; Range: 24m (R); Salvo: 1; Pistol)
Knife: (4+1ED; AP 0)

Special Abilities

(Mob) Dangerous in Large Numbers: If a mob of Gretchin includes more than 10 members, they can reroll any 1's (aside from a Complication) on a ranged attack.

Kommando

"'ere boyz, watch this one try to scream."
– Gogsnag Throatslitter.

Orks are not renowned for their subtlety. Indeed most Imperial Commanders think them incapable of it, and for the most part, they're right. Kommandos, however, represent the exception to this rule. Excelling at acts of low cunning, they range ahead of an Ork army, acting as scouts, saboteurs and terror troops. Like all Orks they are hulking brutes, slabbed with muscle and sinew, and able to shrug off all but the most grievous of wounds. This sets them apart from the ranging troops of other races, for Kommandos are capable of striking with all the blunt force of a hardened assault unit.

Other Orks view Kommandos with a mix of suspicion and distain, pouring scorn on their lack of proper Ork-like behaviour. For their part, the Kommandos take pride in their apparent un-orkiness. It is an unconscious wish to be separate from the mob in the first place that drives Orks to become Kommandos. While some Orks eventually return to the mob proper, others labour under a self-imposed exile, evolving into instinctual hunter-killers, as likely to ambush other Orks as they are anyone else.

Kommandos are armed with all manner of weapons and tools, carrying everything from large knives and clubs to stikk bombs and cutters. And despite the frequent need for stealth, they would not be an Ork at all were they not also carrying an impressively loud shoota. Taking full advantage of their unique load out, each Kommando also fulfils a specific battlefield role and normally has an honorific to match, such as Spleenstabber, the vicious Kommando of Odesh Plains who knifed to death an entire Imperial platoon, and Hedbasha who carried an oversized hammer into the trenches of Gitfyre pass and bludgeoned his way into infamy.

Threat Classification: Adversaries at Tier 1-2, Elites at Tier 3, Troops at Tiers 4+.

Strength	6	**Intellect**	3
Agility	3	**Willpower**	3
Toughness	6	**Fellowship**	3
Initiative	5	**Defence**	3
Speed	6	**Wounds**	6
Shock	7	**Soak**	6
Resolve	3	**Conviction**	3
Passive Awareness		5	
Resilience	10 (Orky Armour: 2)		
Skills	Stealth 8, Weapon Skill 7, Ballistic Skill 3, Default 5		
Size	Average		
Keywords	Ork		

Attacks

Slugga: (Damage 10+1ED; AP 0; Range 24m (R); Salvo 1; Pistol, Waaagh!)
Choppa: (Damage 9+2ED; Steadfast, Waaagh!)
2 Stikkbombs: (Damage 7+1ED; AP 0; Range 24m [T] ; Salvo –;Blast [Medium])

In mobs of up to 10 Kommandos, up to two may wield a Big Shoota, Burna, or a Rokkit Launcha.

Special Abilities

Sneaky Gits: Kommandos may use Stealth in place of Weapon Skill (or Stealth -3 in place of Ballistic Skill) on any attacks in the first Round.

(Mob) Kunnin' Infiltrators: Kommandos may make Stealth Tests as a mob rather than as individuals. When they do so, they gain one bonus icon.

Kaptin Kommando

A Kaptin Kommando can lead a mob of Kommandos or operate independently. They replace their Choppa with a Big Choppa.

- **Wounds:** 10
- **(Ruin) Champion:** This threat may take Ruin Actions.
- **Big Choppa:** (Damage 11+2ED; AP –1; Waaagh!)
- **Threat Classification:** Adversary at Tier 1–3, Elite at Tier 4+.

Eldar Threats

This section presents threats that are associated with the Aeldari. As an ancient species, the Aeldari have goals that are often incomprehensible to other species. On many worlds, they believe that they hold ancient claims to places that they have not visited in millennia.

Eldar Ranger

"To wander the stars without destination is to fall to the deepest agonies. The light of each moment is too fleeting, too fragile a thing to discern purpose from."
– Taldar Asuleth

The Eldar are an enigmatic, mysterious race. Ancient and seemingly immortal by the reckoning of men, their society is built on a ridged class system with each Eldar choosing a path to follow. Some stay on a single path their entire lives, devoting themselves to a single aspect of their nature. Others move from path to path, wary of what such single-mindedness brings with it. Rangers are those who have abandoned all paths save that of the outcast. Leaving their craftworld, they journey out into the universe, travelling far and wide. Eldar feel things more keenly than men and their passions are both more powerful and more compelling. Rangers are not immune to this side of their nature and their wanderlust can drive them further and further from home. Many are drawn to the ancient Eldar exodite worlds that sit on the very edge of the galaxy. It is among such ruins and glimpses of a civilisation long fallen from grace that the Rangers hope to find meaning, an end to their quest and a reason to return home.

Whereas most Eldar have little to no peaceful contact with other races, Rangers are often forced to cooperate with those they cross paths with. Sometimes this is out of a base need for survival, in the sharing of resources or means. Other times it is only because such contact furthers the Ranger's own agenda. In payment for passage or information, Rangers have been known to offer up their services as scouts, trackers, and even assassins. Though a Ranger may accompany a rogue trader, inquisitor, or other powerful individual, their presence is only ever temporary. A Ranger's only true allegiance is to the Path, and they will soon move on should they feel it call to them.

Eldar Rangers are consummate marksmen. Like all Eldar, they are agile, swift and highly intelligent – traits furthered by exposure to the breadth of the universe and the need for independent survival.

Armed with a specialised long rifle, and shrouded by chameleonic cloaks, they are able to blend into almost any environment and kill their opponent before he is even aware of the Ranger's presence. Decades, sometimes centuries, of exploring the most inhospitable environments and ruined worlds, means that Rangers can move through even the densest terrain as though it were open ground, leaving their prey little hope of escape.

To face an Eldar Ranger is to have naught left but a measured breath.

Threat Classification: Adversaries for Tier 1–3, Elites for Tier 4+.

Strength	4	**Intellect**	3
Agility	6	**Willpower**	3
Toughness	3	**Fellowship**	4
Initiative	6	**Defence**	5
Speed	7	**Wounds**	4
Shock	3	**Soak**	3
Resolve	2	**Conviction**	3
Passive Awareness		6	
Resilience	8 (Eldar Mesh Armour: 3)		
Skills	Ballistic Skill 8, Stealth 8, Default 7		
Size	Average		
Keywords	Aeldari, Asuryani		

Attacks

Cameleoline Cloak: +1d to Stealth, +1 Defence when in cover
Ranger Long Rifle: (Damage 10+1ED; Range 150m [R] ; Salvo 0; Sniper [3])
Knife: (Damage 6+1ED; AP: 0)

Special Abilities

(Wrath) Sniper: If the Wrath dice rolls a 6 with an attack from an Eldar Ranger's long-rifle, it inflicts Mortal Wounds.
(Ruin) Elusive: As a free action, the GM may spend a point of Ruin to have the Ranger move up to their speed in metres.

Pathfinders

Rarely, Rangers walk the Path of the Outcast for centuries, becoming especially adept at survival and infiltration. They may replace the Eldar Ranger's skills as follows:

- **Skills:** Ballistic Skill 9, Stealth 9, Survival 8, Default 7
- **Wounds:** 8
- **Threat Classification:** Adversary at Tier 1–4, Elite at Tier 5+.

Eldar Corsair

"Betrayal is inevitable. Each of us walks the stars alone. What I do not take from you, you will only use as means to take from me."

– Drasar Yl'aqir

Like Rangers, Eldar Corsairs have abandoned the relative safety of their craftworld to follow the path of the Outcast. But unlike the Rangers, Corsairs find little peace in simply wandering the stars. Unable to look inwards for meaning, for fear that emptiness may drown them in despair, they cast ambitious eyes out into the universe, hoping to find purpose in adventure, pleasure and riches. It is the great, inevitable tragedy of the Corsair that the transient, fleeting nature of such things means that few

ever feel they have journeyed to the end of the path. Most remain an outcast, never to return to their Craftworld. Never to find peace. It is this innate insecurity and fragility of self that leads Corsairs to be far more aggressive, even indirectly, than other Eldar.

Where a Ranger is garbed in simple clothes and functional armour, a Corsair will often be found in lavish attire – fine tunics buttoned under flowing jackets or expensive cloaks. Their armour, too, is more decadent, gilded or baroque plates forged into ceremonial battle-suits. Others, whose passions run to darker pursuits, bare their flesh asserting their individuality through tattoos, piercings and ritual scaring. Even a Corsair's weapons are designed to extenuate the persona they embody, while some wield golden laspistols and delicate rapiers, others carry wicked blades and toxic needle weapons.

Corsairs are inherently selfish, and will only be drawn on something should it serve their interests directly. Most position themselves as leaders of one kind or another, drawing self-worth from the adulation and subservience of others. For whatever else they become on their travels, they are still Eldar, pursuing any endeavour far more vigorously than any man could, and with an inhuman level of conviction. They can be the most charming of scoundrels, the most deceitful of pirates and the cruellest of slavers.

Threat Classification: Elite at Tier 1–2, Troops at Tier 3+.

Strength	3	**Intellect**	3
Agility	6	**Willpower**	4
Toughness	3	**Fellowship**	5
Initiative	5	**Defence**	4
Speed	7	**Wounds**	3
Shock	3	**Soak**	3
Resolve	2	**Conviction**	3
Passive Awareness		5	
Resilience	8 (Corsair Armour: 3)		
Skills	Athletics 7, Default 6		
Size	Average		
Keywords	Aeldari, Anhrathe		

Attacks

Shuriken Pistol: (Damage 10+1ED; AP 0; Range: 26m [R]; Salvo 2; Pistol, Penetrating [4])
Eldar Sword: (Damage 6+1ED; AP 0; Parry)

Special Abilities

Reckless Abandon: Eldar Corsairs get an additional +1d to attacks made using the All-out Attack Option.
Uncanny Balance: Eldar Corsairs get +1d to Athletics Interaction Attacks.
(Mob) On the Blade's Edge: Corsairs gain +2d for combined actions and Resolve tests throughout a scene until they fail one, which causes them to lose this bonus.

Corsair Felarch

A Felarch is an accomplished veteran warrior who may lead a mob of Corsairs. They replace their Shuriken Pistol and Eldar Sword with a Fusion Pistol and a Power Sword. Felarchs gain the following Attributes, Skills, and Special Abilities:

- **Skills:** Athletics 8, Ballistic Skill 8, Weapon Skill 8, Default 6
- **Resolve:** 4
- **Wounds:** 7
- **(Ruin) Champion:** This threat may take Ruin Actions.
- **Fusion Pistol:** (Damage 16+2ED; AP:-4; Range: 12m (R) ; Salvo: 1; Pistol, Melta)
- **Eldar Power Sword:** (Damage 8+1ED; AP: -3; Parry)
- **Threat Classification:** Adversary at Tier 1–2, Elite at Tier 3+.

Other Xenos

This section presents a range of other alien creatures in the 41st millennium. Some of these beasts are native to various worlds of the Gilead system. Each poses a recurring threat to those who inhabit that region.

Genestealer

"They move in the blink of an eye, and kill within one beat of the heart. Understimate them at your peril."

–Kilovan, Veteran Sergeant of the Dark Angels Space Marines Chapter

Genestealers are insidious aliens characterised by their six limbs, bulbous craniums, and ridged carapaces. They are bipedal and able to scuttle with horrible speed on their clawed lower limbs. Agile, tough, durable, and surprisingly strong, these creatures can tear apart even the toughest armour with the razor-sharp claws on their upper limbs. These xenos have been encountered on numerous space hulks, remote moons, and many other worlds throughout the galaxy. Genestealers communicate via telepathy, sharing their thoughts across their vile brood. They are also quite intelligent, able to plan and execute cunning ambushes and lay traps for their prey. Genestealers are vanguard organisms of the Tyranid race, a species of alien kind that encompasses a bewildering variety of different strains of creatures

These xenos get their name from their ability to implant their own genetic material into a host body of another race as their means of reproduction. Those infected by the "Genestealer curse" fall under the aliens' mental domination and become willing allies to the creatures' cause. They breed abhorrent hybrid forms that eventually produce more purestrain Genestealers. This corruption spreads in secrecy amongst human worlds, allowing the Genestealers to hide within the tainted populace.

For years, these creatrures can lurk in sewers or beneath cities, preying upon the citizens like monsters from a folk-tale. Within just a few years, they will have assembled a network of mind-controlled operatives embedded in every stratum of the local planetary government and military. Once in place, they wait until the Hive Mind of an approaching Tyranid fleet dominates their psyches.

Few understand just how widespread a Genestealer infestation can become—for every brood uncovered and purged, a dozen more may go unnoticed. When a Tyranid hive fleet enters an infested system, the Hive Mind asserts itself over the Genestealers and their progeny, using them to throw planetary defenders into disarray to leave the prey world vulnerable to the merciless onslaught of a Tyranid invasion.

Threat Classification: Adversary at Tier 1–2, Elites at Tier 3-4, Troops at Tier 5+.

Strength	8	**Intellect**	2
Agility	6	**Willpower**	4
Toughness	6	**Fellowship**	1
Initiative	6	**Defence**	5
Speed	8	**Wounds**	8
Shock	7	**Soak**	6
Resolve	5	**Conviction**	6
Passive Awareness		6	
Resilience	10 (Tyranid Carapace: 3)		
Skills	Athletics 10, Awareness 8, Stealth 8, Weapon Skill 9, Default 6		
Size	Average		
Keywords	Tyranid, <Hive Fleet>, Genestealer Cult		

Attacks

Rending Claws: (Damage 12+1ED; AP -1; Penetrating [4])

Special Abilities

Lightning Reflexes: Genestealers may attempt to soak mortal wounds.

Swift and Deadly: Genestealers gain a total of +2d when they charge (instead of +1d).

(Mob) Flurry of Claws: Whilst in a mob, genestealers gain a +2d bonus to melee attack rolls.

Genestealer Hybrid Metamorph

"Now, my brothers, the day of reckoning is here! Let us devour this world for our broodkin!"

–Slass, Genestealer Hybrid Metamorph of the Twisted Claw Cult

As a genestealer infestation coils itself deeper into a world's unsuspecting society, some of those born to the cult's earlier generations of hybrids begin to exhibit freakish mutations that echo the form of the genestealer and also those of the wider Tyranid race. These hybrids possess formidable natural weapons, often taking the form of talons nearly the length of a sword. Their grotesque visage is matched by their ferocity, for hybrid metamorphs are amongst the most vicious of their kind. They combine human intelligence with the raw strength of their alien-tainted forms.

Hybrid metamorphs are worshipped by others in the cult, with grisly offerings left to appease the otherworldly powers that brought them into being. Metamorphs are created by the will of the Hive Mind, the product of a psychic imperative sent to a powerful cult to better prepare them for the invasion to come. Hybrid metamorphs are a truly dangerous foe—their cabled, unnaturally powerful limbs bear not only natural weapons, but one of their additional arms has a fully functional hand, able to tap in command codes on a console or wield a technological weapon such as a pistol.

Threat Classification: Elites at Tier 1–2, Troops at Tier 3+.

Strength	7	**Intellect**	2
Agility	5	**Willpower**	4
Toughness	4	**Fellowship**	1
Initiative	5	**Defence**	4
Speed	6	**Wounds**	6
Shock	5	**Soak**	4
Resolve	3	**Conviction**	4
Passive Awareness		4	
Resilience	8 (Metamorph Hide: 3)		
Skills	Athletics 9, Awareness 6, Ballistic Skill 6, Cunning 6, Stealth 7, Tech 6, Weapon Skill 7, Default 5		
Size	Average		
Keywords	Tyranid, <Hive Fleet>, Genestealer Cult		

Attacks

Autopistol: (Damage 7+1ED; AP 0; Range 20m (R); Salvo: 2; Pistol)
Metamorph Talons: (Damage 10+1ED; AP 0)

Special Abilities

Unquestioning Loyalty: Once per battle, a hybrid metamorph may suffer the effects of an attack that hits an ally Elite or Adversary with the Tyranid keyword within 6 metres instead of the allied character.
(Mob) Brood Mind: Whilst in a mob, hybrid metamorphs gain +3d to Resolve tests while they are within 20 metres of a Genestealer or any other Tyranid with the Synapse Creature keyword.

Clawed Fiend

A xenos creature that becomes an Apex predator on nearly world it is unleashed upon, the Clawed Fiend is a deadly hunter only rarely encountered in the galaxy. The creature's size is well over three metres in height, though it often crouches or moves on all fours in a simian motion. Despite its threatening bulk, the Clawed Fiend moves at blinding speed, able to quickly cover ground or pounce swiftly upon its chosen prey.

Its long, powerful arms have a tremendous reach, each finger and toe bearing a cruel claw longer than an Ork finger. These claws are formed of chitin, and nearly as sharp as a mono-blade. It possesses a long tail of bone and sinew, ending in a dangerous spike. Its face is flat, hairless, composed of protectively leathery hide stretched across its thick skull. It possesses multiple eyes that can see in numerous spectrums, and its large ears can pick up the slightest of sounds.

The Clawed Fiend is infamous for its incredible strength and tenacious endurance, able to survive many wounds that should slay it outright. Some have claimed that the creature can tear apart a herd animal in less than a second, whilst others say its claws can carve through even the toughest armoured plate. A single swipe of this xenos' claws have been known to decapitate a human with little effort.

When a Clawed Fiend is wounded, it becomes even more dangerous, entering an almost berserker-like fury. Some believe that this is due to the creature's physiology, a response to pain that floods its body with powerful stimulants and chemicals. Others say the Clawed Fiend is actually enraged at the scent of its own blood or the pheromonal response to injury. In any case, hurting a Clawed Fiend makes it far more deadly than it was to begin with.

Threat Classification: Adversaries for Tier 1–2, and Elites for Tier 3+.

Strength	9	**Intellect**	2
Agility	6	**Willpower**	3
Toughness	9	**Fellowship**	2
Initiative	7	**Defence**	5
Speed	10	**Wounds**	9
Shock	8	**Soak**	9
Resolve	2	**Conviction**	3
Passive Awareness		7	
Resilience	14 (Tough Hide: 3)		
Skills	Awareness 8, Stealth 8, Survival 8, Weapon Skill 8, Default 7		
Size	Large		
Keywords	Xenos, Beast, Drukhari (when with a Drukhari Beastmaster)		

Attacks

Claws, Fangs, and Tail: (Damage 13+2ED; AP -1; Brutal)

Special Abilities

Bestial Fury: A Clawed Fiend suffers no penalties from being Wounded or Heavily Wounded.

Instead, it gains a number of bonus dice to Weapon Skill tests, Resolve tests, and +ED to melee damage equal to the penalty it would otherwise suffer.

Multi-Attack (2): The Clawed Fiend may ignore up to 2 points of penalties for making a Multi-attack action in combat.

(Ruin) Champion: This threat may take Ruin Actions.

Gilead Swoopbat

"Watch the stars at night. When they are blotted out, it usually means a bat is descending toward you."

–Drill Sergeant Marie Thracken

Swoopbats are a nocturnal, predatory species native to Gilead. With a wingspan of nearly 10 metres and a mass of more than 60 kilograms, their size alone is striking. When aloft at night, their black fur blends perfectly into the night sky. Observers often only spot them when their bodies block the view of stars overhead. They are near-silent hunters, as they depend heavily upon stealth to find their prey.

Swoopbats typically hunt in small groups of three to five animals. Their keen echolocation and ability to attack from the sky enables them efficiently find and dispatch vulnerable prey. They preferentially target isolated prey. When none are available, swoopbats attack small groups, provided the groups are smaller than their own. While their talons are sharp and deadly, they are not the swoopbat's preferred weapons. Instead, the bats usually grab their prey and then drop them after soaring aloft. For particularly hardy targets, the swoopbats repeat this procedure, seemingly taking delight in the panicked scream of their prey as they fall. After targets are overcome, they carry them back to their nests to devour them, sharing the meat with their young.

These predators nest in the planet's few mountain regions, as well as the spires of her hive cities. In these locations, they are safe from most of the planet's other native megafauna. Their excrement, however, is extremely corrosive, even to ceramite. Hive city workers must forcibly remove swoopbat infestations on a regular basis and perform repairs, before external structures suffer undue damage.

To date, there have been no successful attempts to domesticate Gilead Swoopbats. Throughout Gilead's history, many have tried, either to ride them or to use them as trained hunters. The reasons for the repeated failure remain unclear.

Threat Classification: Monstrous Creature

Strength	9	**Intellect**	2
Agility	5	**Willpower**	3
Toughness	9	**Fellowship**	1
Initiative	7	**Defence**	6
Speed	5	**Wounds**	16
Shock	12	**Soak**	9
Resolve	2	**Conviction**	3
Passive Awareness		4	
Resilience	11		
Skills	Weapon Skill 8, Default 6		
Size	Huge		
Keywords	Monster		

Attacks

Massive Talons: (Damage 12+1ED; AP: 0)

Special Abilities

Echolocation: Swoopbats use hypersonic sound to find prey. They suffer no penalties for lighting conditions.

Flight: The swoopbat can fly at Speed 20 as a move or running action. As a sprint action, it may move at speed 30. Athletics tests are used for any necessary manoeuvrability tests while aloft.

Swoop and Drop: The swoopbat often dives to grab its prey, then hoists them into the air and drops them, letting gravity do its work. A Swoop and Drop action requires the swoopbat to expend both movement and a full action. It is resolved with an opposed Strength Test against its target. If the swoopbat succeeds, the target suffers falling damage from a height of 20 metres. Of the swoopbat fails, it was unable to grab its target.

Ostian Falcon

Ostia also possesses a massive predatory flying animal. The Ostian falcon has an 8 meter wing span. It hunts in isolation during the day. Remove the Echolocation and Swoop and Drop special abilities. Replace its skill list as follows:

Skills: Awareness 9, Default 7

Enochian Death Skate

"Enoch's oceans harbour the Death Skate, which has been known devour vessels whole."
–Lateria Asmophan, Magos Biologis

The largest predator of Enoch's oceans is the death skate. Specimens have been reported measuring nearly 40 metres in length, and over 20 meters in width, with its extended fins. The death skate is omnivorous and aggressive, feeding upon anything it encounters. While it is believed that these monstrosities are most common within the ocean's depths, sightings in the shallows are not uncommon. In fact, there are many reports of these terrors devouring small vessels moored at city docks. The creature's massive toothy maw is capable of penetrating even ceramite hulls. While it is unclear if it can fully digest adamantine armour plating, specimens have certainly devoured vessels that included them.

The death skates' full ecology and life cycle is poorly understood. Observed specimens are always more than 30 metres in length. Some fishermen speculate that the creature may have a much smaller juvenile form, or possibly one that appears very different. It is believed to nest within the deepest parts of the ocean, but only because no nests have been observed within the shallow areas.

In recent years, Enoch's human population has begun to hunt the death skate. This is partly to tame the world's oceans, in the interest of public safety. In fact, the government has begun to offer a bounty for the creature's eyes. However, it has also been discovered that the skate's internal organs are rich in oils which can be efficiently converted into promethium. Commercial skate hunting operations increased substantially after that discovery, though this remains a high-risk profession.

Threat Classification: Monstrous Creature

Strength	11	**Intellect**	2
Agility	5	**Willpower**	2
Toughness	14	**Fellowship**	1
Initiative	5	**Defence**	4
Speed	0	**Wounds**	7
Shock	2	**Soak**	5
Resolve	2	**Conviction**	3
Passive Awareness		5	
Resilience	16		
Skills	Weapon Skill 8, Default 6		
Size	Huge		
Keywords	Monster		

Attacks

Devouring Maw: (Damage 15+1ED; AP 0)

Special Abilities

Aquatic: The death skate cannot move on land, but it can swim at Speed 10 as a move, 20 as a running action, or 30 as a sprint. It suffocates in air, but can respirate freely underwater.

(Wrath) Swallow: With a 6 on the Wrath die, the death skate swallows its target whole. It then dives deep under water to digest its prey. Attacks against the beast from the inside suffer a +2 DN due to the challenge of attempting to swing a weapon while contained within its digestive tract.

Ostian Hook-billed Squid

The most aggressive predator in Ostia's freshwater seas is the giant hook-billed squid. It has been known to remove filtration systems from water intake systems, and travel up the massive pipes. Consequently, there have been numerous instances of them attacking individuals at supposedly safe reservoirs, including enormous water towers. For this creature, replace Devouring Maw and Swallow as follows:

Writhing Tentacle: (Damage 12+1ED; AP0; Range: 4m [M])

(Wrath) Entangle: With a 6 on the Wrath die, the squid entangles the target and draws it under water. The character must succeed at an opposed strength test to break free before falling prey to suffocation. If the squid is slain, any entangled characters are immediately freed.

Ostian Sabretooth Vulpine

"Listen, do you hear something?"
–Initiate Iosef Makklin, final words

Packs of sabretooth vulpine prowl the untamed portions of Ostian. These creatures are primarily scavengers, though they do not hesitate to take living prey when the opportunity arises. They are most commonly found in packs of eight to fifteen specimens, which typically includes adolescents. The vulpines are most active during daylight hours. When easy scavenging is not available, they hunt more aggressively in the twilight hours of early morning or late evening.

In the wild, vulpine adaptive colouration is extremely effective. Their coat changes with their environment and the season, so that it is almost always a near perfect match to their environment. They are also extremely adept at moving quietly and at causing very few disruptions in their environment when they do so. This aids them tremendously in leaving their prey unprepared for an attack.

Sabretooth vulpines are a significant nuisance for cattle farmers. In areas where there is little wild prey, packs preferentially inhabit areas where farmers let their cattle graze. Because the domestic animals are relatively contained, vulpines that infiltrate grazing areas have free reign. In most instances, a pack only takes a single animal, though larger slaughters have been reported.

Vulpine sabreteeth have become a popular status symbol among some Ostians. The bone contains a high metallic content, which enables it to hold an edge exceptionally well. Some have even fashioned effective knives by carving and sharpening a tooth from a mature adult.

Threat Classification: Elites for Tier 1–2, Troops for Tier 3+

Strength	5	**Intellect**	3
Agility	7	**Willpower**	2
Toughness	5	**Fellowship**	2
Initiative	7	**Defence**	6
Speed	9	**Wounds**	5
Shock	4	**Soak**	5
Resolve	2	**Conviction**	3
Passive Awareness		7	
Resilience	9 (Thick Pelt: 2)		
Skills	Weapon Skill 11, Stealth 10, Default 6		
Size	Average		
Keywords	Monster		

Attacks

Sabreteeth: (Damage 9+1ED; AP -1)
Rending Claws: (Damage 8+1ED; AP -1)

Special Abilities

Adaptive Coloration: The Vulpine's coat colour gradually changes to match its environment. This grants it +3 bd to Stealth tests.

Rend and Bite: The Vulpine can attack with both its claws and its Sabreteeth in the same round without suffering a multi-action penalty.

Corovingian Drop Bear

Within the Corogvingian jungle, predatory small bears have been known to inhabit the canopy. Their fur blends in well with the trees that they inhabit, making them difficult for anyone walking along the jungle floor to recognise. These predators lie in wait for prey to walk beneath them. When it does, they fall from the tree, sinking their massive fangs into their target's dorsal side. Replace the Speed and Sabreteeth as follows:

- **Speed:** 4
- **Razor Fangs:** (Damage Rating 10+1ED; AP 0)

Leviathan Worm of Avachrus

"The worms dug the deepest tunnels ages before mankind arrived."
– Marie Yverian, Mining Guild Scribe

Avachrus has vast mines that extend for miles beneath the planet's surface. Over the centuries of the forge world's production, the most productive mines have moved ever deeper and further from its subterranean cities. When miners first began digging the deepest shafts, they were surprised to discover cavern networks that were previously unrecorded. In the course of mining and exploring these, mankind first encountered the planet's leviathan worms.

Fortunately, encounters with the massive worms remain infrequent. Measuring nearly 100 metres in length and more than 20 in diameter, the enormous creatures scarcely register the presence of humanity and can shrug off attacks from most weapons, including mining grade lasers. While there are numerous recorded incidents where worms devoured mining vehicles and entire mining teams, it is unclear if these were deliberate attacks. Instead, it is suspected that the worms simply devoured the people and tools that happened to be in the way of their travels.

In spite of the Adeptus Mechanicus presence on Avachrus, there have been relatively few studies conducted of the leviathan worms. The resources required to capture a live specimen are simply not available. In the few instances where specimens were killed, it was more critical to clear the body so that a mining operation could resume rather than allowing the remains to be studied. Consequently, little is known about the creature's metabolism or ecology. It is speculated that the worms are able to metabolise the planet's ore for nutrition, but the mechanisms behind this are unknown.

Threat Classification: Monstrous Creature

Strength	14	**Intellect**	1
Agility	3	**Willpower**	2
Toughness	15	**Fellowship**	1
Initiative	3	**Defence**	2
Speed	3	**Wounds**	12
Shock	10	**Soak**	15
Resolve	2	**Conviction**	3
Passive Awareness		3	
Resilience	20 (Rocky Plating 3)		
Skills	Weapon Skill 7, Default 6		
Size	Gargantuan		
Keywords	Monster		

Attacks

Sucking Maw: (Damage 18; AP –3)

Special Abilities

Burrower: The worm's natural movement is to burrow through soil and rock. When moving through a tunnel or along the surface, it counts as crawling, though it never needs to make a Test to do so. Its movement rate below ground is unimpeded when burrowing, though it may not attack while doing so. The worm may neither run nor sprint.

(Wrath) Swallow: With a 6 on the Wrath die, the worm swallows its target whole. It then begins to digest its prey. Attacks against the beast from the inside suffer a +2 DN due to the challenge of attempting to swing a weapon while contained within its digestive tract.

Nethrean Land Dragons

The rocky hills of Nethreus are home to enormous lizards. These huge creatures devour everything they encounter from plants to cattle to small buildings. Novitiate Knights of House Ormyr often use these large creatures for target practice, as they move relatively slowly and seldom change course. They are also useful in that even a knight's weapon is unlikely to slay one with a single shot. To replicate these creatures add Stomp and Tail Swipe to its Attacks and replace the Burrower special ability with Relentless Advance.

- **Stomp:** (Damage 15; AP 0; Brutal)
- **Tail Swipe:** (Damage 15; AP 0; Range 10m [M])
- **Relentless Advance:** The land dragon always moves a walking pace biting or stomping on anything before it. It may make both attacks each turn without suffering a multi-action penalty.

Gilead Night Scarabs

"Let the scum feast upon the scarabs. It solves two problems at once!"

– Undergovernor Macklin Vincent

The depths of Gilead's hive worlds are infested with Night Scarabs. Individually, these insects are roughly five centimetres in length. They are capable of flight, and they can scurry with surprising speed. This combination leaves very few places on the planet completely isolated from the insects. The creatures are omnivorous, eating anything organic, with little preference for their targets. This has caused many issues, as they are prone to devouring the insulation in electrical systems, leading to frequent power outages. Night scarabs are believed to be native to Gilead and have proven extremely resilient to every pesticide that has been attempted.

These creatures are not explicitly predatory. They devour plants and scavenge other organic substances without preference. However, when the opportunity arrives, they do swarm over and devour animal flesh. This is particular true in cases where prey animals are incapable of outrunning or resisting the creatures.

Night scarabs pose a substantial threat in cases where they assemble into large swarms. It is unclear what causes this to happen. It may be a reaction to a pheromone, a microclimate change, or some other trigger. In any case, when this does happen, the swarms become far more aggressive. Assembling into groups that number in the tens of thousands, they flow across a region, devouring anything organic that they uncover. While healthy humans can typically outrun them, this can become an issue in crowded hive cities, where there simply is no safe destination remaining.

Threat Classification: Monstrous Creature. The scarabs are nearly always found in swarms (see below).

Strength	1	**Intellect**	1
Agility	3	**Willpower**	1
Toughness	1	**Fellowship**	1
Initiative	3	**Defence**	1
Speed	5	**Wounds**	1
Shock	1	**Soak**	1
Resolve	1	**Conviction**	1
Passive Awareness		2	
Resilience	1		
Skills	Weapon Skill 3, Default 2		
Size	Tiny		
Keywords	Monster		

Attacks

Piercing Bite: (Damage 5+1ED; AP –1)

Special Abilities

Flight: The scarab can fly at Speed 5 as a move or running action. As a sprint action, it may fly at speed 10. Athletics tests are used for any necessary manoeuvrability tests while aloft.

(Mob) Infestation: Scarab swarms often number into the tens of thousands of individuals. When attacking as a mob, they always receive the Tier limit for bonus dice. In addition, the Damage value for their Piercing Bite attack is increased by the Tier bonus limit. However, a single target can never be attacked by more than one scarab swarm in the same round.

Swarm: When acting as a mob, this threat has a combined total Wound value of 10. Once the swarm's wounds have been depleted, the swarm is effectively destroyed, split up into a handful of tiny surviving creatures. Swarms suffer a maximum of 1 Wound from melee attacks and a maximum of 3 wounds from ranged attacks. Weapons with the Blast, Blaze, or Spread traits inflict damage normally.

Corovingian Blood Strix

Swarms of these small birds buzz through parts of the Corovingian jungles at night. Their piercing beaks attack prey, sucking them dry of blood. They appear in swarms of 10 to 15 specimens. To replicate this creature, replace the Infestation special ability with Swarm and add Night Vision.

(Mob) Swarm: Flights of blood strix attack targets in concert, focusing on any available flesh. When attacking as a mob, they always get the full bonus for the number of attackers, even if it exceeds the Tier limit.

Night Vision: Blood strix can see into the infrared spectrum. They suffer no penalties for lighting conditions.

Named Adversaries

In this section, an example of a specific named adversary is presented for use in your ***Wrath & Glory*** campaigns.

Arthius

An opportunistic alien shapeshifter from a nearly-extinct xenos race, the being calling himself Arthius is a recent arrival to the Gilead system. Arthius preys upon the weak and the foolish, using his shapeshifting abilities and natural leadership skills to gain their confidence and turn their fear into rebellion against the Imperial authorities. So far, Arthius seems content to orchestrate minor uprisings across Skaelas, one of the capital world's moons. On the air-starved surface of Skaelas, Arthius is building a rag-tag army of mutants, mine workers, menials, and rebels, an army loyal to his own twisted ideals.

This movement calls itself the Guiding Hand, and is one of many such cults that have sprung up in the Gilead System since the coming of the Great Rift. Arthius' shapeshifting abilities allow him to easily infiltrate settlements across Gilead and its moons. Once he locates dissidents, he sways them to his point of view with fiery rhetoric, using his own "miraculous" evasion of the Imperium's authorities as evidence of the righteousness of his cause. Under several pseudonyms and guises, Arthius is wanted for questioning by the Arbites, the enforcers of Gilead's planetary governor, and even the Inquisition. None of them, as yet, truly understand just what they are dealing with.

Threat Classification: Tier 3 Named Adversary

Strength	5	**Intellect**	5
Agility	6	**Willpower**	5
Toughness	5	**Fellowship**	7
Initiative	5	**Defence**	4
Speed	7	**Wounds**	9
Shock	8	**Soak**	5
Resolve	4	**Conviction**	5
Passive Awareness		5	
Resilience	10 (Mesh Armour: 3)		
Skills	Athletics 7 Awareness 9 Ballistic Skill 9 Cunning 10 Deception 10 Insight 10 Intimidation 8 Persuasion 9 Stealth 9 Weapon Skill 9		
Size	Average		
Keywords	Heretic, Xenos		

Attacks

Shapeshifted Mandibles: (Damage 9+1ED; AP -1; Toxic [5])

Plasma Pistol: (Damage 15+1ED; AP -3; Range 24m; Pistol, Supercharge)

Chainsword: (Damage 13+1ED; AP 0; Brutal, Parry)

Special Abilities

(Ruin) Architect of Ruin: Arthius generates 1 Ruin at the beginning of every round.

(Ruin) Champion: This threat may take Ruin Actions.

(Ruin) Strike Them Down!: As a Ruin action, Arthius may command a mob of allied troops within 10 metres to make an immediate ranged or melee attack against a single enemy.

Shapeshifting: Anytime Arthius is adjacent to or within metres of another character—friend or foe—targeting him with an attack requires a successful Intellect test (DN 4). If the test is failed, any successful attack against Arthius is randomised between the potential targets (i.e., Arthius and any adjacent character other than the attacker). Outside of combat, Arthius' shapeshifting ability is nearly perfect. A character who suspects Arthius is not what he appears to be must pass an Insight test (DN 7) to notice anything unusual.

Inspired Rhetoric: Arthius gains +2d to Deception and Persuasion Interaction attacks.

WARHAMMER 40,000 ROLEPLAY
WRATH & GLORY

Name: _____
Tier: _____
Rank: _____ **Rank Bonus:** _____

Framework: _____
Species: _____
Species Ability: _____

_____
_____
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_____

Archetype: _____

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Archetype Ability:

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Attributes

Attribute	Rating	Adjusted Rating
Strength		
Agility		
Toughness		
Intellect		
Willpower		
Fellowship		
Initiative		

Combat Traits

Trait	Rating	Current
Defense		
Resilience	(Armour Value)	
Soak		
Speed		
Shock		
Wounds	(Heavily wounded at)	

Mental Traits

Trait	Rating
Conviction	
Corruption	
Passive Awareness	
Resolve	

Social Traits

Trait	Rating
Influence	
Wealth	

Skills

Skill	Rating	Linked Attribute	Total
Athletics		(Strength)	
Awareness		(Intellect)	
Ballistic Skill		(Agility)	
Cunning		(Fellowship)	
Deception		(Fellowship)	
Insight		(Fellowship)	
Intimidation		(Willpower)	
Investigation		(Intellect)	
Leadership		(Willpower)	
Medicae		(Intellect)	
Persuasion		(Fellowship)	
Pilot		(Agility)	
Psychic Mastery		(Willpower)	
Scholar		(Intellect)	
Stealth		(Agility)	
Survival		(Willpower)	
Tech		(Intellect)	
Weapon Skill		(Initiative)	

Weapons

Name	Damage	AP	Salvo	Range	Traits

Keywords

Talents

Background

Objectives

☐ Objective achieved

Gear

Malignancies

Ascension Notes

Wrath Points

Spend one Wrath to:

- Re-roll failures once on a test
- Add +1 to a Defiance check
- Make a narrative declaration
- Immediately restore 1d3+1 Shock

Spend one Glory to:

- Add +1d to a test after any re-rolls
- Add +1 damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative

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