

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



REVELATIONS



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It is the 41st Millennium.

For more than a hundred centuries, the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, 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. These are the tales of those times.

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...



WARHAMMER 40,000 ROLEPLAY: WRATH & GLORY

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? 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 civilization 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.

Wrath & Glory uses a unique system perfect for exploring this war-torn setting. It is streamlined, dramatic, and easy to learn. Everything in this new system is designed to get you into the action. 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.

IN THE LIGHT OF THE ASTRONOMICAN

The setting of Warhammer 40,000 is vast and varied, encompassing an entire galaxy and the blighted, pale stars beyond. *Wrath & Glory* allows players to explore every shadowed corner of the 41st Millennium. Right from the start, this roleplaying game supports standalone adventures and ongoing campaigns across the width and breadth of the Dark Imperium.

Wrath & Glory takes players into a deep and immersive look at the 41st Millennium, from the depths of the darkest underhive to the glimmering spires of Holy Terra, and beyond. It brings the gritty details of the setting to life and gets roleplayers face-to-face with the epic, gritty, desperate, and grand scope of the galaxy.

In *Wrath & Glory*, your characters glimpse the grime on the cherub's wings, the hint of regret in the Radical's eyes, and confront their own worst fears in the Harlequin's mask.

Wrath & Glory doesn't restrict your warband to the common Imperial archetypes. Of course, Space Marines and Imperial Agents will be the focus of many campaigns, but you'll also be able to construct a band of lithe and enigmatic Eldar to fight back against the tides of fate, or even an unruly mob of Orks to rampage around the galaxy seeking out da best fights! All of these and more can be found in the *Wrath & Glory* Core Rulebook.

The 41st millennium is open to explore. Whatever part of Warhammer 40,000 you love, *Wrath & Glory* can bring it to life.





Commissar Frost gazed out of the balcony window as a hive city burned. Towering hab-blocks crumbled as she watched, toppling into the inferno in the streets below. Her knuckles whitened on the hilt of her chainsword, eyes

narrowed with righteous fury. So far, the rebel threat had yet to reach the centre of Imperial authority, the Citadel Effegius, but Frost estimated that they would soon descend upon her and her companions.

Since the coming of the Great Rift, much of the galaxy had been cut off from the Emperor's light, alone and under renewed assault by the myriad enemies of mankind. This desperate age made for unusual alliances, for any organized Imperial force was already engaged in battle, stretched to the breaking point shoring up defenses, or vanished amidst the roiling warp storms. In many cases, only small bands of Imperial agents were able to link up and combine their efforts against fearsome threats washing over planet after planet. The Commissar and her group were one such example, cut off and unable to rely upon the seemingly inexhaustible resources of the Imperium of Man.

"We don't have much time," Frost broke the silence, "this uprising is tearing the capital apart."

The Commissar pointed towards a promethium refinery, still billowing smoke and yellow flame. "These riots have spread planet-wide." Silently, she condemned the planetary governor for allowing matters to grow this dire under his watch. His execution couldn't come soon enough.

"Correction," came Sigma-77's buzzing voice. Their metallic tones spoke out from the doorway, where the red-robed Skitarii Ranger watched for more attackers. They cradled their galvanic rifle, as much an extension of their body as the gleaming metal of their cybernetic arms and legs. "Crowd movements indicate an 85% probability that the riots are merely a distraction."

Frost deepened her scowl. Sigma-77 often had difficulty interacting with normal humans, but the Skitarii was no fool. As a warrior of Mars, their calculations were blessed by the Machine-god, and Frost knew better than to dismiss the evaluation.

"If the uprising is just a smokescreen, what are they hiding?" She asked.

"I believe your answer is here, Commissar." The voice rasped scarcely above a whisper, but it carried across the room and above the distant sounds of battle. Kerith's hulking form knelt over the corpse of one of the rebels. The Space Marine Scout's carapace armour was stained with blood, none of it his own. Emblazoned upon it was the emblem of his Chapter—the Raven Guard. He and his battle-brothers had helped keep the group alive so far, and Frost was certain that their stealthcraft would be key to the planet's survival.

The Scout pulled back the dead rebel's cloth coverings. When the rebels had first launched their ambush, Frost had seen only their bald heads, a common practice amongst street gangs or worker clans. Now, however, it was clear that these were not rebels at all.

The body before her had a vestigial third arm, its fingers ending in vicious claws. Kerith tilted the rebel's head up towards the light. The creature's brow was misshapen by faint cranial ridges.

Frost hissed in surprise. "That's not a simple mutation. What is it?"

"It's an alien hybrid," Kerith answered sombrely. "We're not dealing with a simple rebellion. We're facing a Genestealer Cult."

The Skitarii Ranger let out a wry laugh, a sound like a bark of static squelch. "Then our mission just became far more complicated."



COMETH THE INQUISITOR

Ross Watson is the lead designer and line manager for *Wrath & Glory*.

He is an award-winning game designer of several RPGs, including *Rogue Trader*, *Deathwatch*, and *Black Crusade*. Ross has been immersed in the grim darkness of the far future for many years, including a stint working on the US White Dwarf team in the early 2000's. Some games he has worked on since then include *Star Wars: Edge of the Empire*, *Torg: Eternity*, *Savage Rifts*, *Darksiders II*, and *Battlefleet Gothic: Armada*.

Wrath & Glory also possesses a strong team of designers and writers well-versed with the Warhammer 40,000 setting including Owen Barnes, Andrea Gausman, Andy Hoare, Wendelyn A. Reischl, and many more.

In his own words, Ross explains his passion for the *Wrath & Glory* project:

I've been a fan of Warhammer 40,000 ever since I first began playing the tabletop wargame in the late 90's. The setting simply ignited my imagination, the stories and characters and the conflicts becoming an inspiration for my creative mind. I burned with the fervour of a zealot. I collected the armies and engaged in the hobby, played the games (on the tabletop and on the PC) obsessively, and devoured the novels.

That same fire still burns in my soul. Role-playing is one of my favourite ways to engage with this setting, and I'm incredibly passionate about bringing the 41st Millennium to life with Wrath & Glory. Get ready for savage roleplaying action with bolter and chainsword, faith and fire, and the laughter of thirsting gods!

ULISSES NORTH AMERICA

Ulisses North America is the English-language division of Ulisses Spiele, Germany's premiere RPG publisher and translator of *The Dark Eye*, the classic German fantasy RPG. Ulisses North America is the publisher for notable roleplaying games like *The Dark Eye*, *Fading Suns*, *Torg: Eternity*, and more on the way—including *Wrath & Glory*! Ulisses North America is home to veteran designers, including Timothy Brown as Studio Director (*Dark Sun*, 2300 AD), Kevin Macgregor (*Star Wars d6*, *Metabarons*), and Darrell Hayhurst (*Savage Rifts*, *Ninja Crusade*). The company brings rich European flavour and boardgame quality to the RPG market.

DESIGNER'S NOTES

It is a unique challenge to design a new roleplaying game for an existing setting. The main details of the setting are complete, awaiting the almost-unlimited potential of a purpose-built system. In this section, you'll find many of the philosophies that guide the development of the *Wrath & Glory* roleplaying game.

DESIGN PRIORITIES

When I first began design work on *Wrath & Glory*, I laid out these main goals:

- **The game must capture the feel of Warhammer 40,000.** *Wrath & Glory* must represent the rich tapestry of the setting in every aspect of its design.
- **The game must be fast to play.** It should be easy to learn, with depth balanced with a low level of core complexity.
- **Combat should feel brutal**, without being punishingly deadly for player characters.

ONE FOUNDATION, MANY CAMPAIGNS

Wrath & Glory presents several different ways to explore Warhammer 40,000... both from within and beyond the mighty Imperium and Man. Your adventures begin with the *Wrath & Glory Core Rulebook*. Inside that tome, you will find methods to make characters fit for the trials of the 41st Millennium, and not just human agents of the Imperium (Orks, Eldar, and servants of the Dark Gods just to name a few!). You will also find comprehensive rules for adventuring, combat, and investigation. Other chapters include iconic gear, psychic powers, and game mastering advice to immerse your players in the particular themes of Warhammer 40,000.

From this foundation, the *Wrath & Glory* game line presents several campaigns that each encompass a different RPG experience. A campaign includes a series of linked adventures, specific setting material to create your own stories, and extended options for player characters engaged in that campaign's narrative. The campaigns are focused around an important piece of the Warhammer 40,000 setting, such as particular events or iconic factions.

The Imperium Nihilus campaign, for example, features agents of the Imperium of Man, fighting to stem a rising tide of corruption and darkness. *Wrath & Glory* campaigns take your characters on a journey of both action and intrigue into some of the setting's most compelling conflicts, allowing players to experience Warhammer 40,000 like never before.

THE IMPERIUM NIHILUS

One of the first *Wrath & Glory* campaigns puts your characters right into the heart of the Dark Imperium. A Warp Storm of unimaginable size has split the galaxy in twain, and the reborn Primarch Roboute Guilliman marshals the Imperium to take back its fallen worlds. Separated from the rest of the galaxy by the Great Rift, this region is known as the Imperium Nihilus, and it is a realm under extreme threat. In desperation, bands of heroes gather together to stand against the dangers of growing corruption, daemon incursions, and the opportunistic raids of alien races.

The Imperium Nihilus campaign places your *Wrath & Glory* characters into a region consumed with terrors and in dire need of heroes. Those who have answered the call include Primaris Space Marines, warriors of the Astra Militarum, battle sisters of the Adepta Sororitas, adepts of the Cult Mechanicus, and many more—all are possible player characters.

A linked set of adventures takes your characters from one side of the Imperium Nihilus to the other. Can your heroes bring hope to desperate worlds, alone in a galaxy set aflame? A new age of war and darkness looms, but a sliver of hope remains, and legends await to be forged amongst the bloodstained stars.



THE FUTURE OF WRATH & GLORY

More campaigns are planned that dive deeply into the galaxy of Warhammer 40,000. The Imperium of Man is featured in several campaigns, including the forces of the Inquisition and the Space Marines. Others also deserve their time in the spotlight, not least of which are the proud and ancient Eldar, struggling against their foretold fate, and the fierce Orks and their roving fleets of piratical Freebootaz. These are just the beginning of many ways to experience all that *Wrath & Glory* has to offer!

The *Wrath & Glory* core rulebook is coming in 2018. keep an eye out on the Ulisses Spiele website for more information about Warhammer 40,000 Roleplay and what you can expect from *Wrath & Glory* in the coming year! Here's just a brief preview of some of the adventures we have planned...

Runes significant to the Eldar race marked every surface of the wraithbone chamber. There was the flame of Asuryen, the rising Phoenix, and the Unsleping Eye. Directly overhead was the rune of the craftworld itself, a symbol that mingled artistry and defiance into a seamless whole.

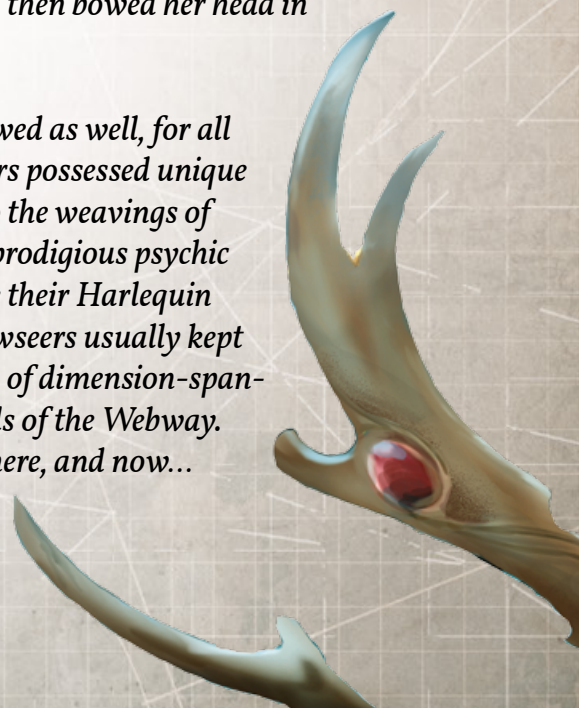
Taladin could see at a glance that this was no normal gathering of his people. Eldar were present from many varied paths, some from the craftworld's more structured order, but also others drawn from the outcasts such as rangers, wanderers, or—like himself—corsairs. Being surrounded by the craftworld's stillness felt stifling to Taladin. Waiting here was a stark contrast to the uplifting freedom he had found amongst the stars.

Something in Taladin's posture must have evidenced his annoyance. Ygrane nudged him with her elbow, and he straightened almost imperceptibly. A talented warlock, Ygrane's psychic skills were crucial to the corsair fleet. It was at her insistence that Taladin had agreed to attend the gathering in the first place.

"Patience, corsair." A hand brushed Taladin's shoulder, and he whirled to see a figure garbed in a riot of colour, the face hidden behind a glimmering mask.

Ygrane stiffened in surprise. "Shadowseer," she murmured, then bowed her head in respect.

Taladin bowed as well, for all Shadowseers possessed unique insight into the weavings of fate... and prodigious psychic power. Like their Harlequin kin, Shadowseers usually kept to the maze of dimension-spanning tunnels of the Webway. To see one here, and now...



The Shadowseer radiated faint amusement, then gracefully stepped to the front of the room.

“Hear, me kinsmen,” she began, her mask swirling with glimmers of starlight. “We stand upon a precipice. Our people are like scattered embers amongst the void, and like embers, we flicker and die.”

Sorrow flowed from her words, and those in the chamber felt the cold touch of despair. Yet before that anguish could take more than a fleeting grip, the Shadowseer infused determination into her speech.

“However, even a single ember may be fanned into flame once again,” she held a hand up to the rune of the Phoenix. “A flame of renewal. Of rebirth. But it is no easy task. It requires courage, strength, and boldness...”

The Shadowseer paused, her masked face gazing back at every Eldar in the room. “In short, it requires heroes. Are there those amongst you who would burn brightly against the darkest night?”

A susurrus of whispers swept the chamber. Taladin found himself stepping forwards, and when he looked to his side, Ygrane was still there. They were not alone. Others, carried along by the stirring words of the Shadowseer, had pledged their weapons and waystones to her cause.

The Shadowseer nodded. “Very well. Then I shall tell you more of what you must face in the days ahead...”

